5 – Structured Programming

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Hierarchy or Structure Charts

Hierarchy or structure charts are a way of breaking a program into its components from the top down in a tree-like fashion. So you could start with the program name and then split into the individual classes or subroutines and then within each of them split into the selection codes and the modes of operation within.

Flowcharts

Flowcharts use recognised symbols to show how the components of a system or process work together. System flowcharts are more high-level and describe the major data flow operations and decisions.

Pseudo-code

Pseudo-code is a language that describes the logic of proper program code without delving into language-specific features and details. It is useful as programmers who do not know the language too well can still follow the logic.

Naming Conventions

Naming conventions are necessary so that code is readable and consistent.

Comments

Comments are useful to explain what is happening in your code.

Dry Runs and Trace Tables

Dry running a programming is the process of writing the code first on paper. This can be done in actual programming code or pseudo-code. You can also use trace tables to help write the code or debug it.