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Control in Sequential Languages

STRUCTURED CONTROL

Spaghetti Code

it is easy to write programs with incomprehensible control structure.

Structured Control

In the 1960s, programmers began to understand that unstructured jumps could make it difficult to understand a program. This led to the development of some constructs that structure jumps:

if . . . then . . . else . . . end while . . . do . . . end for . . . { . . . } case . . .

    These are now adopted in virtually all modern languages.

In modern programming style, we group code in logical blocks,

avoid explicit jumps and cannot jump into the middle of a block

Simple control structures such as if-then-else have now been in common use since the rise of Pascal in the late 1970s.