

<pre>if((exp_b1)){     texto<sub>1</sub> }</pre>	<pre>→ Z<sub>.obf</sub> == (exp_b1);    Z<sub>1</sub> = 0;    =.obf    JUMP    *:i    texto<sub>1</sub>    ...</pre>
--	--

←:i

## Ejemplo

<pre>if(0 &gt; 0    Y<sub>3</sub> == 0){     Y<sub>21</sub> = 16;     Y<sub>11</sub> /= 87; } F<sub>13</sub> = F<sub>34</sub>;</pre>	⇒	<pre>Z<sub>.obf</sub> = 0 &gt; 0    Y<sub>3</sub> == 0; Z<sub>1</sub> = 0; =.obf JUMP *:143 Y<sub>21</sub> = 16; Y<sub>11</sub> /= 87; F<sub>13</sub> = F<sub>34</sub>;</pre>
--	---	---

←:143

<pre>if((exp_b1)){     texto<sub>1</sub> } else{     texto<sub>2</sub> }</pre>	<pre>→ if((exp_b1)){     texto<sub>1</sub>     *:i } texto<sub>2</sub> ... ←:i</pre>
--	--

# Ejemplo

```
if(0 > 0 || Y3 == 0){  
    Y21 = 16;  
    Y11 /= 87;  
}  
else{  
    Y21 = 0;  
}  
F13 = F34;
```



```
if(0 > 0 || Y3 == 0){  
    Y21 = 16;  
    Y11 /= 87;  
    *:211  
}  
Y21 = 0;  
F13 = F34;
```



←:211

```
Z.obf = 0 > 0 || Y3 == 0;  
Z1 = 0;  
=.obf  
JUMP  
*:212  
Y21 = 16;  
Y11 /= 87;  
*:211  
Y21 = 0;  
F13 = F34;
```

←:212

←:211

```
while(<expb1>){ ➡  
    texto1  
}  
if(<expb1>){ ←:i  
    texto1  
    *:i  
}
```

Ejemplo

```
while( $Y_3 < 7$ ){  
     $Y_1 *= 2$ ;  
     $Y_3 ++$ ;  
}
```



```
if( $Y_3 < 7$ ){  
     $Y_1 *= 2$ ;  
     $Y_3 ++$ ;  
    *:387  
}
```

←:387

```
do{  
     $texto_1$   
} while( $\langle exp_{b_1} \rangle$ );
```



```
 $texto_1$   
if( $\langle exp_{b_1} \rangle$ ){  
    *:i  
}
```

←:i

Ejemplo

```
do{  
     $Y_1 *= 2$ ;  
     $Y_3 ++$ ;  
} while( $Y_3 < 7$ );
```



```
 $Y_1 *= 2$ ;  
 $Y_3 ++$ ;  
if( $Y_3 < 7$ ){  
    *:387  
}
```

←:387

```
for( $texto_1$ ;  $\langle exp_{b_1} \rangle$ ;  $texto_2$ ){  
     $texto_3$   
}
```



```
 $texto_1$ ;  
while( $\langle exp_{b_1} \rangle$ ){  
     $texto_3$   
     $texto_2$   
}
```

Ejemplo

```
for( $Y_3 = 0$ ;  $Y_{33}[Y_3] \neq 'c'$ ;  $Y_3++$ ){  
     $Y_{21}++$ ;  
}
```

