

**KING SAUD UNIVERSITY**  
**COLLEGE OF APPLIED STUDIES AND COMMUNITY SERVICE**  
**CT1312**

**Sheet#11**

**Multiple Choices:**

*1- Structured English:*

- a. is a method for representing the instructions in a module with language very similar to computer programming code.
- b. describes the movement of data between external entities and the processes and data stores within a system.
- c. describes the entities, associations, and data elements for an organization or business area.
- d. is a modified form of the English language used to specify the logic of information system processes.

*2- A decision table:*

- a. models the state of an object and the events that cause the object to change from one state to another.
- b. depicts the interactions among objects during a certain period of time.
- c. is a matrix representation of the logic of a decision, which specifies the possible conditions for the decision and the resulting actions.
- d. is a graphical representation of a decision situation in which decision situation points are connected together by arcs and terminate in ovals.

*3- Condition stubs:*

- a. are that part of a decision table that lists the conditions relevant to a decision.
- b. are that part of a decision table that lists the actions that result for a given set of conditions.
- c. are that part of a decision table that specifies which actions are to be followed for a given set of rules.
- d. specify the type of statements and entries that may be used in the table.

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*4-Action stubs:*

- a. are that part of a decision table that lists the conditions relevant to a decision.
- b. are that part of a decision table that lists the actions that result for a given set of conditions.
- c. are that part of a decision table that specifies which actions are to be followed for a given set of rules.
- d. specify the type of statements and entries that may be used in the table.

*5- A decision tree:*

- a. models the state of an object and the events that cause the object to change from one state to another.
  - b. depicts the interactions among objects during a certain period of time.
  - c. is a matrix representation of the logic of a decision, which specifies the possible conditions for the decision and the resulting actions.
- is a graphical representation of a decision situation in which decision situation points are connected together by arcs and terminate in ovals.

*6- Rules:*

- a. are that part of a decision table that lists the conditions relevant to a decision.
- b. are that part of a decision table that lists the actions that result for a given set of conditions.
- c. are that part of a decision table that specifies which actions are to be followed for a given set of rules.
- d. specify the type of statements and entries that may be used in the table.