

#02



School of Computing and Information Technologies

PROGCON - CHAPTER 3

CLASS NUMBER: 02

SECTION: AC190

NAME: BAUT, HANNA JEAN

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PART 1: Identify the following.

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| goto-less programming | 1. | A name to describe structured programming, because structured programmers do not use a "go to" statement. |
| while ... do (while) loop | 2. | A process continues while some condition continues to be true. |
| stacking structures | 3. | Act of attaching structures end to end. |
| Nesting structures | 4. | Act of placing a structure within another structure. |
| Repetition and iteration | 5. | Alternate names for a loop structure. |
| If-then-else | 6. | Another name for a selection structure. |
| Selection structure (decision structure) | 7. | Ask a question and, depending on the answer, take one of two courses of action. Then, no matter which path you follow, continue with the next task. |
| Structure | 8. | Basic unit of programming logic; each structure is a sequence, selection, or loop. |
| Null case (null branch) | 9. | Branch of a decision in which no action is taken. |
| Sequence structure | 10. | Contains a series of steps executed in order. A sequence can contain any number of tasks, but there is no option to branch off, skipping any of the tasks. |
| Loop structure | 11. | Continue to repeat actions while a test condition remains true. |
| Dual-alternative ifs (dual alternative selection) | 12. | Define one action to be taken when the tested condition is true, and another action to be taken when it is false. |
| End-structure statement | 13. | Designates the end of a pseudocode structure. |
| Block | 14. | Group of statements that executes as a single unit. |
| Unstructured programs | 15. | Programs that do not follow the rules of structured logic. |
| Structured programs | 16. | Programs that follow the rules of structured logic. |
| Loop body | 17. | Set of actions that occur within a loop. |
| Spaghetti code | 18. | Snarled, unstructured program logic. |
| Priming input (priming read) | 19. | Statement that reads the first input data record prior to starting a structured loop. |
| Single-alternative ifs (single alternative selection) | 20. | Take action on just one branch of the decision. |

Choose from the following

- ~~1.~~ Block
- ~~2.~~ Dual-alternative ifs (or dual-alternative selections)
- ~~3.~~ End-structure statement
- ~~4.~~ Goto-less programming
- ~~5.~~ if-then-else
- ~~6.~~ Loop body
- ~~7.~~ Loop structure
- ~~8.~~ Nesting structures
- ~~9.~~ Null case (null branch)
- ~~10.~~ Priming input (priming read)

- ~~11.~~ Repetition and iteration
- ~~12.~~ Selection structure (decision structure)
- ~~13.~~ Sequence structure
- ~~14.~~ Single-alternative ifs (or single-alternative selections)
- ~~15.~~ Spaghetti code
- ~~16.~~ Stacking structures
- ~~17.~~ Structure
- ~~18.~~ Structured programs
- ~~19.~~ Unstructured programs
- ~~20.~~ while...do (while) loop