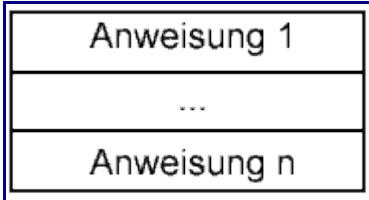


# Elemente

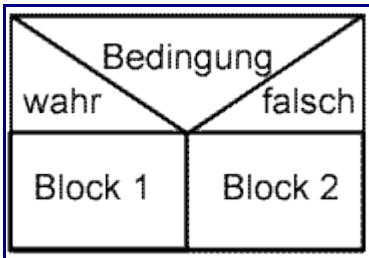
## Lineare Abläufe:



## Code:

```
int i = 10 /* Anweisung 1 */  
int summe = i + 5; /* Anweisung 2 */  
cout << summe << endl; /* Anweisung 3 */
```

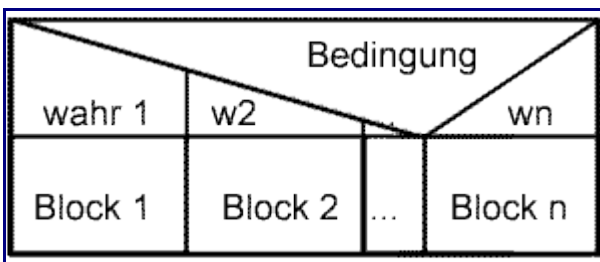
## Einfache Verzweigung:



## Code:

```
if( /* Bedingung */ )  
{  
    /* Block 1 */  
}  
else  
{  
    /* Block 2 */  
}
```

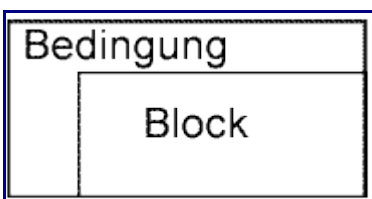
## Mehrfache Auswahl:



## Code:

```
switch( i )  
{  
    case 1: /* Block 1 */  
        break;  
    case 2: /* Block 2 */  
        break;  
    /* case Block ...  
        break; */  
    default: /* Block n */  
}
```

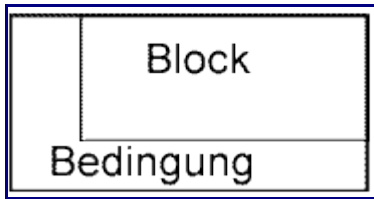
## Wiederholung mit vorausgehender Bedingungsprüfung:



## Code:

```
while( /* Bedingung */ )  
{  
    /* Block*/  
}
```

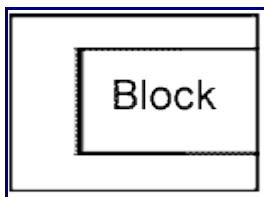
**Wiederholung mit nachfolgender  
Bedingungsprüfung:**



