

1. B (Spaghetti)
2. C (Sequence, Selection, and Loop)
3. A (Any # of tasks)
4. B (If-then-else)
5. B (Loop)
6. D (Nesting)
7. A (Stacking)
8. D (Single Alternative Selection)
9. B (Loop)
10. C (Dual Alternative Selection)
11. B (All contain one entry & exit)
12. A?
13. C (Is called a priming input)
14. A (Block)
15. D (All of these are acceptable)
16. C (Asked repeatedly until it is false)
17. A (Asked exactly once)
18. C (Structured programs are usually shorter than unstructured ones)
19. B (If you ignore modules, you can ignore the rules of structure)
20. B (Any task can be described by using some combination of the three structures)