

Programming Constructs

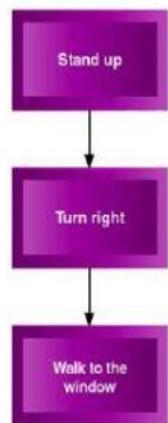
“There are 3 different constructs used in computer programming.”

- **Sequence** - A series of *ordered processes*.
- **Selection** - A *decision*, which is based on whether a certain *condition* is met.
- **Iteration** - The *repetition* of a process (**Loop**)



► Flowcharts are often used in program design to aid understanding

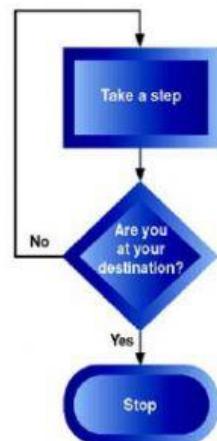
Sequence



Selection



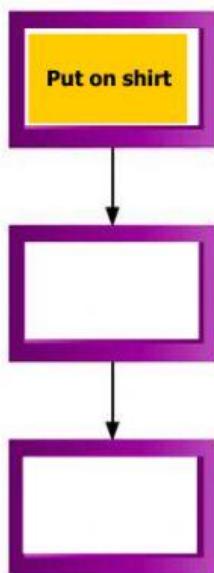
Iteration



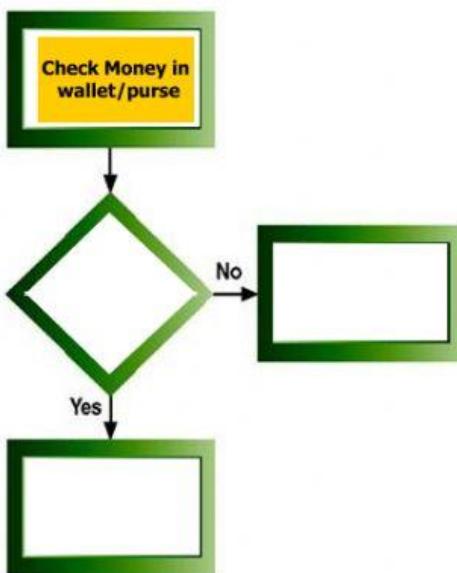
Q. Complete the gaps, and place the activity (boxes) in the correct location.

Drag and Drop

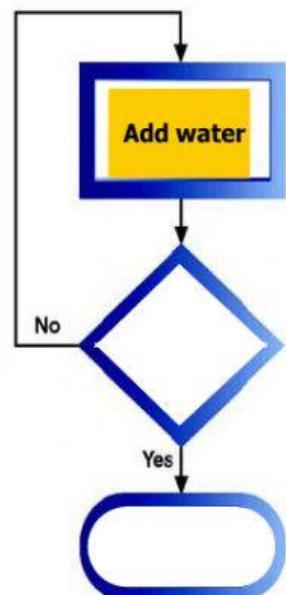
Sequence



Selection



Iteration



Put on coat

Have at least Rs 300?

Stop

Is the cup full?

Put on Trouser

Go to the cinema

Stay at home and watch TV