CLASS NUMBER: 25   SECTION: BSTM - 191

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PART 1: Identify the following.

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 Structure   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   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.

Dual alternatives ifs   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   20. Take action on just one branch of the decision.