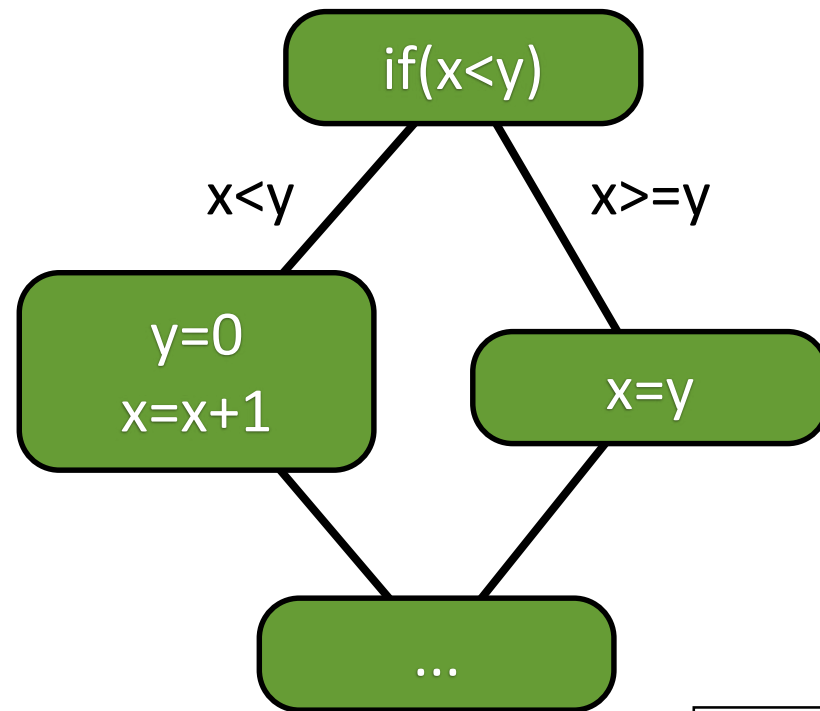


# CFG : The if statement

```
if (x < y)
{
    y = 0;
    x = x + 1;
}
else
{
    x = y;
}
...
```



```
if (x < y)
{
    y = 0;
    x = x + 1;
}
...
```

