

Programming Constructs

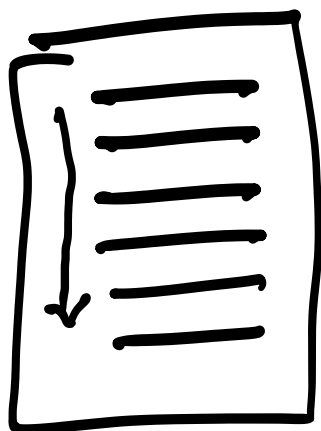
Tuesday, 1 December 2020

9:41 AM

1. Sequence
2. Selection
3. Iteration

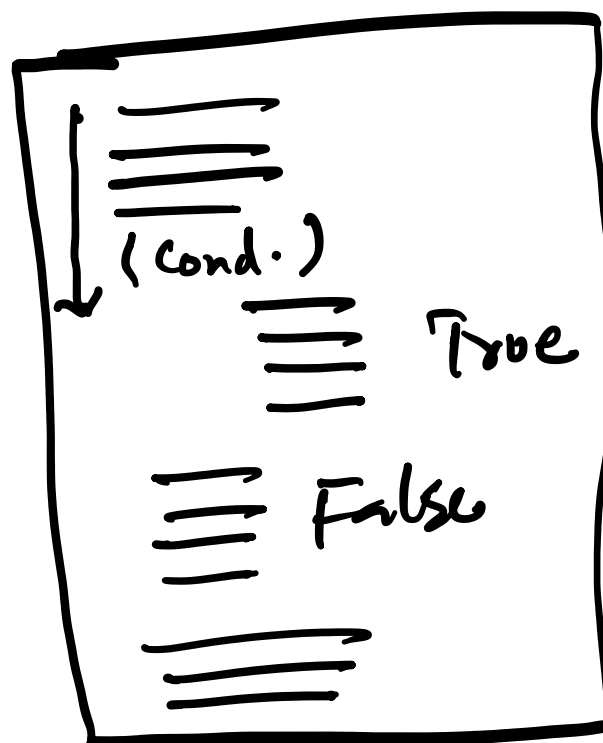
4. Assignment
5. Input/Output. — Non Important.

Also called control structures and language constructs. These syntactically allowed parts of the code. These parts are written according to the rules (syntax) of the language.



Sequence.

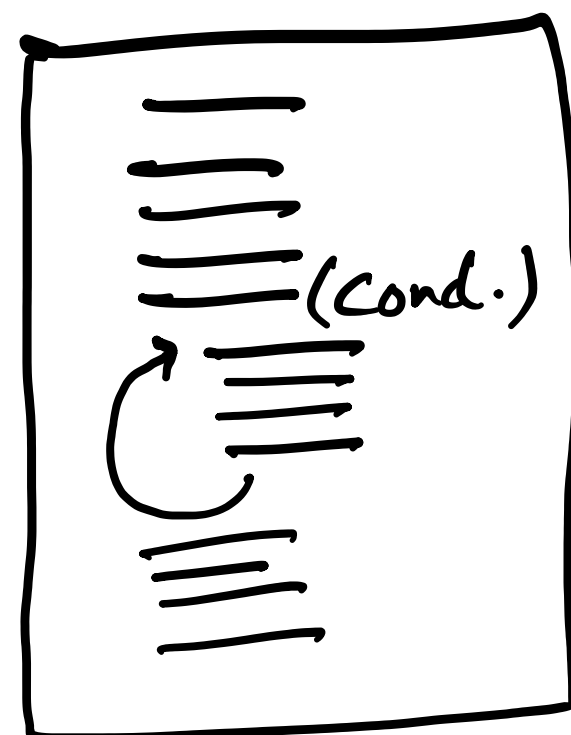
All of the programs are having Sequence.



Selection.

IF... THEN... ELSE
CASE... END CASE

```
IF a = 5  
  THEN  
    b = a  
  ELSE  
    b = x  
ENDIF
```



Iteration/Repetition/Loop

FOR... NEXT, WHILE... ENDWHILE,
REPEAT... UNTIL.

```
a = 0  
WHILE (a < 10)  
  OUTPUT a  
  a = a + 1  
ENDWHILE
```