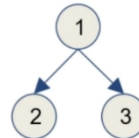


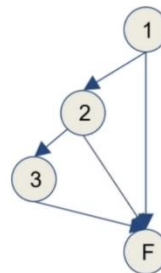
si-entonces-si no

```
1 if (a) {  
2     doSomething();  
3 } else {  
F     doSthElse();  
}
```



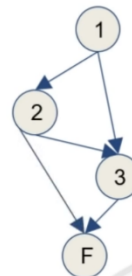
a y b

```
1 2  
if (a && b) {  
3     doSomething();  
F }  
F }
```



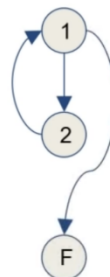
a o b

```
    ①    ②  
if (a || b) {  
  ③    doSomething();  
  F }  
}
```



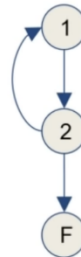
while

```
  ① while (a) {  
  ②   doSomething();  
  F }  
}
```



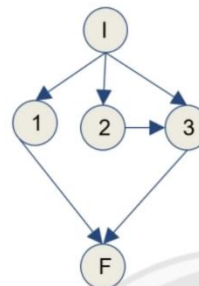
do while (repeat)

```
do {  
  1 doSomething();  
  2 } while (a)  
  F
```



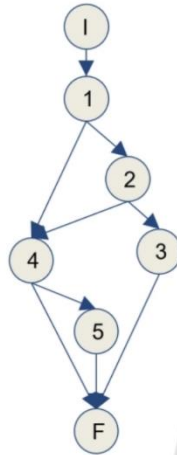
case

```
1 switch (a) {  
  1 case 1: doSomething(); break;  
  2 case 2: doSthElse();  
  3 case 3: doSthMore(); break;  
  F }
```



Cálculo de la complejidad

```
public void aMethod() {  
    if (a && b) {  
        doSomething();  
    } else if (c) {  
        doSthElse();  
    }  
}
```



$$V(G) = \text{Aristas} - \text{Nodos} + 2$$

$$V(G) = 9 - 7 + 2 = 4$$

$$V(G) = \text{Nodos predicado} + 1$$

$$V(G) = 3 + 1 = 4$$

$$V(G) = \text{Regiones}$$

$$V(G) = 4$$