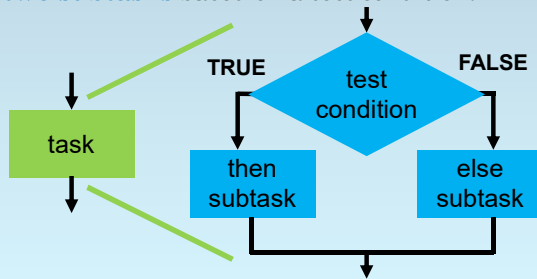


Second Pattern: the Conditional Construct

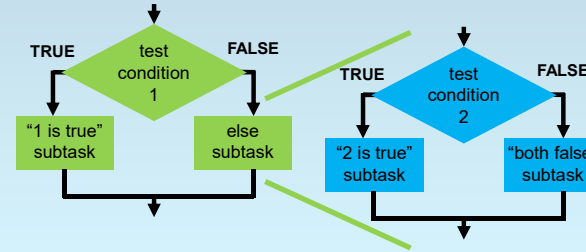
A **conditional** decomposition executes **one of two subtasks** based on a test condition.



Repeat Refinement to Allow More Than Two Possibilities

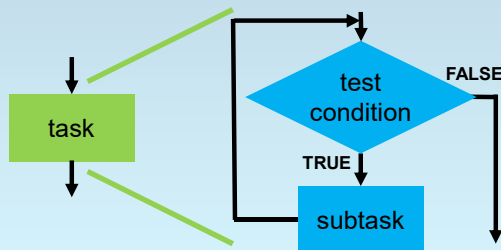
What if we want more than two possibilities?

Break a subtask into subtasks again!



Third Pattern: the Iterative Construct

An **iterative** decomposition **repeats a subtask** so long as a test condition is true.



How Can We Map Flow Charts into Memory?

Flow charts are pretty.

But one can't draw a flow chart in memory.

How can we turn a flow chart into a sequence of instructions?

Let's examine each construct in turn.