**Code:**

```
do {  
    /* Block */  
}while( /* Bedingung */ );
```

**Wiederholung ohne Bedingungsprüfung:**



**Code:**

```
while( true )  
{  
    /* Block */  
}
```

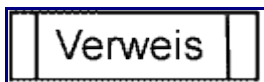
**Abbruchanweisung:**



**Code:**

```
break;  
continue;
```

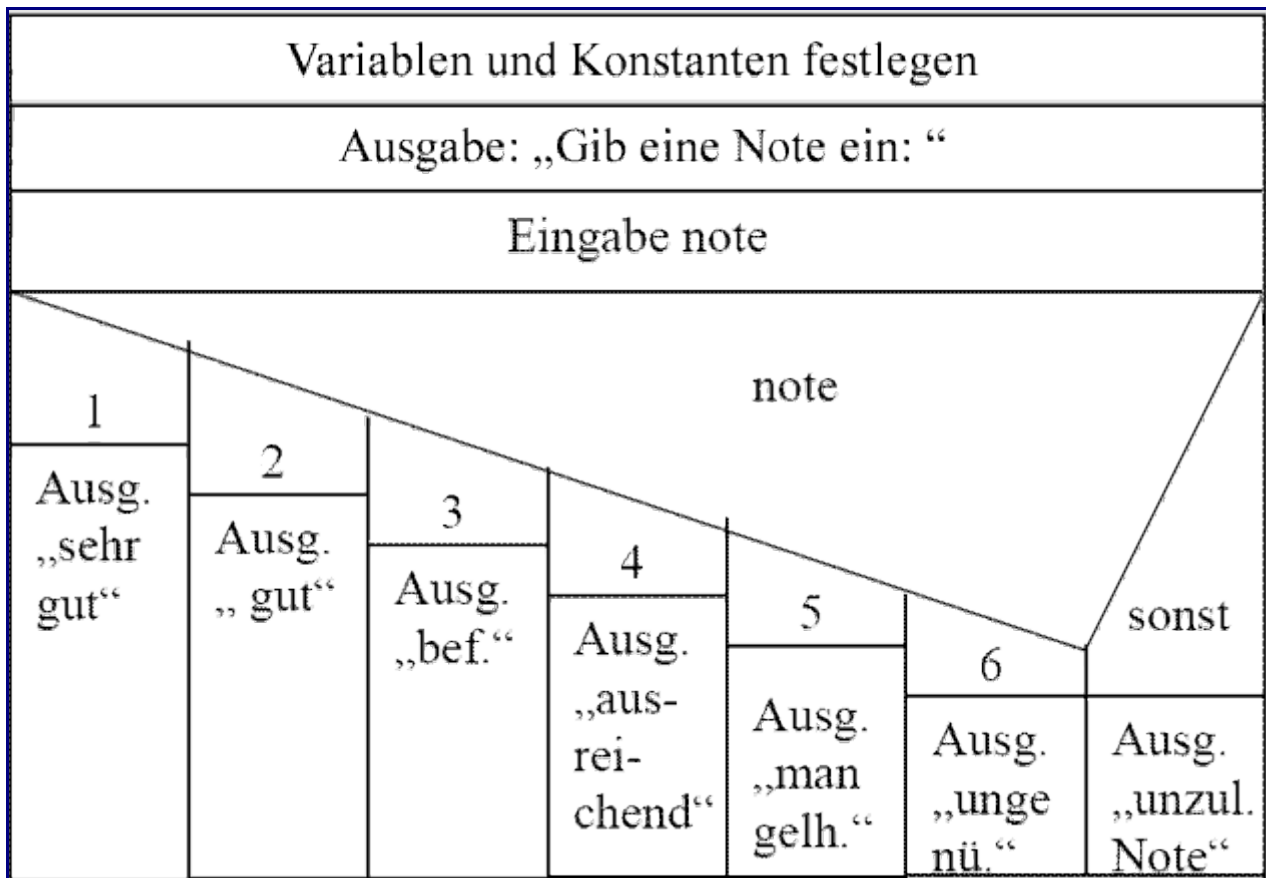
**Verweis auf Unterverarbeitung:**



Nicht in C++ implementiert.

# Beispiel Struktogramm

Struktogramm:



Code:

```
int note;
cout << "Gib eine Note ein: ";
cin >> note;

switch( note ){
    case 1:    cout << "sehr gut" << endl;
              break;
    case 2:    cout << "gut" << endl;
              break;
    case 3:    cout << "befriedigend" << endl;
              break;
    case 4:    cout << "ausreichend" << endl;
              break;
    case 5:    cout << "mangelhaft" << endl;
              break;
    case 6:    cout << "ungenügend" << endl;
              break;
    default:   cout << "unzulaessige Note" << endl;
}
}
```

Quelle:

<http://erbs.project.aida.h-da.de/vorlesungswiki/wiki/index.php/Struktogramm>