

```

int c = 0; ①
int result = 0;
if (a < 0) {
    a = 0; ②
}

```

```

else { ③
    switch (b) {

```

case 0:

```
c = 2; ④
```

case 1:

```
c = 5; ⑤
```

case 2:

```
c = 10; ⑥
```

```

}
while (c > 0) ⑦
    result += c; ⑧
    c--;

```

```

a += 2; ⑨

```

```

if (d > 0 && a > result) ⑩
    if (a % result == 0) ⑪
        result = d * a / result; ⑫

```

```

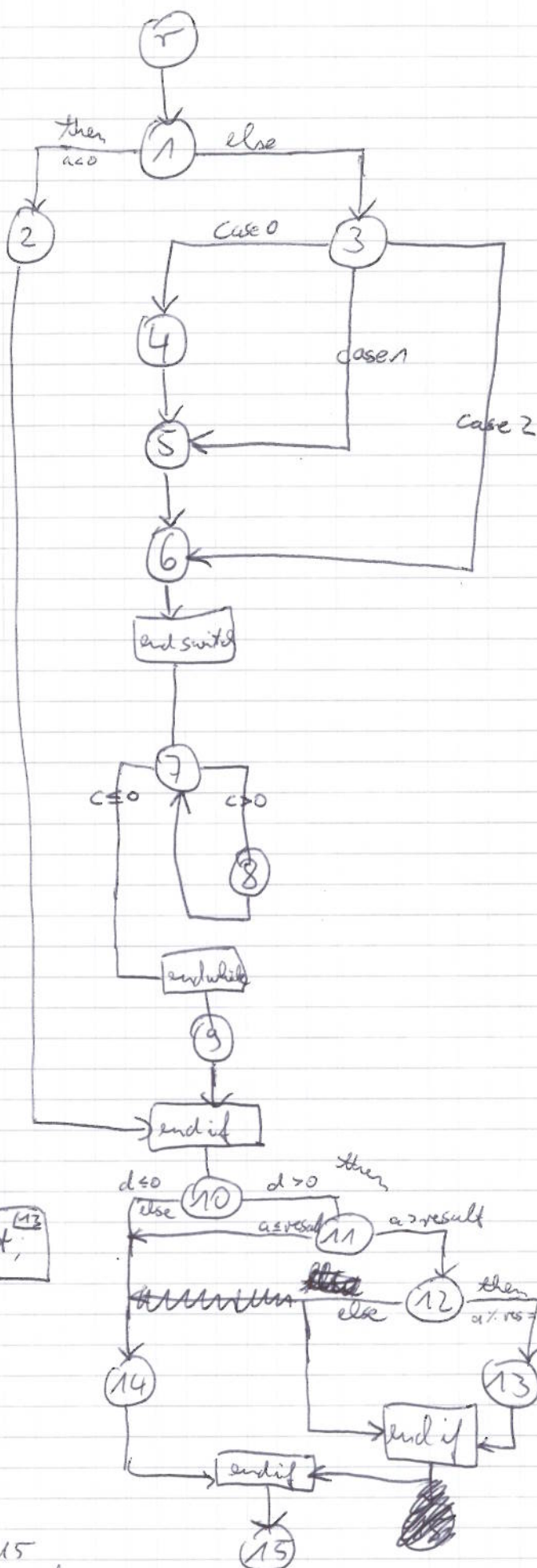
else ⑭
    result = d;

```

```

return result; ⑮
}

```



C₀ = else Knoten: r → 1 → 2 → 10 → 14 → 15

a = -1 d = 0 c, b = equal

r → 1 → 3 → 4 → 5 → 6 → 7 → 8 → 9 → 10 → 11 → 12 → 13 → 15

a = 108, b = 0, c = 1

d = 1

C₁ = alle Knoten wie oben + b = 1, b = 2 + a = 1 + a = 60