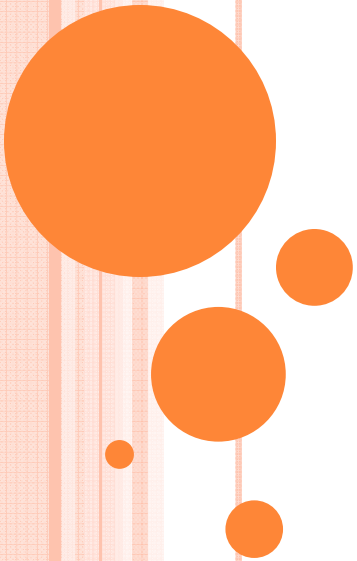

Some Clarifications

Structured Programming or Modular Programming?

- Some references define these two concepts in the same way
- In our discussions we referred to ***Structured Programming*** as a style of programming that follows the ***Program Development Process***
- However, there are some references that differentiate between the two
  - In these references, what we discussed is called ***Modular Programming*** while Structured Programming is defined in a different way.

The Goto Statement

- In the olden days (>:)), programmers used the `goto` statement
- Usage: `goto <label>;`
- Example:

```
    int i = 0;

loop:
    i++;
    printf("%i\n", i);
    if(i < 10)
        goto loop;
```

Unstructured Programming

- Use of `goto` statement was classified as ***Unstructured Programming***
- `goto` statements were used to transfer control to the line of code indicated by the label
- During those times, `goto` statements were used as an alternative to loops
- The rampant usage of `goto` statements produced what we call ***spaghetti code***
- Hard to trace the execution of code with numerous `goto` statements because the control flow jumps from one line to another

So, What is Structured Programming? (3)

- Structured Programming was then defined as programming WITHOUT THE USE OF `goto` statements
- Made code much more readable and easy to trace

Remarks

- However, for our CMSC 21 lecture, we will stick with our current definition of Structured Programming ☺
- Just remember the other definition of ***Structured Programming*** and that our definition can also be called ***Modular Programming***