

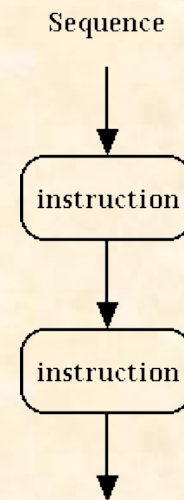
Control Structures

A structure is a basic unit of programming logic. A structure can be a sequence, a selection or iteration (repetition). Structured programs are designed using these three basic control structures.

Sequence Control structures

Sequence structures are used when instructions are to be carried out one after the other in the order in which they were written.

Example: Instruction 1, Instruction 2 etc.



Trace Tables:

A table in which you write the values of the variables in your algorithm, one statement at a time, using test data, to see if the algorithm is producing the correct results.