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Qualities of a Good Program.

1. The program must produce a correct result.
2. The program must be easy to understand.
3. The program must be easy to maintain and update when necessary.

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4. A good program must be efficient. The efficiency of a program is based on how much time and memory it takes to perform a given task. Efficient programs take less time and memory.
5. The program must be reliable, meaning it must be able to handle unforseen circumstances.
6. A program must be flexible.
7. The program should be portable.

A necessary approach to achieve all of these qualities is by use of structured programming concepts and a use of programming aids.

Programming Design Aids and Technology

1. Structured Chart.
2. Flow Chart.
3. Pseudo Code.
4. Decision Tree.
5. Hipo Chart.
6. Visual table of content.
7. Data flow diagrams (charts).
8. Data structured diagrams.

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9. Decision Table

Essential Components of Programming Languages

1. Input/Output Statements.
2. Arithmetic Statements:
   [Data manipulation and processing statements.]
3. Logic Statements: Statements that can enable you to do logical Operations
4. Control Statements: Learn statements that will Enable you to direct data:
5. Data Movement Transfer: Statements that enable you to move data from one storage to another.
6. Specification statements: Statements that help you specify or explain something in the way it should be. Data is stored in memory addresses. Specification helps the computer to know the amount of memory to reside for input data. Specification statements are also known as declarative statements.

Control Structure.

A control structure is a programming terminology that describes the order of

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execution of statements. A program is a finite collection of statements written in a specific Language.

Various control structures include:

1. The unconditional Control Structure
2. The sequential Control structure.
3. Selection Control Structure.
4. Repeatation Control structure.