**Chapter-2**

1. Modular Programming
2. Limited function
3. Separate from others
4. Perform single
5. Testing / Debugging separately
6. Subroutines
7. A group of instruction
8. Perform limited processing task
9. Internal Subroutines
10. Internal subroutines work from inside
11. Internal subroutines call from own program
12. External Subroutines
13. External subroutines work from outside
14. External subroutines call from library program or other module
15. Top-down programming / approach
16. First we define main program module
17. Initiate program execution
18. Call other modules to perform specific functions
19. After completing terminate the execution
20. Structure Charts
    1. It is a planning tool
    2. It follows hierarchical system
    3. It works with rectangle represents module
    4. It has not standards
    5. It also use number system
21. Identifying Modules (Out of syllabus)
22. Structure Charts and Flowcharts
23. Coding the modules
24. Programming Structures
25. Sequence structure
26. Loop Structure
27. Selection Structure
28. Loop Example: for loop, while loop, Do while loop and For each loop