

An introduction to structured programming

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Structured programming (SP) is a technique devised to improve the reliability and clarity of programs. In SP, control of program flow is restricted to three structures, sequence, IF THEN ELSE, and DO WHILE, or to a structure derivable from a combination of the basic three. Thus, a structured program does not need to use GO TOs or branches (unless it is written in a language that does not have statement forms corresponding to the SP structures, in which case, GO TOs may be used to simulate the structures). The result is a program built of modules that are highly independent of each other. In turn, this allows a programmer to be more confident that the code contains fewer logic errors and will be easier to debug and change in the future. However, SP may be less efficient than an unstructured counterpart. Another disadvantage is the relative difficulty of using SP with a language that doesn't support it, although this situation is changing as languages are updated (e.g., FORTRAN 77).

During the last 15 years, many people working in the area of computing have expressed concern with the problem of software reliability. While the cost of hardware has decreased as power has increased, software costs have increased and become more complex. The result is that, although we can do more than before, it is at the risk of encountering more serious problems than before, and the problems usually prove to be more resistant to solution. In response to this situation, several approaches to programming have been devised to make programs more reliable and, at the same time, boost the amount of relatively bug-free code a programmer can produce. The most popular approach has been structured programming (SP).

Much of the development of SP can be traced to the work of Dijkstra (Dahl, Dijkstra, & Hoare, 1972; Dijkstra, 1965, 1968, 1969). Dijkstra's objective was to define a class of programs for which correctness proofs can be relatively easily provided. The class is that of structured programs.

The European efforts of Dijkstra and others were primarily academic. In the U.S., Mills and his colleagues successfully used SP in applied projects for IBM (Baker, 1972; Baker & Mills, 1973). In fact, Mills (Note 1) is one of the most enthusiastic supporters of SP used in conjunction with other design methods.

The popularity of SP has increased such that a number of texts on it have appeared, some devoted to teaching a specific language via a SP approach (Conway & Gries, 1973; Hughes & Michton, 1977; McGowan & Kelly, 1975). Clearly, SP is believed by many to be an important development in programming.

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AN EXAMPLE OF SP

While some may disagree on an exact definition of SP (McCracken, 1973), there is consensus on its two primary features: (1) a structured program is a hierarchical arrangement of highly independent modules, and (2) flow within the program is controlled exclusively by only three forms of control, selection, repetition, and sequencing. The basic control structures proposed to implement these are IF THEN ELSE for selection, DO WHILE for repetition, and simply placing statements one after the other for sequencing. There are other possible structures, but only two are discussed here: DO UNTIL (another way of controlling repetition) and the case structure, which allows for selection from a large number of alternatives. This list does not include the GO TO (or jump or branch, whichever term suits the language you are familiar with).

To help illustrate these characteristics, an example of an on-line program for control of a paired associate recall experiment is given in Figure 1. The number of stimulus-response pairs is variable, and feedback ("wrong" or "good") may or may not be given at recall. Other parameters can be introduced, such as length of presentation, but are treated as constant to keep the example simple.

The example as shown in Figure 1 is written in pseudocode. Pseudocode, which is often suggested as an alternative to flowcharts, is a natural-language version of the code in which the program will actually be written. Just as in a flowchart, its primary purpose is to represent the logic that controls the flow of the program. Thus the control structures are emphasized by being written in all uppercase letters and by the use of indentation. Pseudocode is a good intermediate step to writing a structured program even if a flowchart

Constructing Algorithms An Introduction To Structured Programming

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