# Structured Programming Paradigm

## Corrado Böhm, Guiseppe Jacopini, 1966

Proved that *any computer program*, which might be represented as a flow diagram, can be rewritten using only 3 control structures:

- sequence
- selection
- iteration

Essentially, this means that any part of a program can be replaced by a code block that has one input and one output. Hence, there is no need to jump too far across the code losing a context and the main idea

## Edsger W. Dijkstra, 1968

Published the famous article: *"**Goto** statement is considered harmful"*

Raises a hot topic: using **goto** for branching leads to more problems than it solves

## Niklaus Wirth, 1970

Created **Pascal** language for teaching students Structured Programming