

**Chapter 1: Coding Structured COBOL Programs**

You will learn:

- Structured programming versus spaghetti code.
- Three logic structures.
- Benefits associated with structured programming.
- Structured design.
- Structured walkthroughs.
- Structured flowcharts.
- Three nodes used in structured flowcharts.
- Three logic structures used in structured programming.
- Pseudocode.

**Chapter 2: Structured Program Design**

You will learn:

- Modularity.
- Top-down design.
- How to use structure and hierarchy charts.
- HIPO diagram.
- Visual table of contents.
- Overview diagram.
- Detail diagram.
- Top-down coding.
- Top-down testing.

**Chapter 3: COBOL Coding**

You will learn:

- Sequence structure.
- Selection structure.
- Iteration structure.
- Case structure.
- The utilization, benefits, and tradeoffs with using the PERFORM statement instead of the GOTO statement.

<b>Chapter 4: Naming Conventions</b>
You will learn: <ul style="list-style-type: none"><li>• Data names.</li><li>• Section and paragraph names.</li></ul>
<b>Chapter 5: Program Readability</b>
You will learn: <ul style="list-style-type: none"><li>• Working-Storage section.</li><li>• Procedure Division.</li></ul>
<b>Chapter 6: Program Maintainability</b>
You will learn: <ul style="list-style-type: none"><li>• Copy clauses.</li><li>• 88-Level entries.</li><li>• Performs of only one paragraph at a time.</li><li>• Working-storage fields in place of literals.</li></ul>
<b>Chapter 7: Error Handling</b>
You will learn: <ul style="list-style-type: none"><li>• Name of the error paragraph.</li><li>• Error paragraph placement.</li></ul>
<b>Chapter 8: COBOL Performance Issues</b>
You will learn: <ul style="list-style-type: none"><li>• Indexing versus subscripting.</li><li>• Paging.</li><li>• Pathlength.</li></ul>
<b>Chapter 9: Review of Installation Standards</b>
You will learn: <ul style="list-style-type: none"><li>• Maintainability.</li><li>• Performance design.</li></ul>