



School of Computing and Information Technologies

PROGCON - CHAPTER 3

CLASS NUMBER: 27

SECTION: Aopsy181

NAME: Pearl Hope I. Tabat

DATE: _____

PART 1: Identify the following.

- go to-less programming* 1. A name to describe structured programming, because structured programmers do not use a "go to" statement.
- single alternative, if* 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 & iteration* 5. Alternate names for a loop structure.
- double alternative, if-else* 6. Another name for a selection structure.
- selection 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* 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.
- if-then-else* 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.
- while...do (while) loop* 20. Take action on just one branch of the decision.