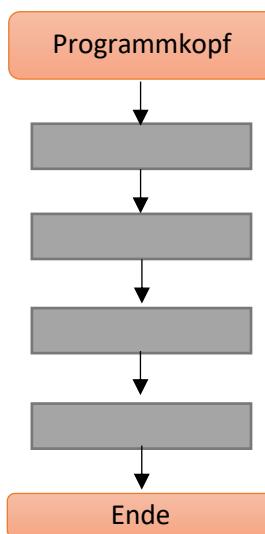


Programmgrundstrukturen

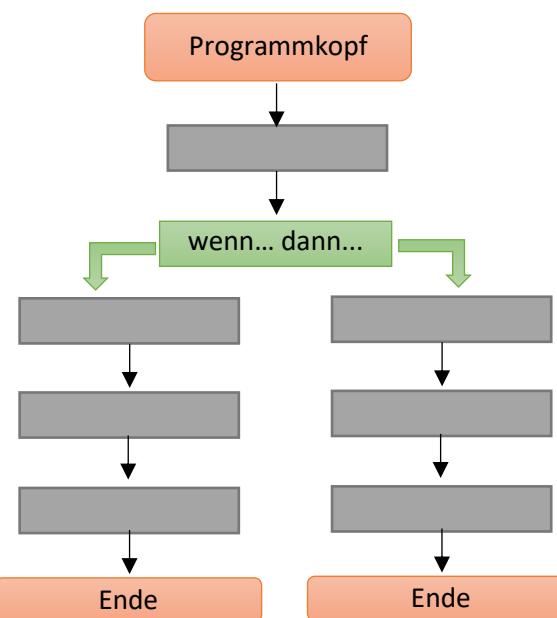
(in der Regel sind Programme Mischformen aus den Grundstrukturen)

Lineare Struktur



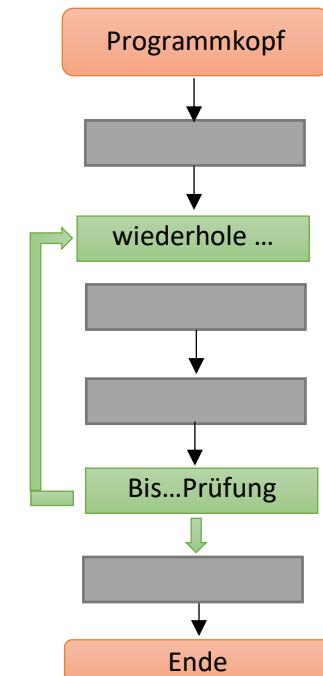
Verzweigung

→ Auswahl, wenn...



Schleife

→ Wiederholungen bis...



(1) if (Bedingung) {...;} else {...;};
 (2) switch(Variable) {
 case wert1: ... ; break; case wert2: ... ; break;...
 default: ...};

(1) while (**Bedingung** prüfen) {...;};
 (2) for (**Zähler**; Prüfung; Inkrement;) {...;};