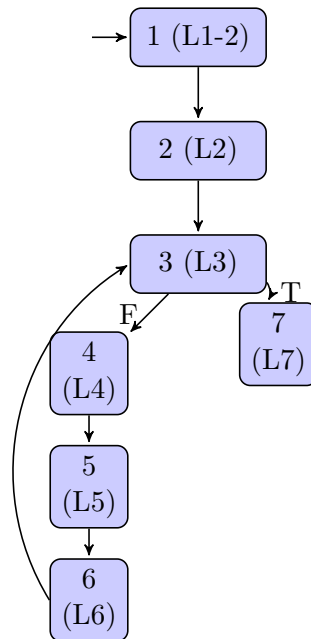


## Active Learning Exercise

Where are the basic blocks?



**if statements:** What's the control flow graph fragment?

```
1 if (z < 17)
2   print (x);
3 else
4   print (y);
```

```
1 if (z < 17)
2   print(x);
```

Short-circuit `if` evaluation is more complicated and is why Jacoco can sometimes give mysterious branch coverage results.

```
1 if (z < 17 || q > 8)
2   print (x);
3 else
4   print (y);
```

### while statements:

```
1 x = 0; y = 20;
2 while (x < y) {
3     x ++; y --;
4 }
```

### for statements:

```
1 for (int i = 0; i < 57; i++) {
2     if (i % 3 == 0) {
3         print (i);
4     }
5 }
```

### Enhanced for loops:

```
1 for (Widget w : widgetList) {
2     decorate(w);
3 }
```

### case / switch statements:

```
1 switch (n) {
2     case 'I': ...; break;
3     case 'J': ...; // fall thru
4     case 'K': ...; break;
5 }
```

### Larger examples:

```
1  /** Binary search for target in sorted subarray a[low..high] */
2  int binary_search(int[] a, int low, int high, int target) {
3      while (low <= high) {
4          int middle = low + (high-low)/2;
5          if (target < a[middle])
6              high = middle - 1;
7          else if (target > a[middle])
8              low = middle + 1;
9          else
10             return middle;
11     }
12     return -1; /* not found in a[low..high] */
13 }

1  /* effects: if x==null, throw NullPointerException
2     otherwise, return number of elements in x that are odd, positive or both. */
3  int oddOrPos(int[] x) {
4      int count = 0;
5      for (int i = 0; i < x.length; i++) {
6          if (x[i]%2 == 1 || x[i] > 0) {
7              count++;
8          }
9      }
10     return count;
11 }
12
13 /* example test case: input: x=[-3, -2, 0, 1, 4]; output: 3
```

Finally, we have a really poorly-designed API (I'd give it a D at most, maybe an F) because it's impossible to succinctly describe what it does. **Do not design functions with interfaces like this.** But we can still draw a CFG, no matter how bad the code is.

```
1  /** Returns the mean of the first maxSize numbers in the array,
2      if they are between min and max. Otherwise, skip the numbers. */
3  double computeMean(int[] value, int maxSize, int min, int max) {
4      int i, ti, tv, sum;
5
6      i = 0; ti = 0; tv = 0; sum = 0;
7      while (ti < maxSize) {
8          ti++;
9          if (value[i] >= min && value[i] <= max) {
10             tv++;
11             sum += value[i];
12         }
13         i++;
14     }
15     if (tv > 0)
16         return (double)sum/tv;
17     else
18         throw new IllegalArgumentException();
19 }
```