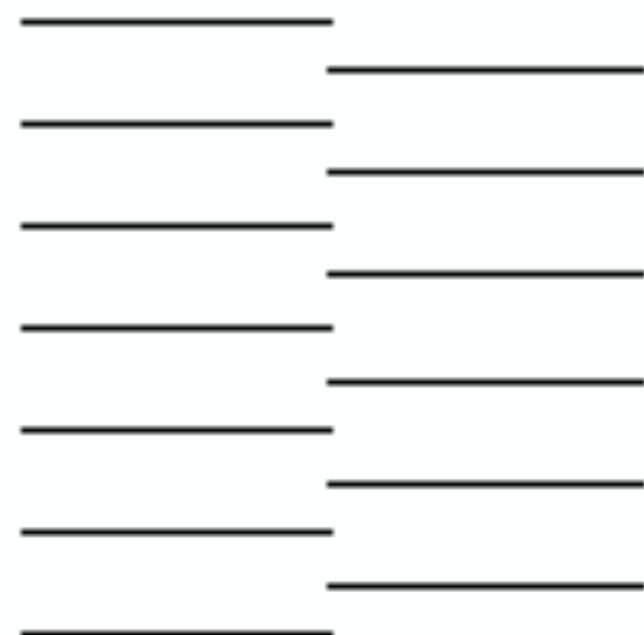
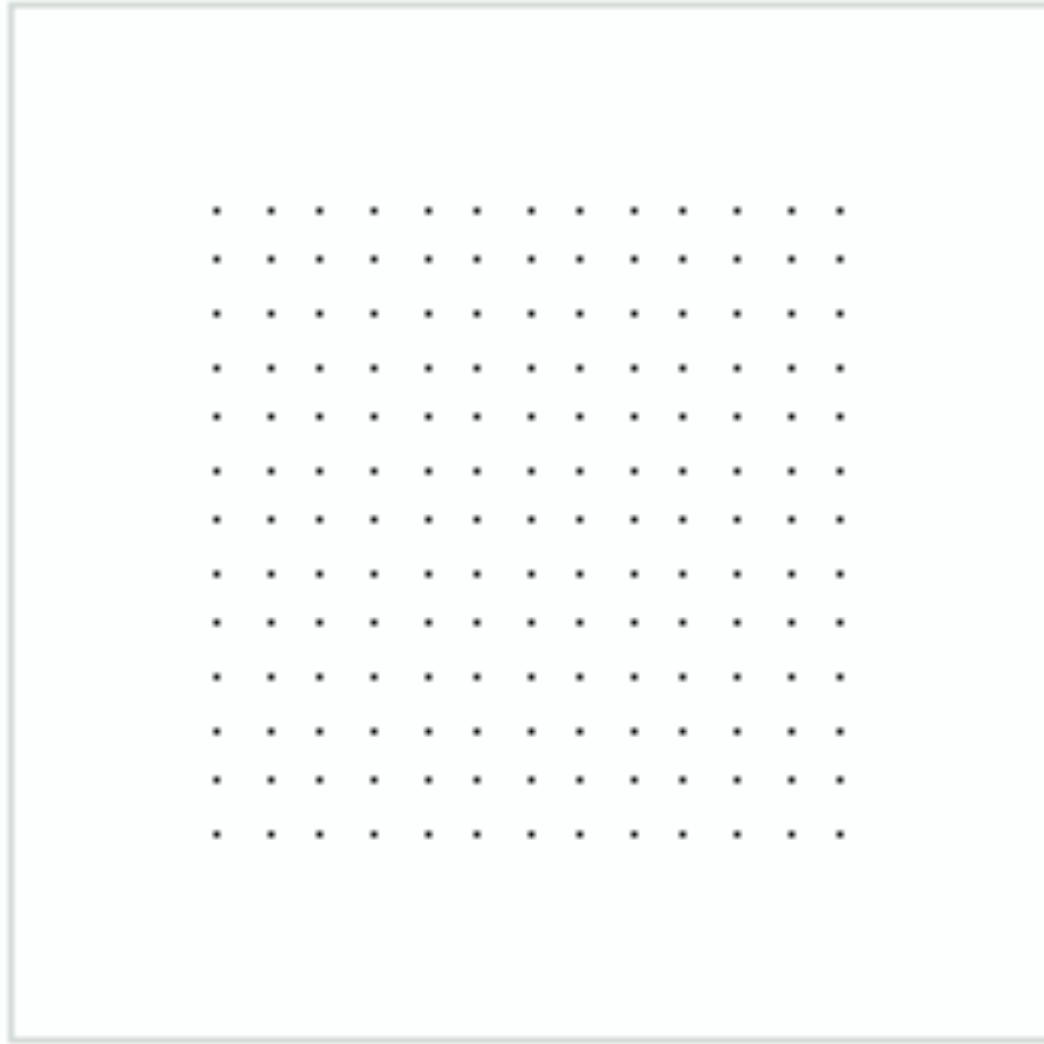


