Outline of Dijksta on GOTO:

I. Introduction
    A. Use of gotos inversely proportional to quality of programs
    B. Goto statements have disastrous effects and should be abolished
II. Remarks
    A. Dynamic behavior of a process has to satisfy specifications
    B. Dynamic behavior differs from static process or writing code and is out of programmers control
    C. Humans are better able to understand static behavior
    D. Static and dynamic behavior need to be lined up as best we can
III. Characterization of the dynamic process
    A. Need independent coordinates: dynamic chain of IPs
    B. Assignment statements and if-then-else only need IP
    C. Procedures need dynamic chain
    D. Iteration can be viewed as recursive procedure
IV. Unbridled use of goto
    A. Hard to find meaningful coordinate to describe process
    B. Counting number of actions works but is not helpful
V. Goto
    A. Too primitive
    B. Invitation to make a mess
    C. Bridled use would be better
    D. With programmer independent coordinates that describe process in a helpful and meaningful way
VI. Concluding remarks
    A. Other people agree with me
    B. Goto is superfluous anyway