

Chapter 1: Overview

You will learn:

- C Structured programming versus spaghetti code.
- C Three basic logic structures.
- C Structured flowchart and structured code.
- C Benefits of structured programming.
- C Structured design.
- C Structured walk-through.
- C Structured flowcharts.
- C Three basic nodes used in structured flowcharts.
- C Three basic logic structures of structured programming.
- C Pseudocode.

Chapter 2: Structured Program Design

You will learn:

- C Modularity.
- C Top-down design.
- C Structure chart/hierarchy chart.
- C Hipo diagram.
- C Visual table of contents.
- C Overview diagram.
- C Detail diagram.
- C Top-down coding.
- C Top-down testing.

Chapter 3: COBOL Coding
You will learn: <ul style="list-style-type: none">C Sequence structure.C Selection structure.C Iteration structure.C Case structure.C PERFORM vs. GO TO.
Chapter 4: Naming Conventions
You will learn: <ul style="list-style-type: none">C Data names.C Section and paragraph names.
Chapter 5: Program Readability
You will learn: <ul style="list-style-type: none">C Working-Storage Section.C Procedure Division.
Chapter 6: Program Maintainability
You will learn: <ul style="list-style-type: none">C Copy clauses.C 88-Level entries.C Performs of only one paragraph at a time.C Working-storage fields in lieu of literals.
Chapter 7: Error Handling
You will learn: <ul style="list-style-type: none">C Name of error paragraph.C Error paragraph placement.

Chapter 8: COBOL Performance Issues
You will learn: C Indexing versus subscripting. C Paging. C Pathlength.
Chapter 9: Review of Installation Standards
You will learn: C Maintainability. C Performance design.