REVIEW QUESTIONS

1. Snarled program logic is called _____ code.
   a. snake
   b. spaghetti
   c. string
   d. gnarly

2. The three structures of structured programming are _____.
   a. sequence, order, and process
   b. selection, loop, and iteration
   c. sequence, selection, and loop
   d. if, else, and then

3. A sequence structure can contain _____.
   a. any number of tasks
   b. exactly three tasks
   c. no more than three tasks
   d. only one task

4. Which of the following is *not* another term for a selection structure?
   a. decision structure
   b. `if-then-else` structure
   c. dual-alternative `if` structure
   d. loop structure

5. The structure in which you ask a question, and, depending on the answer, take some action and then ask the question again, can be called all of the following except a(n) _____.
   a. iteration
   b. loop
   c. repetition
   d. `if-then-else`

6. Placing a structure within another structure is called _____ the structures.
   a. stacking
   b. untangling
   c. building
   d. nesting

7. Attaching structures end to end is called _____.
   a. stacking
   b. untangling
   c. building
   d. nesting

8. The statement `if age >= 65 then seniorDiscount = "yes"` is an example of a _____.
   a. sequence
   b. loop
   c. dual-alternative selection
   d. single-alternative selection

9. The statement `while temperature remains below 60, leave the furnace on` is an example of a _____.
   a. sequence
   b. loop
   c. dual-alternative selection
   d. single-alternative selection

10. The statement `if age < 13 then movieTicket = 4.00 else movieTicket = 8.50` is an example of a _____.
   a. sequence
   b. loop
   c. dual-alternative selection
   d. single-alternative selection

11. Which of the following attributes do all three basic structures share?
   a. Their flowcharts all contain exactly three processing symbols.
   b. They all have one entry and one exit point.
   c. They all contain a decision.
   d. They all begin with a process.

12. Which is true of stacking structures?
   a. Two incidences of the same structure cannot be stacked adjacently.
   b. When you stack structures, you cannot nest them in the same program.
   c. Each structure has only one point where it can be stacked on top of another.
   d. When you stack structures, the top structure must be a sequence.

13. When you input data in a loop within a program, the input statement that precedes the loop _____.
   a. is the only part of the program allowed to be unstructured
   b. cannot result in `eof`
   c. is called a priming input
   d. executes hundreds or even thousands of times in most business programs

14. A group of statements that executes as a unit is a _____.
   a. block
   b. family
   c. chunk
   d. cohort

15. Which of the following is acceptable in a structured program?
   a. placing a sequence within the true half of a dual-alternative decision
   b. placing a decision within a loop
   c. placing a loop within one of the steps in a sequence
   d. All of these are acceptable.

16. In a selection structure, the structure-controlling question is _____.
   a. asked once at the beginning of the structure
   b. asked once at the end of the structure
   c. asked repeatedly until it is false
   d. asked repeatedly until it is true

17. When a loop executes, the structure-controlling question is _____.
    a. asked exactly once
    b. never asked more than once
    c. asked either before or after the loop body executes
    d. asked only if it is true, and not asked if it is false

18. Which of the following is *not* a reason for enforcing structure rules in computer programs?
    a. Structured programs are clearer to understand than unstructured ones.
    b. Other professional programmers will expect programs to be structured.
    c. Structured programs usually are shorter than unstructured ones.
    d. Structured programs can be broken down into modules easily.

19. Which of the following is *not* a benefit of modularizing programs?
    a. Modular programs are easier to read and understand than nonmodular ones.
    b. If you use modules, you can ignore the rules of structure.
    c. Modular components are reusable in other programs.
    d. Multiple programmers can work on different modules at the same time.

20. Which of the following is true of structured logic?
    a. You can use structured logic with newer programming languages, such as Java and C#, but not with older ones.
    b. Any task can be described using some combination of the three structures.
    c. Structured programs require that you break the code into easy-to-handle modules that each contain no more than five actions.
    d. All of these are true.