

# Programming Constructs

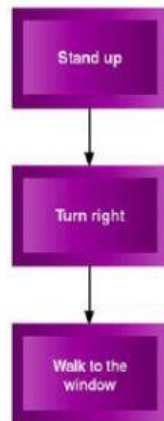
**“There are 3 different constructs used in computer programming.”**

- **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**)

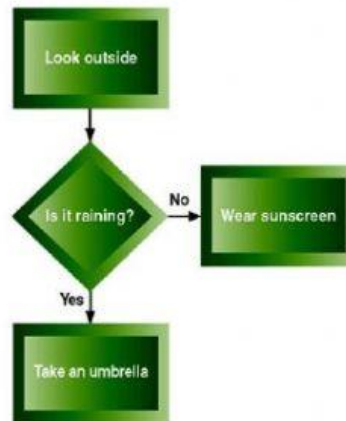


✚ **Flowcharts are often used in program design to aid understanding**

**Sequence**



**Selection**



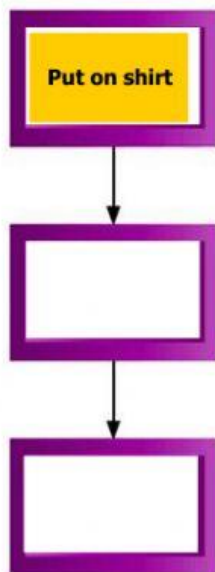
**Iteration**



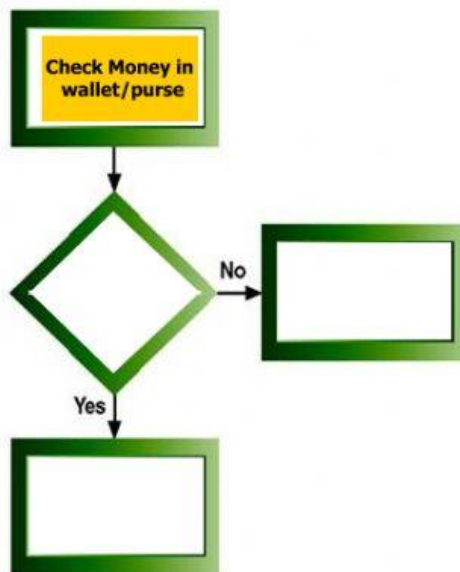
**Q. Complete the gaps, and place the activity (boxes) in the correct location.**

Drag and Drop

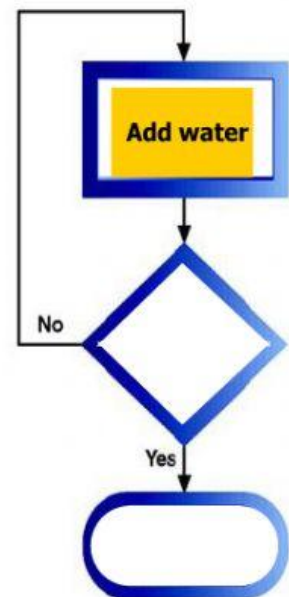
**Sequence**



**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