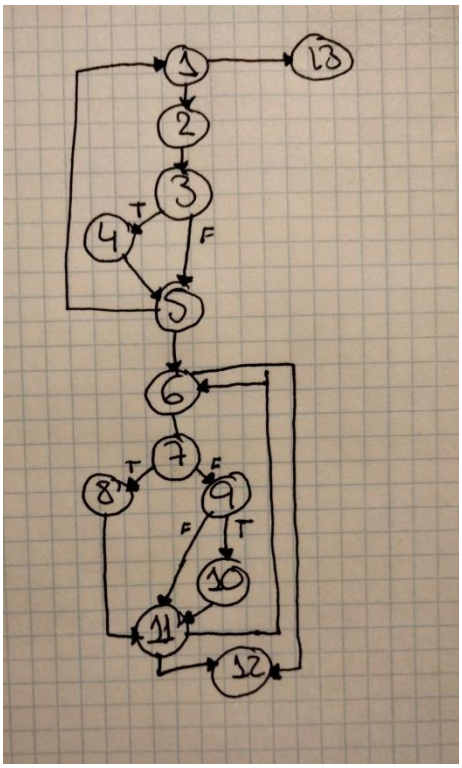
1)

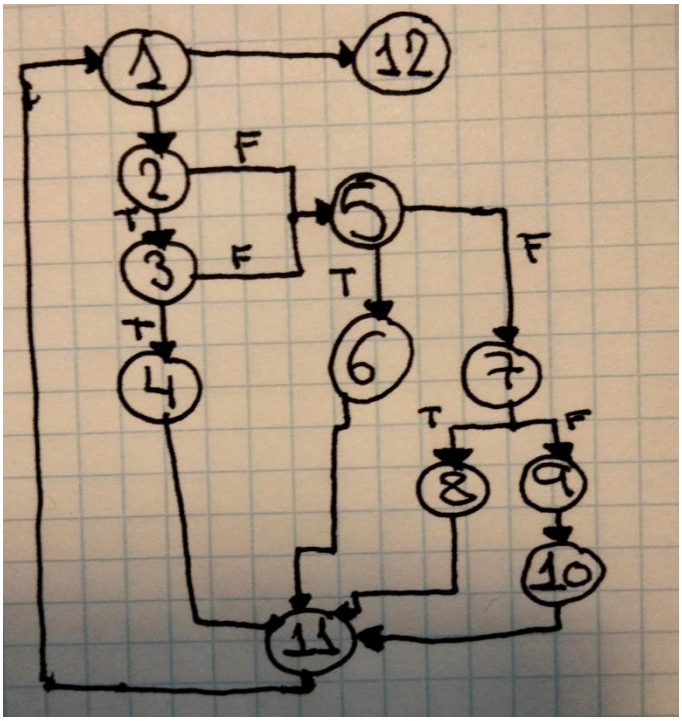
```
for (row in board)   1
    flatBoard += row   2
    if (row.count() != 3) {   3
        return TicTacToeResult.NULL   4
    }   5
    for (col in row) {   6
        if (col == TicTacToeValue.X) {   7
            xCount += 1   8
        } else if (col == TicTacToeValue.O) {   9
            oCount += 1   10
        }   11
    }   12
13 (fin primer for)
```



- **Forma 1: 7**
- **Forma 2: 18-13+2= 7**
- **Forma 3: 6+1= 7**

2)

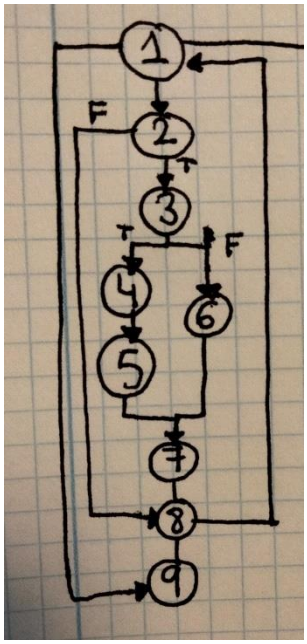
```
for (index in 1..100) {     1
    if (divisibleByThree2&& divisibleByFive) {  3
      println("fizzbuzz")  4
    } else if (divisibleByThree) {  5
      println("fizz")  6
    } else if (divisibleByFive) {  7
      println("buzz")  8
    } else {  9
      println(index)  10
    }  11
12 (fin for)
```



- **Forma 1: 6**
- **Forma 2: 16-12+2= 6**
- **Forma 3: 5+1= 6**

3)

```
for (int i = 0; i < movimientos.Count; i++)  1
        {
          if(i % 2 == 0)   2
          {
            if(pasoy % 2 != 0)   3
            {
              y -= movimientos[i];   4
            }   5
            else
            {
              y += movimientos[i];   6
            }
            pasoy++;   7
          }   8
9(fin for)
```



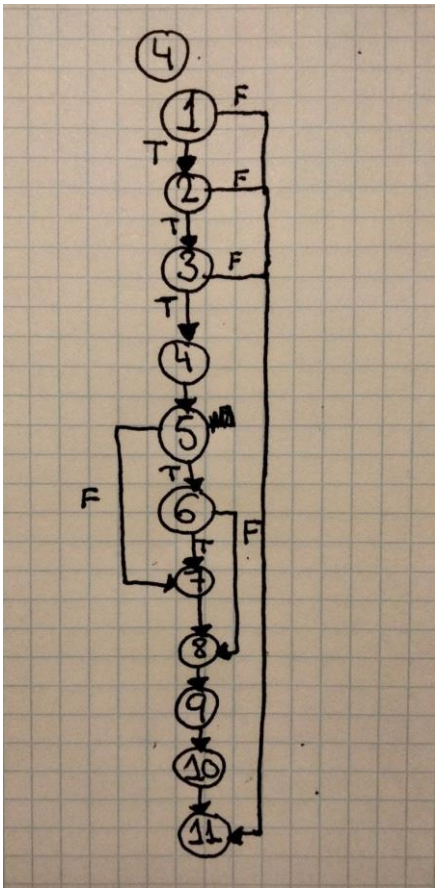
- **Forma 1: 5**
- **Forma 2: 12-9+2= 5**
- **Forma 3: 4+1= 5**

4)

```
if (flatBoard[winCombination[0]] != TicTacToeValue.EMPTY      1
        && flatBoard[winCombination[0]] == flatBoard[winCombination[1]]    2
        && flatBoard[winCombination[0]] == flatBoard[winCombination[2]]) {  3

    val winner = flatBoard[winCombination[0]]    4

    if (result != TicTacToeResult.DRAW    5
        && (if (result == TicTacToeResult.O) TicTacToeValue.O else    7
TicTacToeValue.X) != winner) {                                        6
        return TicTacToeResult.NULL    8
    }
    result = if (winner == TicTacToeValue.X) TicTacToeResult.X else    10
TicTacToeResult.O                                                     9
}    11
```



- **Forma 1: 6**
- **Forma 2: 15-11+2= 6**
- **Forma 3: 5+1= 6**