

# Cyclomatic Complexity

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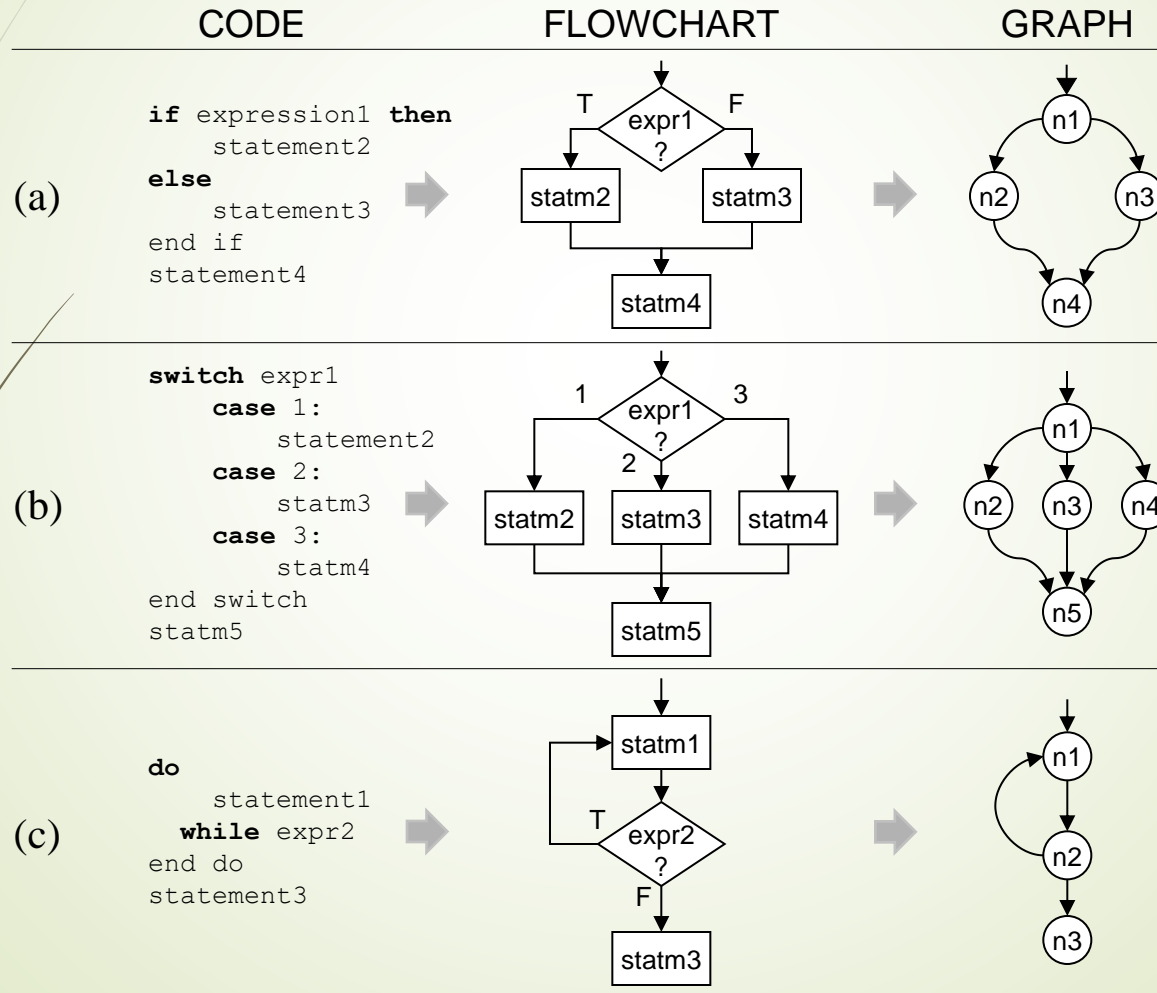
# Cyclomatic Complexity

