Where are we?

6. Imperative programming

6.3. Sequencers
What are sequencers?

**Definition (Sequencers)**

*Sequencers are atomic commands whose execution alters the “normal” (structural) flow of control.*

Examples:

- **goto**: from any program point to another
- **return**: to the end of an enclosing function
- **break**: out of an enclosing iteration
- **continue**: to the head of an enclosing iteration
- **throw**: exception, that transfers control to a handler in an invoking function