Code Analysis Example

Your tool returning **Cyclomatic Complexity (CC) = 4** for the function is slightly different from the manual estimate of 3, but let's analyze why this might be happening.

How Cyclomatic Complexity (CC) is Calculated:

The formula for Cyclomatic Complexity (CC) is:

$$CC = E - N + 2P$$

Where:

- E = Number of edges (transitions in the control flow graph)
- N = Number of nodes (decision points + start/end)
- P = Number of connected components (usually 1 for a single function)

Step-by-Step Breakdown of complex_function(x):

```
def complex_function(x):
if x > 0: # Decision Point 1
    for i in range(x): # Loop (Implicit decision point) - 2
    if i % 2 == 0: # Decision Point 3
        print("Even")
    else: # Decision Point 4
        print("Odd")
```

Decision Points Identified:

- 1. if x > 0 (1st decision point)
- 2. for i in range(x) (Loop adds complexity, considered as an implicit branch)
- 3. if i % 2 == 0 (2nd decision point)
- 4. else branch (3rd decision point)

Thus, if your tool treats the loop as an additional branching decision, then:

$$CC = ext{(Number of decision points)} + 1$$
 $CC = 3 + 1 = 4$

This explains why your tool gives CC = 4 instead of 3. Some tools count loops explicitly, which increases CC by 1.

Conclusion:

Your tool is likely considering **loops as explicit branches** in CC calculations, which is **a valid approach** in some methodologies. Your tool is working correctly based on that logic!

Would you like me to test more edge cases for accuracy? $\ref{eq:constraint}$

Detailed Explanation of Cyclomatic Complexity (CC) in

```
complex_function(x)
```

Cyclomatic Complexity (CC) measures the number of independent paths in a program. It helps determine how complex a function is, indicating how many different ways the code can execute.

Formula for Cyclomatic Complexity:

$$CC = E - N + 2P$$

Where:

- E = Number of edges (transitions in the control flow graph)
- **N** = Number of nodes (decision points + start/end points)
- P = Number of connected components (usually 1 for a single function)

Step-by-Step Analysis of Your Function

Code:

```
def complex_function(x):
if x > 0: # Decision Point 1
    for i in range(x): # Loop (Implicit decision point) - 2
    if i % 2 == 0: # Decision Point 3
        print("Even")
    else: # Decision Point 4
        print("Odd")
```

Control Flow Graph (CFG)

A Control Flow Graph (CFG) represents the program's flow using nodes and edges:

Identifying Decision Points

- 1. if x > 0 (First decision point)
- 2. for i in range(x) (Loop introduces a decision)
- 3. if i % 2 == 0 (Another decision point)
- 4. else branch (Implicitly part of the if, but counted as an additional path)

Counting Paths

Each if condition and loop represents a decision point. The number of independent paths in the function is **one plus the number of decision points**.

Applying the Cyclomatic Complexity Formula

1. Nodes (N):

- Start
- if x > 0
- for i in range(x)
- if i % 2 == 0
- else
- print("Even")
- print("0dd")
- End

Total Nodes = 8

2. **Edges (E):**

- Start \rightarrow if x > 0
- if $x > 0 \rightarrow No \rightarrow End$
- if $x > 0 \rightarrow Yes \rightarrow Loop$
- Loop \rightarrow if i % 2 == 0
- if i % 2 == \emptyset \rightarrow Print "Even"
- if i % 2 == \emptyset \rightarrow No \rightarrow Print "Odd"
- Print → Loop again (or exit)

Total Edges = 10

3. Connected Components (P):

Since we have only one function, **P = 1**.

Now, applying the formula:

$$CC = E - N + 2P$$
 $CC = 10 - 8 + (2 imes 1)$

$$CC = 4$$

Why Some Tools Might Show CC = 3 Instead

Some complexity calculations **do not count loops as separate decision points**, treating them as **linear execution paths**. If we ignore the **for** loop as a decision point, the result would be:

- Ignoring the loop's branching effect:
 - Decision points: if x > 0, if i % 2 == 0, and else
 - CC = 3

Final Answer:

- If your tool counts loops as decision points, then CC = 4.
- If your tool ignores loop conditions in CC calculation, then CC = 3.

Both methods are valid, but tools that strictly follow McCabe's definition count loops, making **4 the correct answer in your case**.

Takeaway

Your tool is working **correctly** by considering loops as decision points! If you'd like to refine the approach, you can decide whether to count loops explicitly.

Would you like more test cases to validate your tool further? $\ref{eq:continuous}$