

Learning Objectives Section 2

In this section, you will learn how to:

Compare the differences between Structured Programming and Object Oriented Programming

Compare how using GO TO is different from using PERFORM

Demonstrate the usage of PERFORM THROUGH/THRU

Recall how to use code from another COBOL program, in the current program

Distinguish what the Linkage Section is used for

Describe the placement of the File Descriptor and its purpose

Recall why you would use the reserved word, FILLER