



Gramáticas estructuras de control

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```
1  for (int x : a)
2    x=1
```

Listing 1: foreach

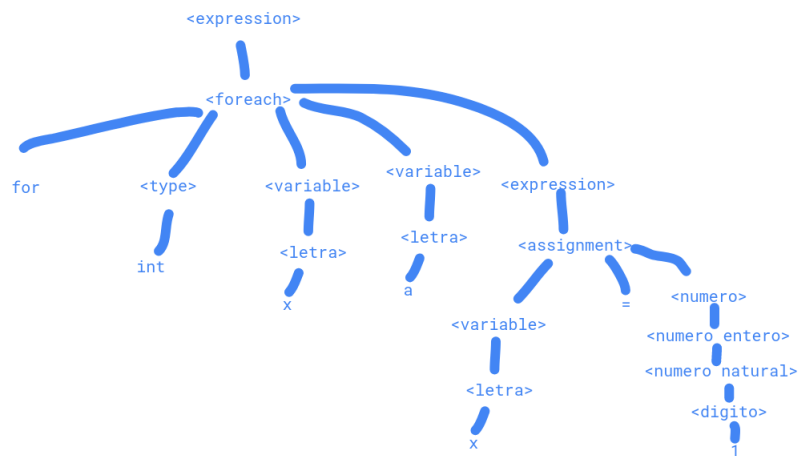


Figura 1: foreach

```
1  if (x==y) {  
2    x=1;  
3  }
```

Listing 2: if

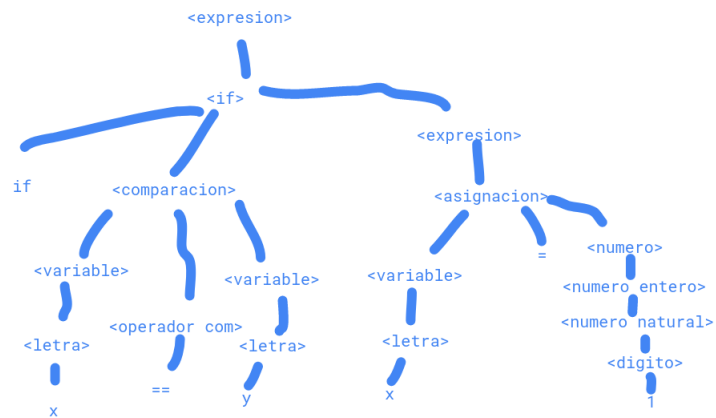


Figura 2: if

```
1  do {  
2    x += 1;  
3  }  
4  while (x > y);
```

Listing 3: do-while

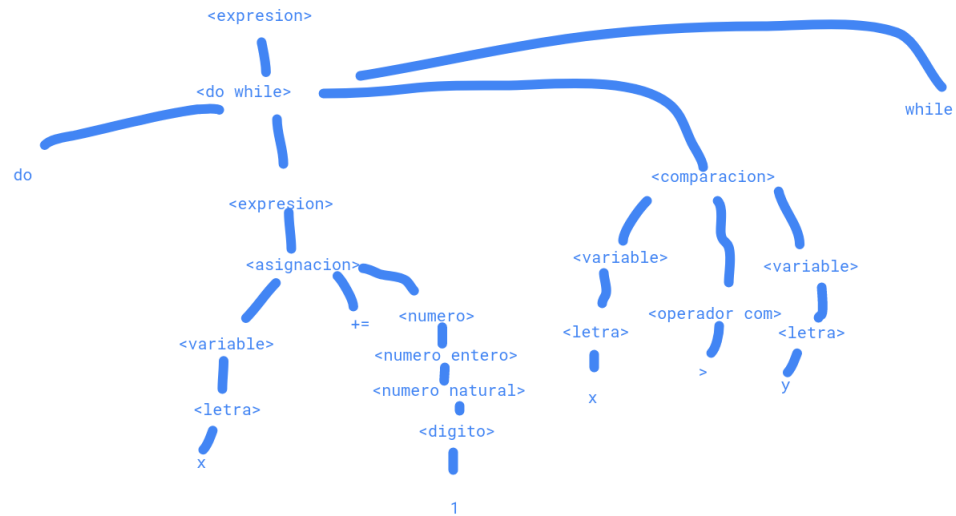
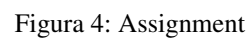


Figura 3: do while

Listing 4: Assignment



```
1 while (x == y) {  
2   x += 1;  
3 }
```

Listing 5: while

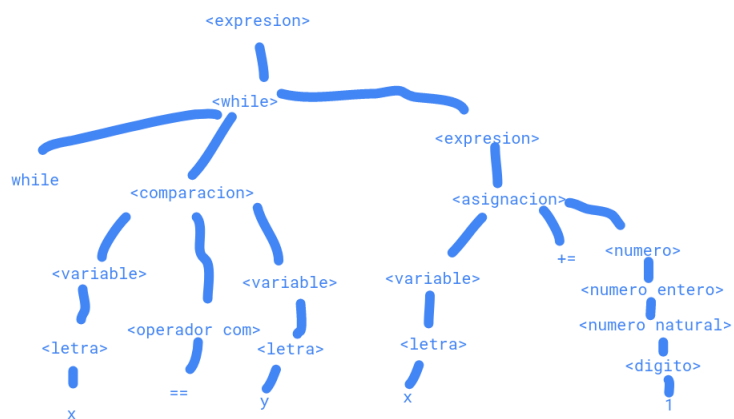


Figura 5: while