

Ellis Horwood Publishers  
COMPUTERS AND THEIR APPLICATIONS

3

# Guide to Good Programming Practice

edited by BRIAN MEEK & PATRICIA HEATH



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# GUIDE TO GOOD PROGRAMMING PRACTICE

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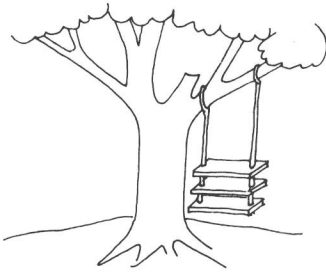
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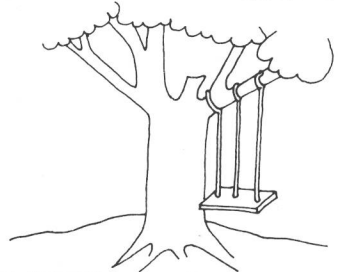
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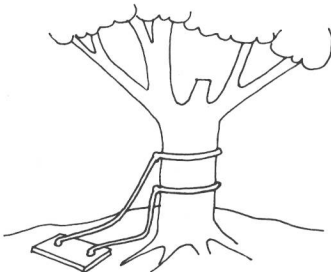
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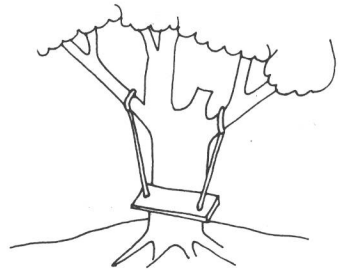
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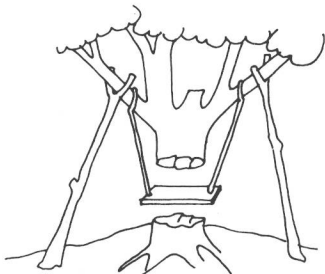
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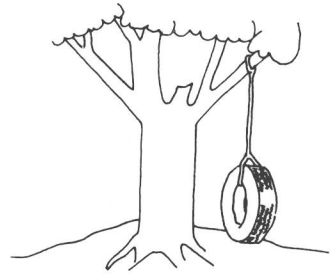
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AS PRODUCED BY THE PROGRAMMERS



AS INSTALLED AT THE USER'S SITE



WHAT THE USER WANTED

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From the *University of London Computer Centre Newsletter* No. 53, March 1973

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# THE ELLIS HORWOOD SERIES IN COMPUTERS AND THEIR APPLICATIONS

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## **SOFTWARE ENGINEERING**

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and R. LEWIS, Head of Educational Computing, Chelsea College, University of London

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# Preface

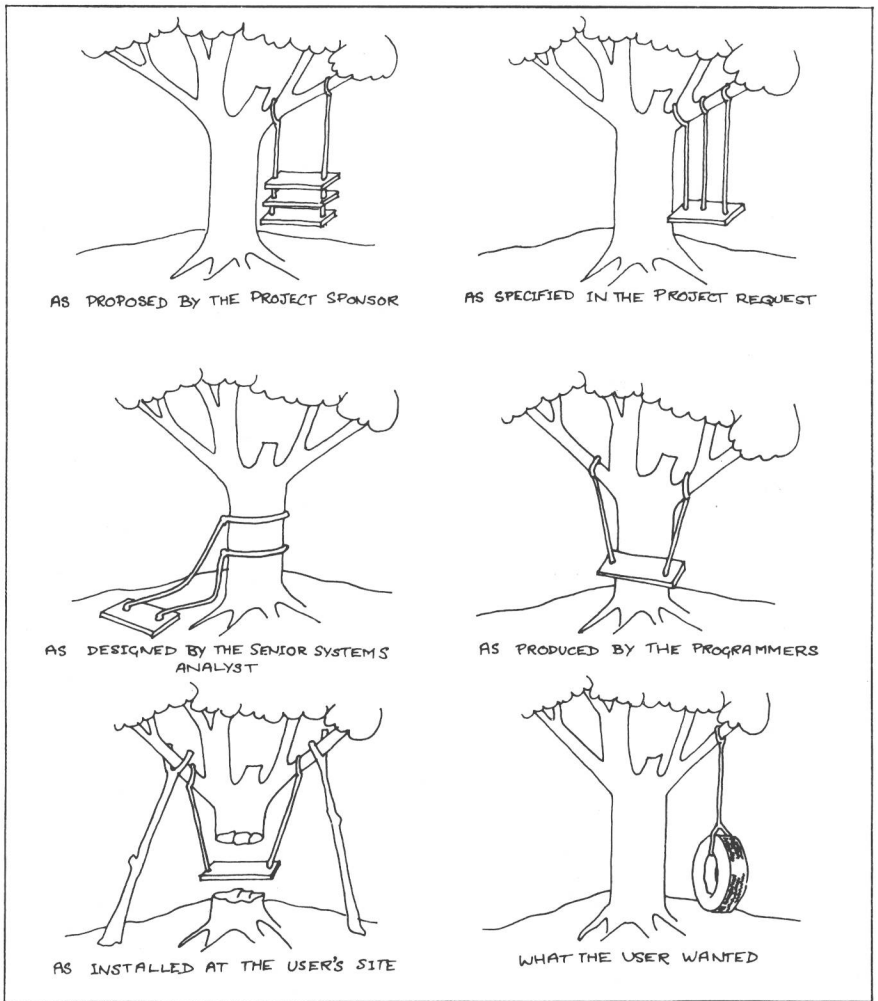
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During an introductory course on computer programming, one's concentration is usually directed towards mastering the features of the programming language used, rather than on wider aspects of the programmer's craft. Similarly, programming manuals and textbooks tend to concentrate on language features. Some do no more than present these, though the better ones also discuss good programming style and methodology. However, for quite understandable reasons they virtually never go beyond those aspects of good programming practice that are directly related to program writing. Too often, people are left to pick up the wider aspects later, by experience, learning on the job, and through informal advice rather than systematic discussion.

This book sets out to present in a straightforward and easily assimilable form all of the main aspects of good programming practice. It is not related to the use of any particular language or machine, though a few examples are given in various well-known languages for the purposes of illustration. It is therefore designed to supplement and not replace the usual kinds of introductory manuals, books, and courses, and to provide a useful source of guidance and reference later, as the newly-fledged programmer begins to put his skills to practical use. Within the space available it has not been possible to cover all techniques; for example, structured programming is discussed in terms mainly of general principles rather than the detailed methodology more appropriate to programming courses; the use of decision tables has been left to more specialized texts; and discussion of correctness proofs of programs has been omitted, reluctantly, as being still an area of research and experiment rather than of established technique. Suggestions for further reading are included as an appendix, and readers are strongly advised to use this to follow up topics of particular interest or relevance.

The authors have between them had many decades of experience of programming, in a variety of contexts; though most are now working in educational establishments, several have had experience outside in industry and commerce, and still have contacts there. As well as providing their own contributions, the authors have read and sent in comments upon the drafts of others; the editors





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