

School of Computing and Information Technologies

## PROGCON - CHAPTER 3

CLASS NUMBER:

SECTION: OCI 92

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DATE: November

PART 1: Identify the following.

Go to -Ital programming. A name to describe structured programming, because structured programmers do not use a "go to" statement. 60 to - Lass Programming

while ... do (while) woop

- 2. A process continues while some condition continues to be true. While do ( while 100p)
- Stacking Structures and to end. stacking structure
- hesting structures
- 4. Act of placing a structure within another structure. Resting Structure
- Repetitions and iteration 5. Alternate names for a loop structure.

  6. Another name for a selection structure.

Selection Structure ( period of matter which path you follow, continue with the next task. Ask a question and, depending on the answer, take one of two courses of action. Then,

Struture

- 8. Basic unit of programming logic; each structure is a sequence, selection, or loop.
- Branch of a decision in which no action is taken.

hull care (null bro 10. Contains a series of steps executed in order. A sequence can contain any number of Sequere structure tasks, but there is no option to branch off, skipping any of the tasks

voop structure

11. Continue to repeat actions while a test condition remains true.

Dmar ortenative if bis Define one action to be taken when the tested condition is true, and another action to be taken when it is false.

End structure statements. Designates the end of a pseudocode structure.

- 14. Group of statements that executes as a single unit.
- Which programs that do not follow the rules of structured logic.
- Atracta red programs 16. Programs that follow the rules of structured logic.
  - 17. Set of actions that occur within a loop.

Sphagetti Cole Priming infut (priming) state ment that reads the first input data record prior to starting a structured loop.

20. Take action on just one branch of the decision.

( first affirmations schoolins)