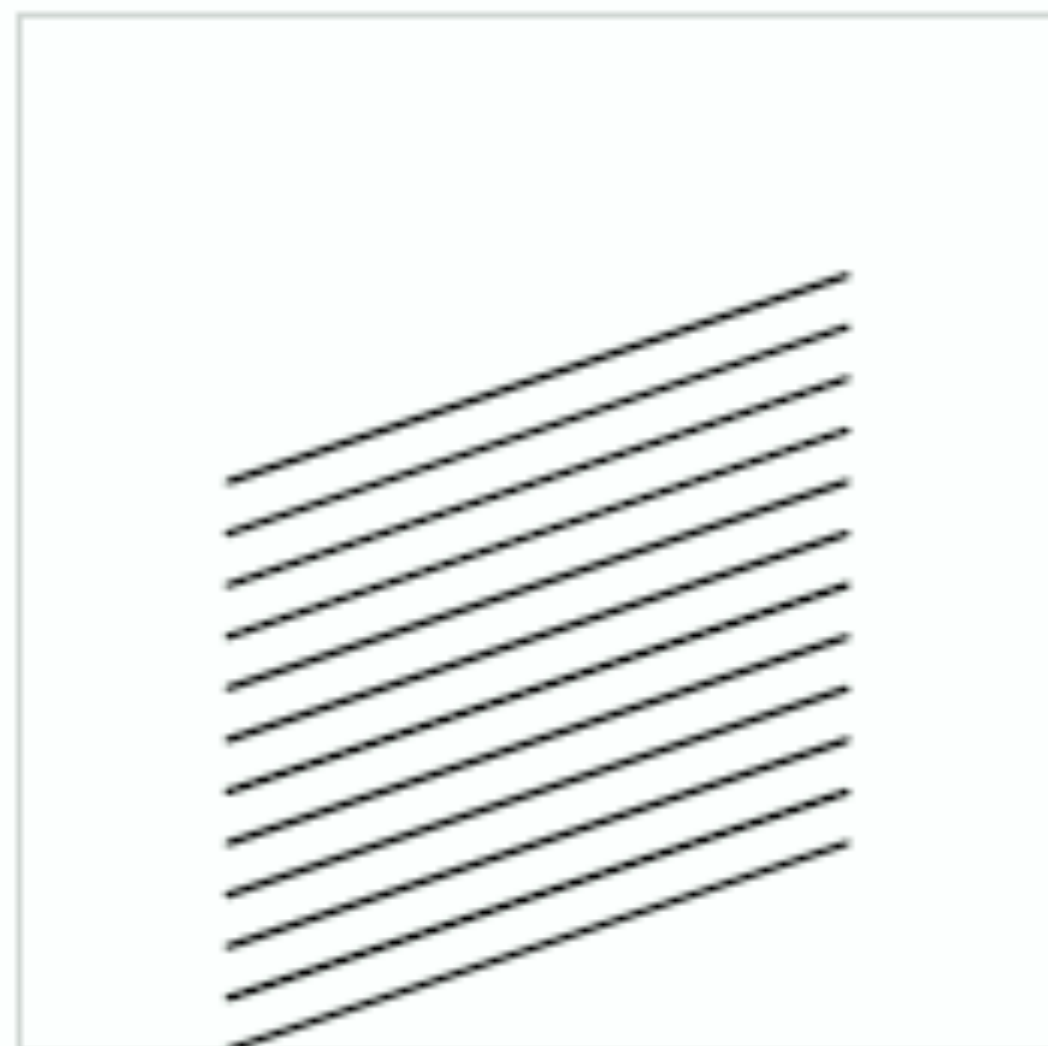
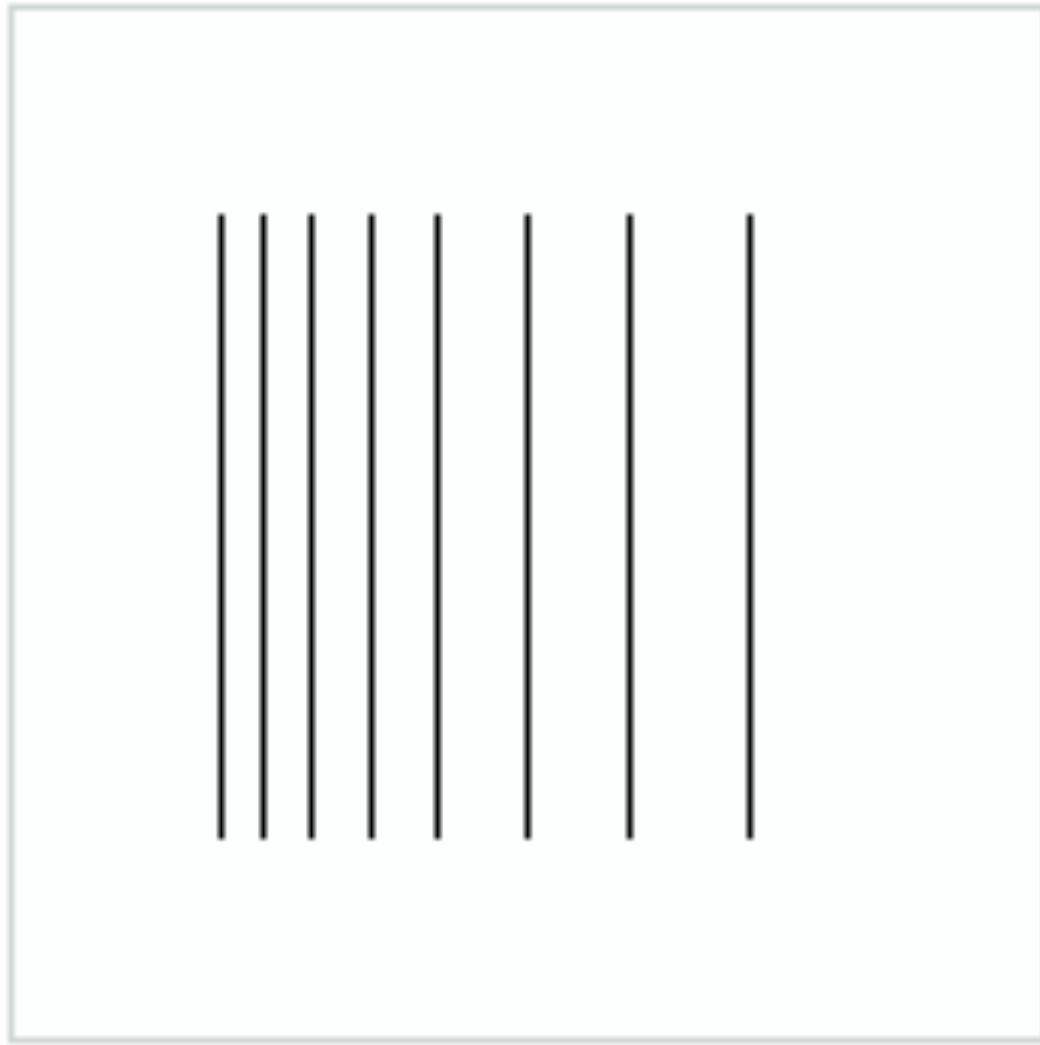


