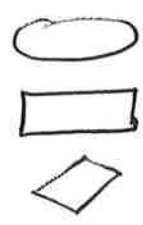


PETRIJEVE MREŽE IN PROGRAMSKA OPREMA

Diagram poteka : elementi :



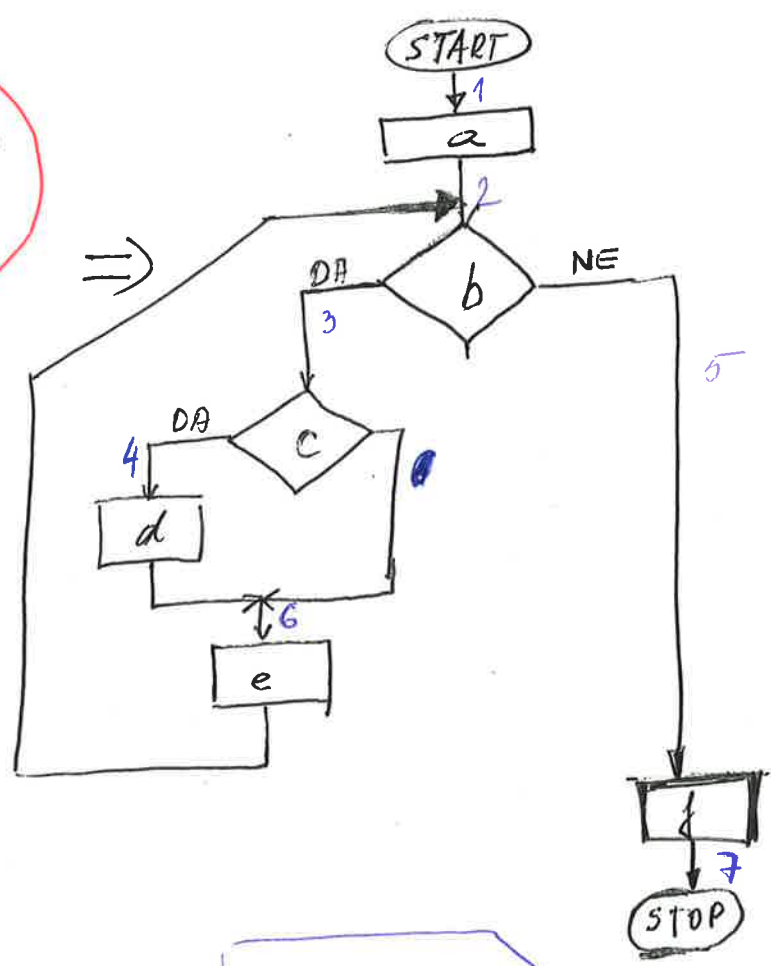
ročnik / konec
povodilo / drugi posameznik
odločitev

```

begin
  a;
  while b do begin
    if c then d;
    e;
  end;
  f;
end;
    
```

```

while (b) {
  if (c) { d;
  e;
  }
}
    
```



```

procedure x;
var
  y1, y2, y3 : integer;
begin
  (read(y1); read(y2); y3 := 1;) a
  while (y1 > 0) do begin
    if (odd(y1)) then begin
      (y3 := y3 + y2; y1 := y1 - 1;) d
    end;
    (y2 := y2 + y2; y1 := y1 - 2;) e
  end;
  (write(y3);) f
end;
    
```

```

a;
while (b) {
  if (c) { d;
  e;
  }
}
f;
    
```



Diagram petakhe \rightarrow Petijere mure

