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| **APCS Exposure Java** | **Exercises 05.01-04** | **Date:** |
| **Name:** | | **Period:** |

1. What does *program flow* follow?

2. Programs in what computer language require control structures?

3. What are the 3 general types of control structures?

4. How does *Simple Sequence* work?

5. What are 2 synonyms for *Selection*?

6. What are the 3 types of *Selection*?

7. Selection control structures use a special \_\_\_\_\_\_\_\_\_\_\_\_\_ statement.

8. In *one-way selection*, when does the program flow *branch off*?

9. In *one-way selection*, what happens if the condition is *false*?

10. In *two-way selection*, what happens if the condition is *false*?

11. Explain *Multiple-Way Selection*.

12. Explain *Repetition*.

13. What do *Selection* and *Repetition* control structures have in common?

14. What is the essence of understanding, and using, control structures?

15. What is a *conditional statement*?

16. Most conditional statements will require what?

17. All conditions must be placed inside what?

18. What kind of operator is required to make an expression evaluate to *true*or *false***?**

19. List the 6 *relational operators*.

20. Java does not use “=” to test for equality? What does it use instead?

21. What kind of operator is “=”?

22. What *library* is the **Scanner** class located in?

23. Why is a *prompt* necessary for program *input*?

24. What does the **nextLine** method do?

25. Look at program ***Java0503.java***. This program gives the impression that it will find the sum of 2 entered numbers. Why does it not work?

26. Look at program ***Java0504.java***. How does this program cure the problem of the previous one?

27. What method is used to enter real number information?