Estuctura *for* unidimensional



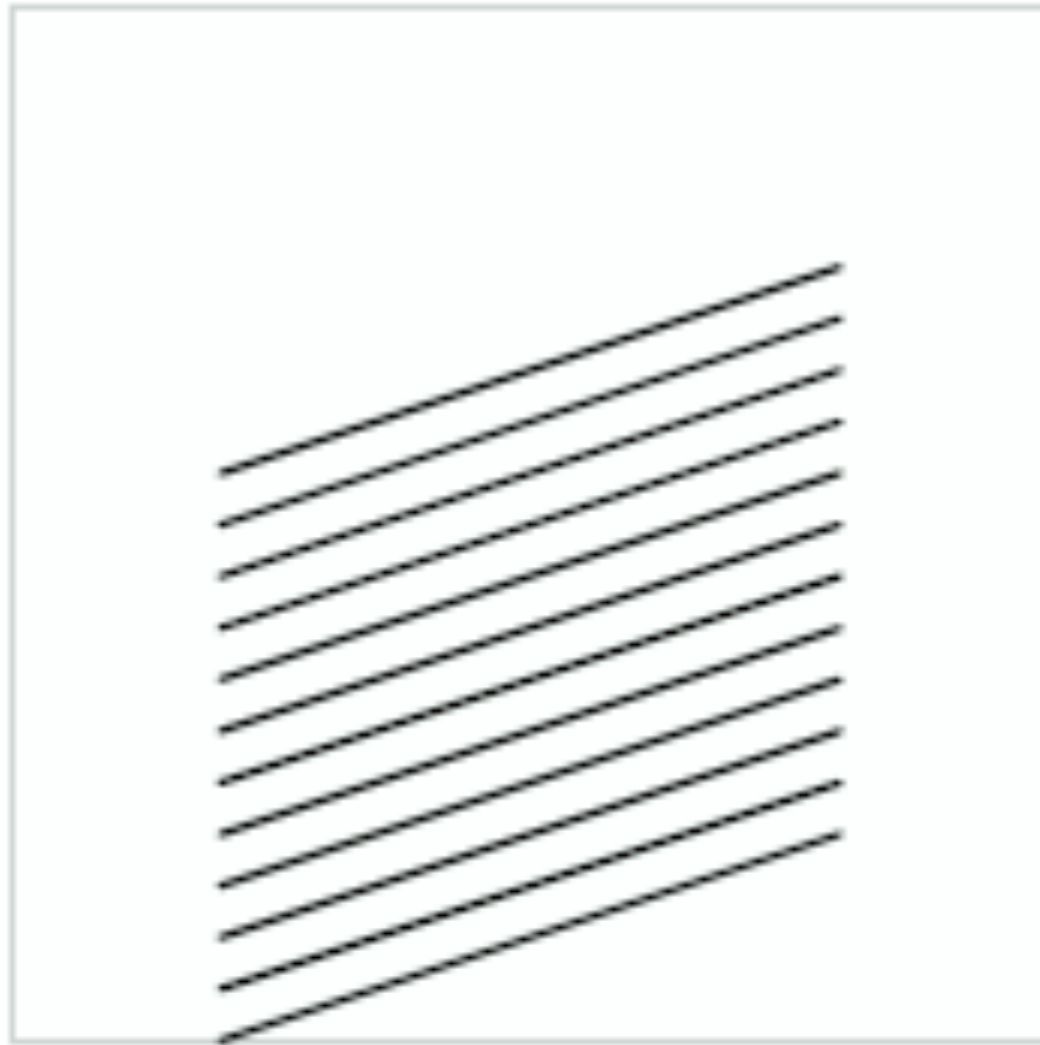
```
for (float x = 80; x > 20; x -= 5) {  
    line(20, x+20, 80, x);  
}
```

Estructura *for* unidimensional



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

Estructura *for* unidimensional



```
for (float x = 80; x > 20; x -= 5) {  
    line(20, x+20, 80, x);  
}
```