

Unit 05_010 – Spaghetti Bowl Programming

Video Length 10:07

1. What was the definition of a "good programmer" prior to the middle 1960's? What problems did that definition cause?
2. Why were most programs written before the 1970s small?
3. Why are jmps and goto statements bad for quality programming?
4. What is spaghetti bowl programming?

Unit 05_020 – Structured Programming

Video Length 11:45

5. What is structured programming?

What are the major features of structured programming? (Use your own words)

- 1.
- 2.
- 3.
- 4.

6. Why are if...else and while loops important to structured programming?
7. Can the principles of structured programming be applied to assembly language programs? Explain your answer.

If you have any lingering questions or problems, please write them here or see me.

