

School of Computing and Information Technologies

PROGCON - CHAPTER 3

CLASS NUMBER: 井32

SECTION: TM 191

NAME:

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DATE:

PART 1: Identify the following.

Coto - 100 programming. A name to describe structured programming, because structured programmers do not use a "go to" statement.

While - do loop stacking structures nesting etacture

2. A process continues while some condition continues to be true.

3. Act of attaching structures end to end.

Repitition and iteration

- 4. Act of placing a structure within another structure.
- if then-else
- 5. Alternate names for a loop structure.
- Selection structure (decision some ture)
- 6. Another name for a 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.

Stricture

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 smichure

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

yal-alternative its

12. Define one action to be taken when the tested condition is true, and another action to qual after native selection be taken when it is false.

End-structure statement 13. Designates the end of a pseudocode structure.

Block activitized programs Structures programs 14. Group of statements that executes as a single unit. 15. Programs that do not follow the rules of structured logic.

16. Programs that follow the rules of structured logic.

- 17. Set of actions that occur within a loop.
- _8. Snarled, unstructured program logic.

Priming input (priming read) 19. Statement that reads the first input data record prior to starting a structured loop.

20. Take action on just one branch of the decision. ingle-alternative if

(or single - alternative selections)