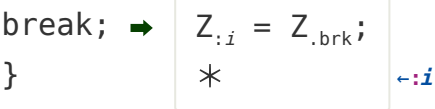
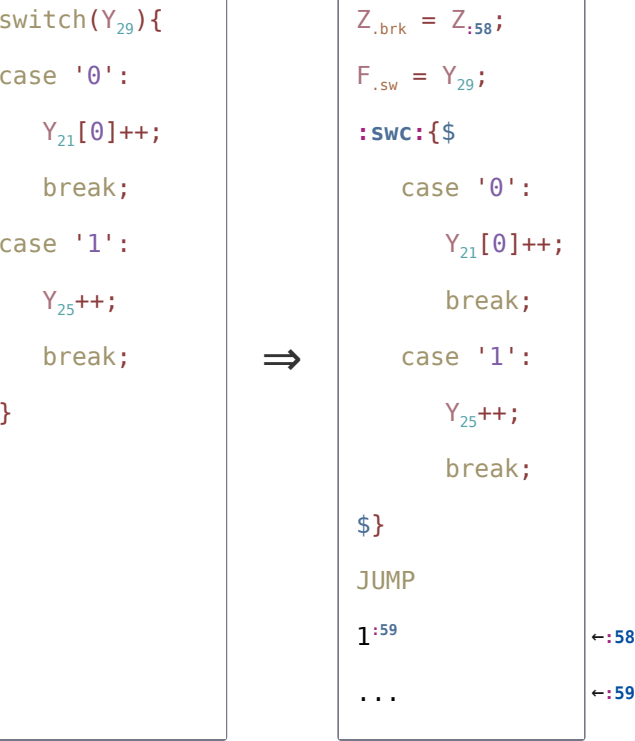


```
 $Y_3 = 0$ ;  
while( $Y_{33}[Y_3] \neq 'c'$ ){  
     $Y_{21}++$ ;  
     $Y_3++$ ;  
}
```

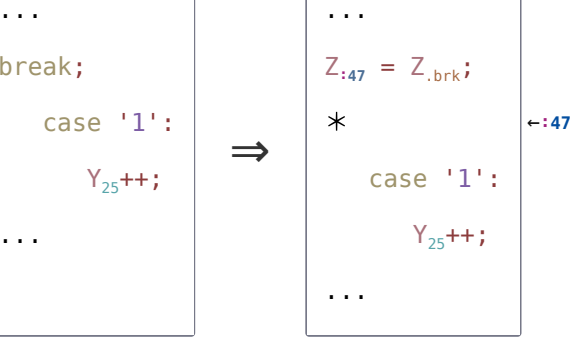
$\langle casd \rangle \rightarrow \text{case} \mid \text{default}$   
 $\langle fin\_case \rangle \rightarrow \$ \mid \langle casd \rangle$

```
switch( $\alpha_1$ ){ ➡  
     $texto_1$   
}  
  
Z.brk = Z:i;  
F.sw =  $\alpha_1$ ;  
:swc:{$  
     $texto_1$   
$}  
JUMP  
1: $j$  ←: $i$   
... ←: $j$ 
```

