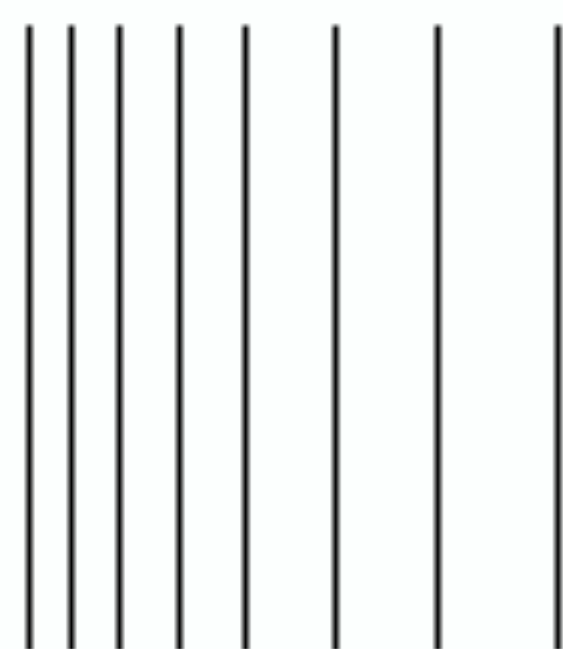


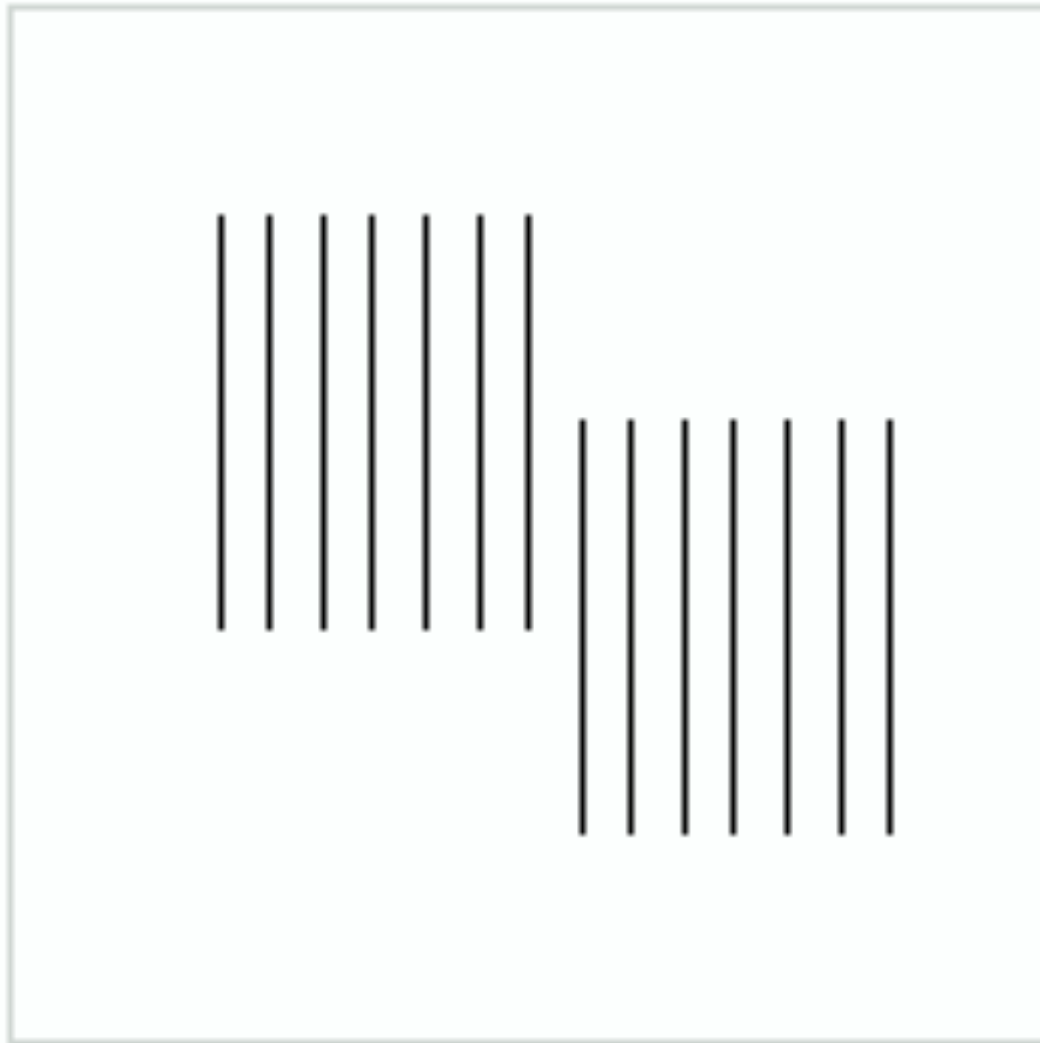


Estuctura *for* unidimensional



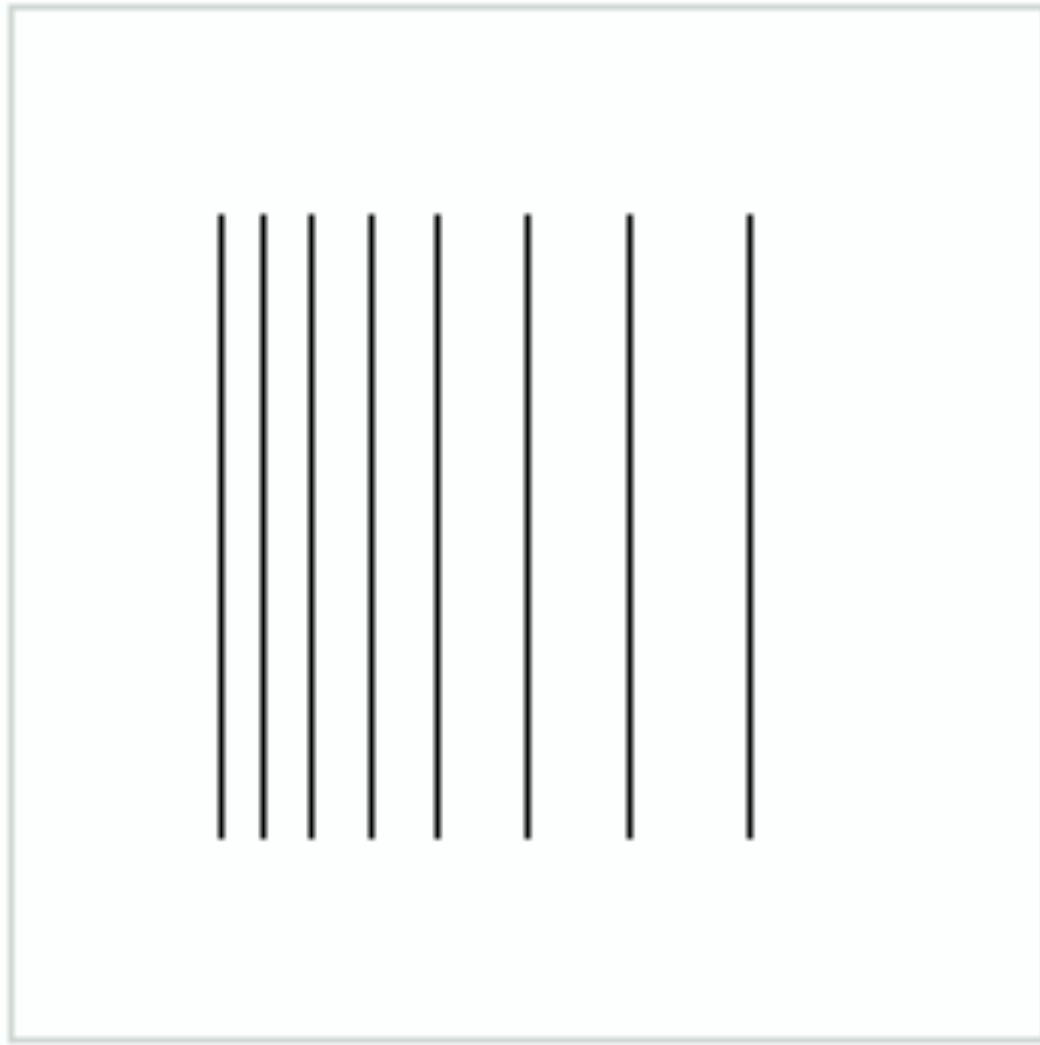
```
for (float x = 20; x < 80; x *= 1.2) {  
    line(x, 20, x, 80);  
}
```

# Estructura *for* unidimensional + condicional *if*



```
for (int x = 20; x <= 85; x += 5) {  
    if (x <= 50) {  
        line(x, 20, x, 60);  
    } else {  
        line(x, 40, x, 80);  
    }  
}
```

# Estructura *for* unidimensional



```
for (float x = 20; x < 80; x *= 1.2) {  
    line(x, 20, x, 80);  
}
```