Estuctura *for* unidimensional + condicional *if*



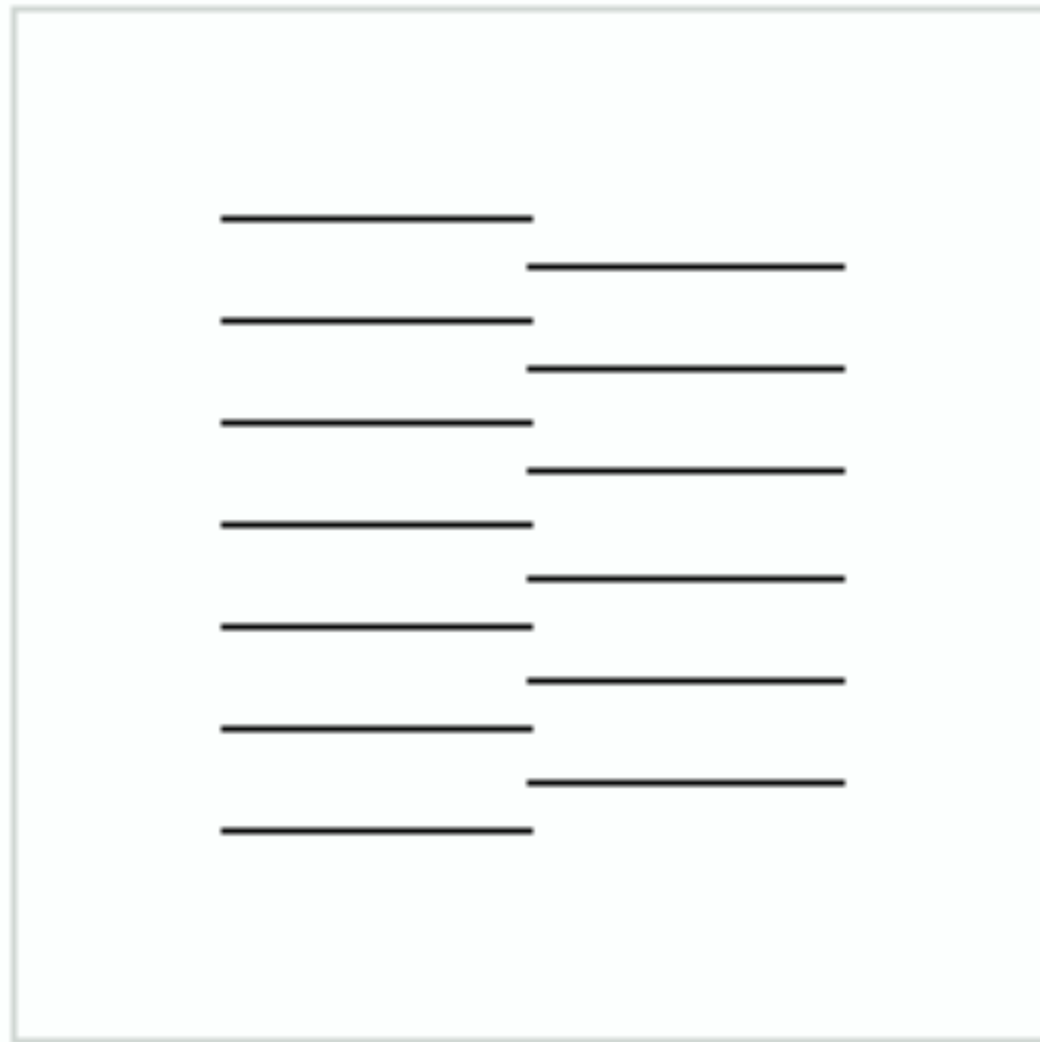
```
for (int x = 20; x <= 80; x += 5) {  
    if ((x % 10) == 0) {  
        line(20, x, 50, x);  
    } else {  
        line(50, x, 80, x);  
    }  
}
```

Estructura *for* bidimensional



```
for (int y = 20; y <= 80; y += 5) {  
    for (int x = 20; x <= 80; x += 5) {  
        point(x, y);  
    }  
}
```

Estructura *for* unidimensional + condicional *if*



```
for (int x = 20; x <= 80; x += 5) {  
    if ((x % 10) == 0) {  
        line(20, x, 50, x);  
    } else {  
        line(50, x, 80, x);  
    }  
}
```