## Ejemplo

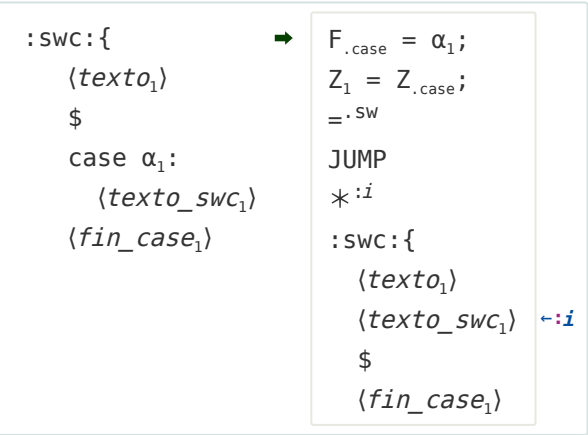


## Ejemplo

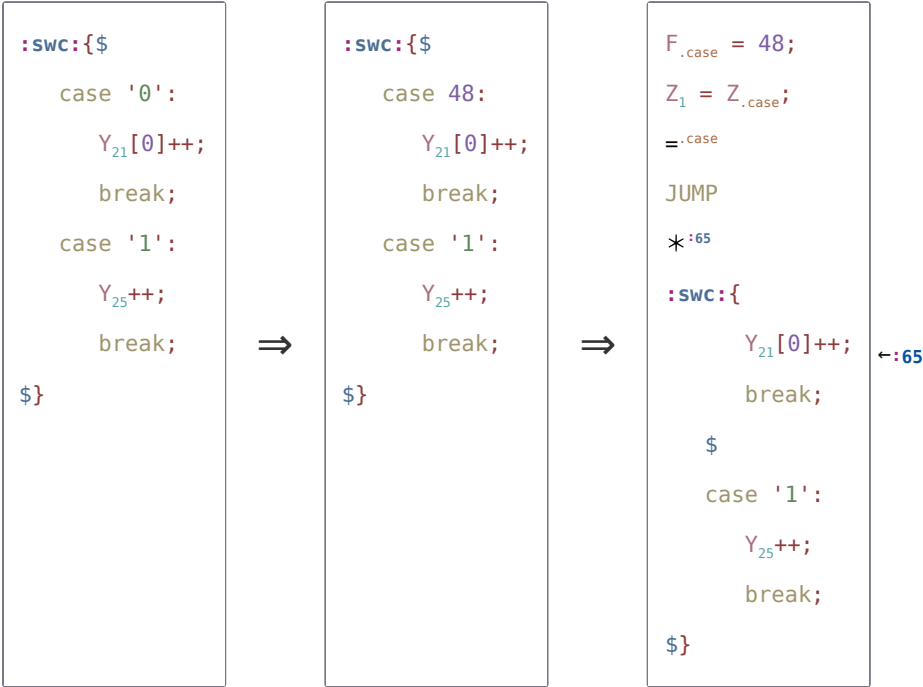


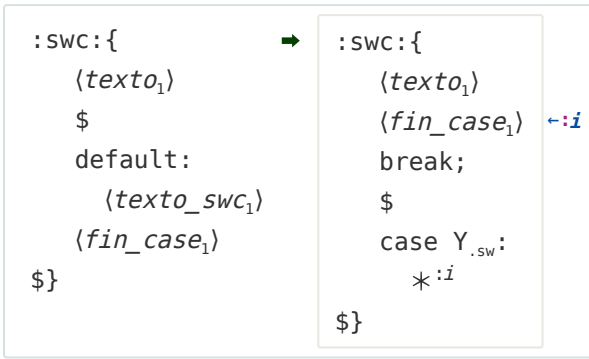
**:SWC:**

  $\langle \text{texto\_swc} \rangle$  representa *textoc* que no empieza por  $\langle \text{fin\_case} \rangle$ .

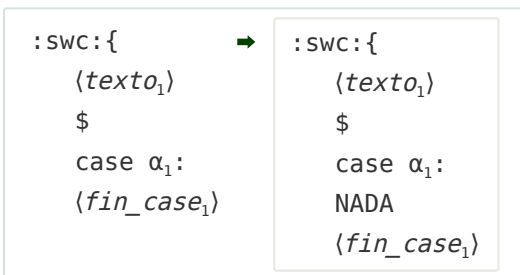
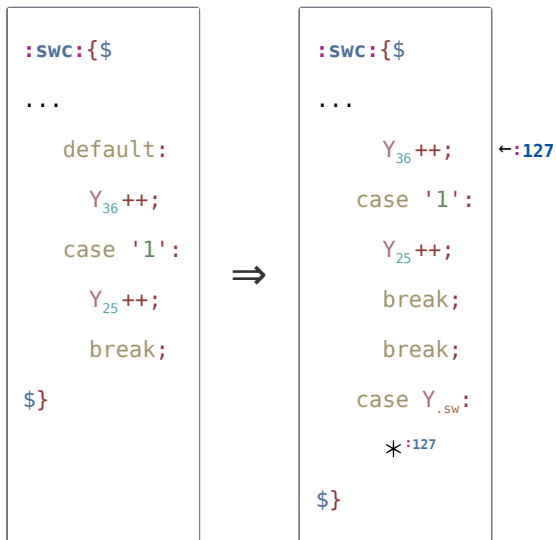


**Ejemplo**





## Ejemplo



## Ejemplo

```
:SWC:{$
```

```
...
```

```
case 49:
```

```
case '9':
```

```
Y25++;
```

```
break;
```

```
$}
```



```
:SWC:{
```

```
...
```

```
$
```

```
case 49:
```

```
NADA
```

```
case '9':
```

```
Y25++;
```

```
break;
```

```
$}
```

```
:swc:{
```

```
{textoc1}
```

```
$
```

```
$}
```



```
break;
```

```
{textoc1}
```