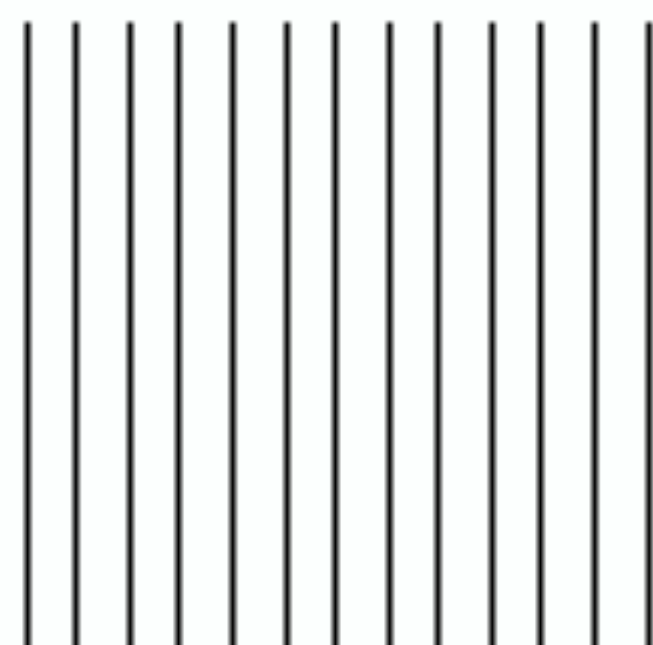


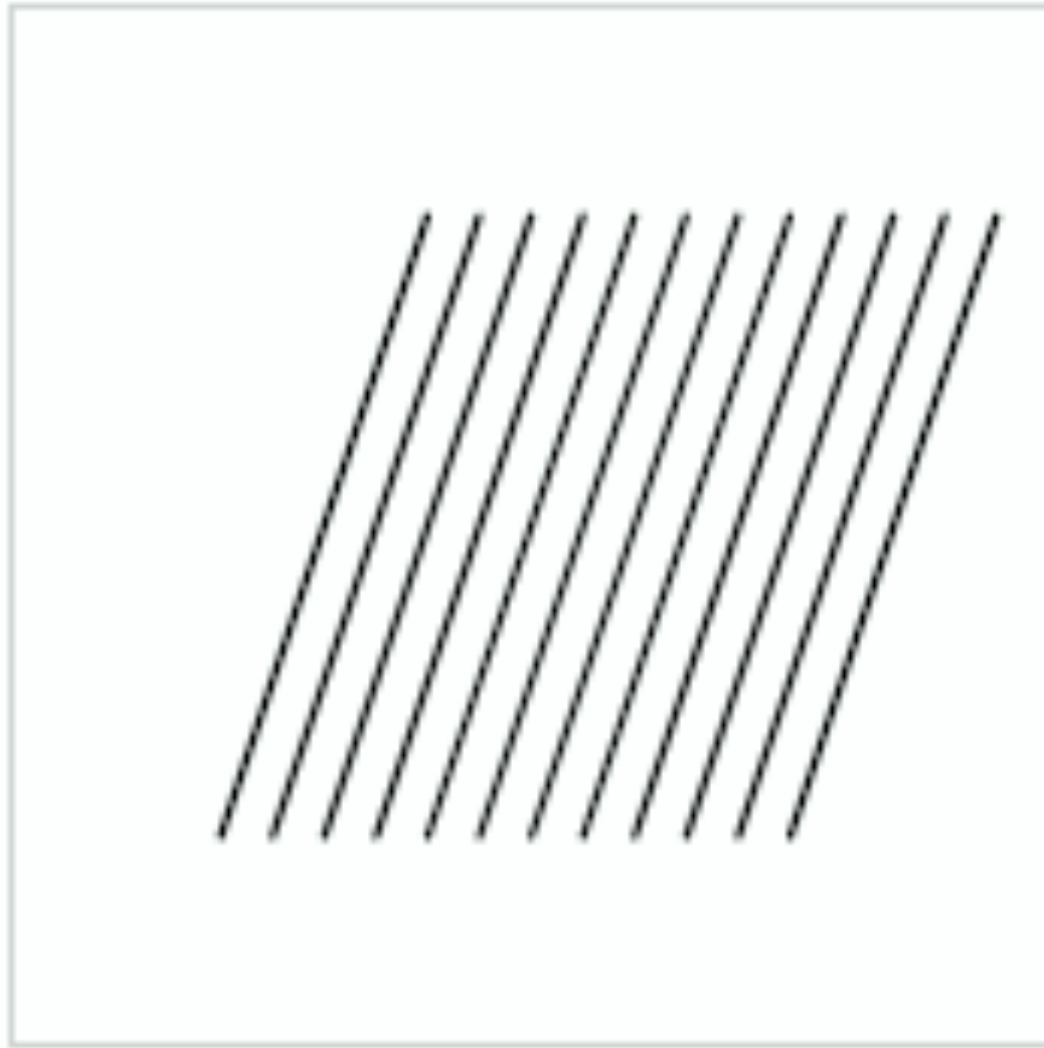


Estuctura *for* unidimensional



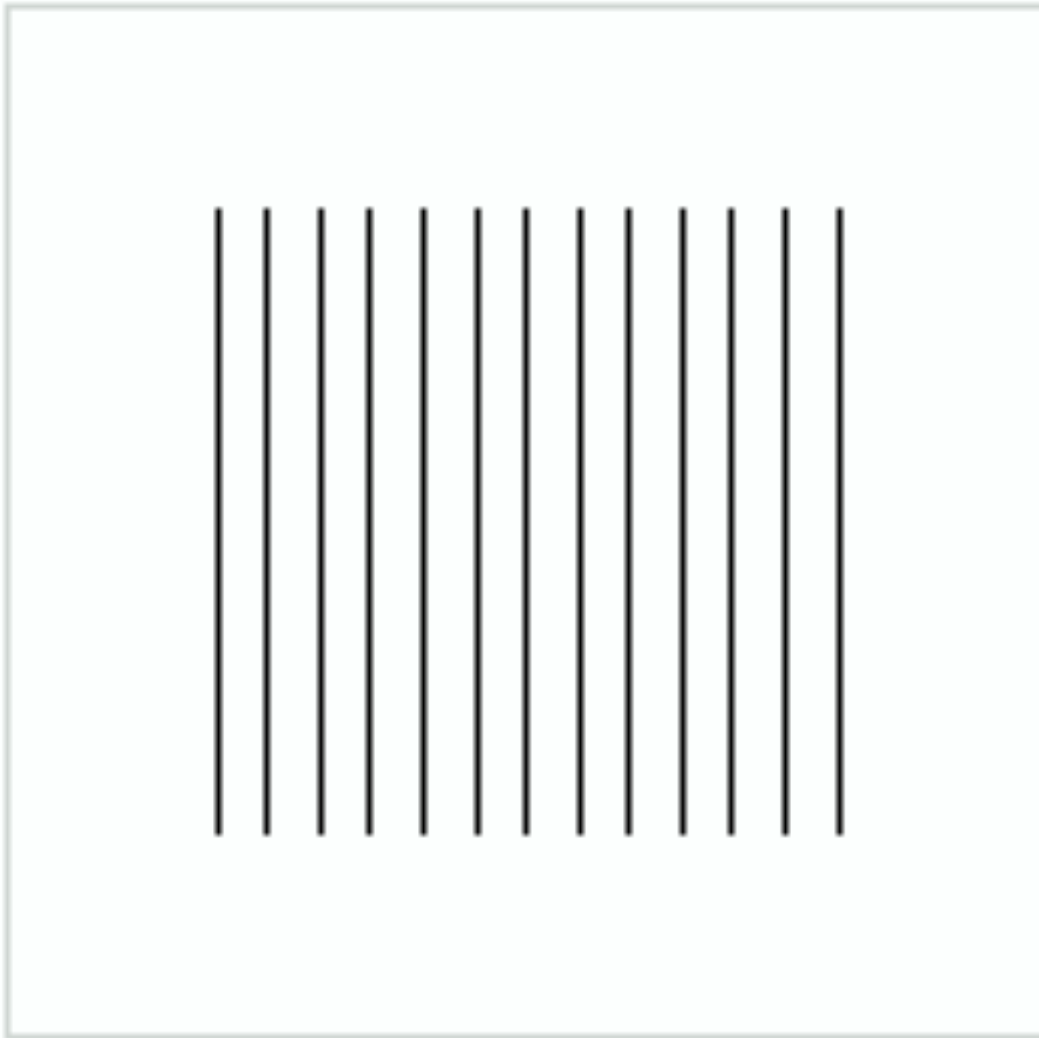
```
for (int x = 20; x <= 80; x += 5) {  
    line(x, 20, x, 80);  
}
```

# Estructura *for* unidimensional



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

# Estructura *for* unidimensional



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