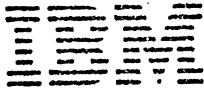


INTRODUCTION



IMPROVED PROGRAMMING TECHNIQUES (IPT)

① TOP-DOWN DEVELOPMENT (T-D)

A method of implementing a system in which design, coding, testing and documentation proceed from the top (control) levels down to the bottom (detail) levels, using program "stubs" to simulate those components not yet implemented.

② HIERARCHY INPUT, PROCESS, OUTPUT (HIPO)

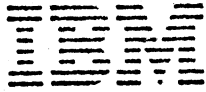
A design and documentation technique which provides a Top Down structured description of a system which emphasises function and data flow rather than control logic.

③ TEAM OPERATIONS (T-O)

A managerial approach to programming which structures the work into specialised jobs and reduces the amount of clerical work a programmer has to do

④ DEVELOPMENT SUPPORT LIBRARIES (DSL)

A set of computer and office procedures designed to facilitate project control and the introduction of Team Operations.



⑤ STRUCTURED PROGRAMMING (S-P)

A set of coding conventions governing the use of GOTO statements, program layout and segmentation which provides increased readability.

⑥ PROGRAM DESIGN LANGUAGES (PDL)

A set of informal, non-compilable languages comprised of formal logic structures and informal functional components which integrates the processes of program design, coding and documentation.

STRUCTURED DESIGN

A technique for evaluating the "packaging" or modularisation of a program by examining the internal connections within a module (Module Strength) and the external connections between modules (Module Coupling).

STRUCTURED WALKTHROUGHS

A formal design or code review, with no direct management involvement, which emphasises error detection rather than correction.

⑦ PROGRAM TESTING

⑧ IMPLEMENTATION