- Invented by **Thomas McCabe (1974)** to measure the complexity of a program's conditional logic
- Cyclomatic complexity of graph  $G$  equals  $\#edges - \#nodes + 2$

$$V(G) = e - n + 2$$

- Also corresponds to the number of linearly independent paths in a program

# Converting Code to Graph



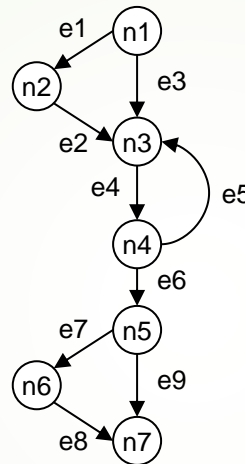
# Example Paths

```

if expression1
then
    statement2
end if

do
    statement3
    while expr4
end do

if expression5
then
    statement6
end if
statement7
  
```



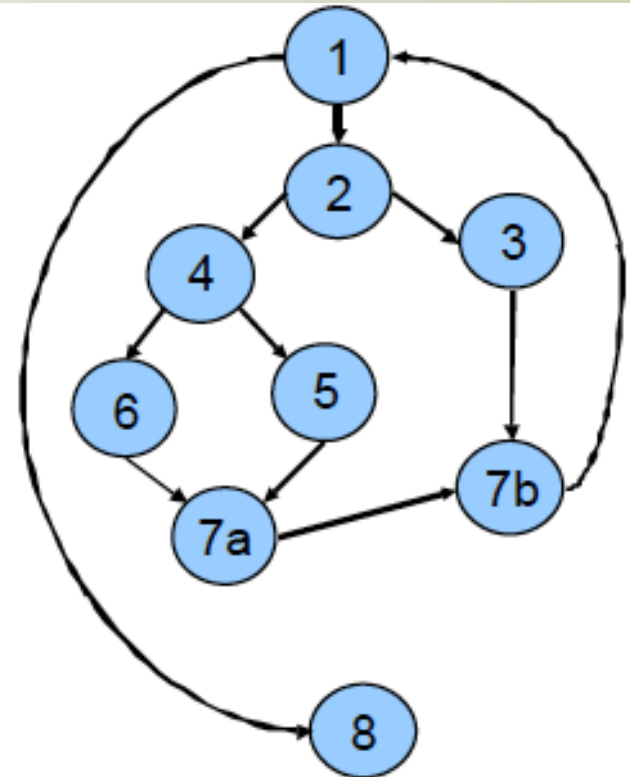
Paths:

P1 = e1, e2, e4, e6, e7, e8  
 P2 = e1, e2, e4, e5, e4, e6, e7, e8  
 P3 = e3, e4, e6, e7, e8, e10  
 P4 = e6, e7, e8, e10, e3, e4  
 P5 = e1, e2, e4, e6, e9, e10  
 P6 = e4, e5  
 P7 = e3, e4, e6, e9, e10  
 P8 = e1, e2, e4, e5, e4, e6, e9, e10

$$V(G) = e - n + 2 = 9 - 7 + 2 = 4$$

# Example 1

```
1.  do while records remain
      read record;
2.  if record field 1 = 0
3.  then process record;
      store in buffer;
      increment counter;
4.  elsif record field 2 = 0
5.  then reset record;
6.  else process record;
      store in file;
7a. endif;
    endif;
7b. enddo;
8.  end;
```



$$V = e - n + 2 = 11 - 9 + 2 = 4$$

## Example 2

```
1:      WHILE NOT EOF LOOP
2:          Read Record;
2:          IF field1 equals 0 THEN
3:              Add field1 to Total
3:              Increment Counter
4:          ELSE
4:              IF field2 equals 0 THEN
5:                  Print Total, Counter
5:                  Reset Counter
6:              ELSE
6:                  Subtract field2 from Total
7:              END IF
8:          END IF
8:          Print "End Record"
9:      END LOOP
9:      Print Counter
```

$$V = e - n + 2 = 11 - 9 + 2 = 4$$

