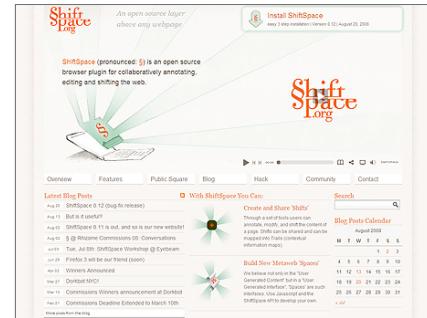


Notes on Control

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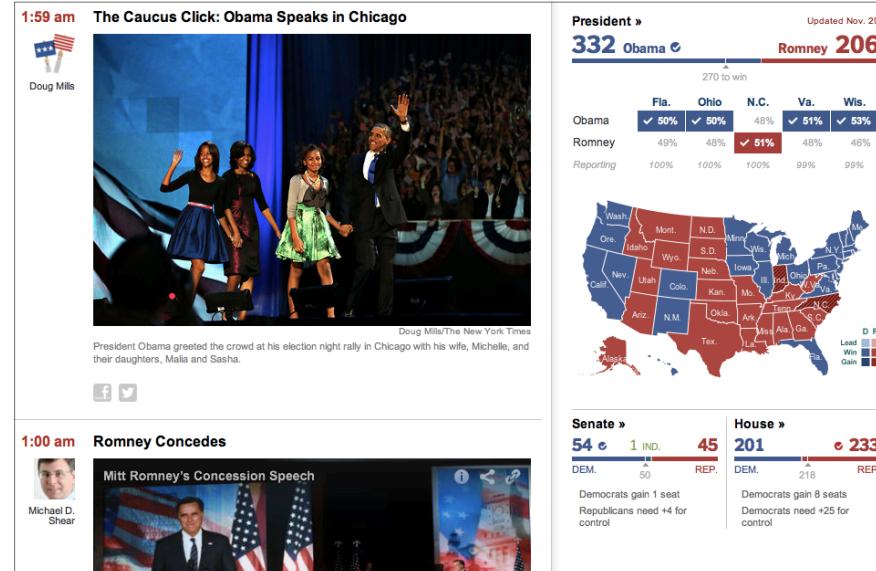
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```
fs.readdir(source, function(err, files) {
  if (err) {
    console.log('Error finding files: ' + err)
  } else {
    files.forEach(function(filename, fileIndex) {
      console.log(filename)
      gm(source + filename).size(function(err, values) {
        if (err) {
          console.log('Error identifying file size: ' + err)
        } else {
          console.log(filename + ' : ' + values)
          aspect = (values.width / values.height)
          widths.forEach(function(width, widthIndex) {
            height = Math.round(width / aspect)
            console.log('resizing ' + filename + ' to ' + height + 'x' + height)
            this
              .resize(width, height)
              .write(destination + 'w' + width + '_' + filename, function(err) {
                if (err) console.log('Error writing file: ' + err)
              })
            }.bind(this))
          })
        }
      })
    })
  }
})
```

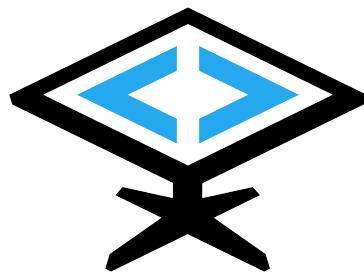
from <http://callbackhell.com>

NAME	DESCRIPTION	AUTHOR	DATE	VERS
after - key flow control	The Async-preferred interface layer module of FutureJS (Node.JS and Browser)	-reynos <@reynos>	2013-02-27 03:43	0.7.
array-prototype.forEachLayer	The Async-preferred interface layer module of FutureJS (Node.JS and Browser)	-reynos <@reynos>	2013-02-27 12:40	0.8.
async-every	A some control flow library	-tim-smart	2013-02-28 07:05	0.2.
async-for	> Async flow provides control flow for asynchronous methods	-weson	2013-02-28 18:10	0.1.
async-foreach	Concurrent iteration over asynchronous code, an analytical version	-weson	2013-02-28 18:24	0.1.
async-watchtower	A lightweight helper for async callbacks	-robertrowinski	2012-09-09 01:15	1.0.
async-waiter	Concurrent iteration over asynchronous code, an analytical version	-robertrowinski	2012-09-09 01:15	1.0.
async-waiter2	Better async utilities for node and the browser	-robertrowinski	2013-01-11 20:34	0.1.
async-every2	A control-flow library that mimics the semantics of JS arrays, with extras <@reidic>	-reynos <@reynos>	2012-06-29 14:58	0.0.
asyncify	The asyncify module provides a simple API for turning synchronous functions into multiple async operations and triggers listeners when all or some are complete <@reidic>	-reynos <@reynos>	2012-06-29 14:58	0.0.
asyncifyify	Small JS class that provides async control flow, property listeners, heavier pattern, and more, <@reidic>	-reynos <@reynos>	2012-06-29 14:58	0.0.
atomic.js	Control flow for atomic operations	-tim-smart	2013-02-28 18:10	0.1.
batch	Batch operators, transformations, and conversions on files <@p>	-p	2013-03-01 10:38	0.1.
batchflow	Batch process collections in parallel or sequentially.	-p	2013-03-01 17:52	0.3.
batchtransform	Batch transform collections in parallel or sequentially, e.g. convert a collection of workbooks to JSON	-p	2013-03-01 17:52	0.3.
begin.js	Node.js flow control library for promises	-weson	2012-04-06 14:44	0.1.
bundles	Node.js flow control system for promises	-weson	2012-05-15 14:39	0.0.
bundles.js	Node.js flow control system for promises	-weson	2012-05-15 14:39	0.0.
breeze-easy	Simple series and parallel flow control	-jokelau	2012-11-27 18:53	0.1.
breeze-dog	Asynchronous flow control for directed-acyclic-graph iteration	-jokelau	2012-11-27 22:13	0.1.
breeze-easy-flow	control-flow library for breeze-easy	-jokelau	2012-11-27 22:13	0.1.
breeze-flow	Application level flow-control library	-jokelau	2012-11-27 22:13	0.1.
bubble	Debounce for the poor man. Flow-control. For cascading callbacks. Error handling. Aborts groups of callbacks	-weson	2012-04-06 14:44	0.1.
cancel	A simple cancelation mechanism for promises	-weson	2012-04-06 14:44	0.1.
callback	Expressive, terse, functions for synchronous and callback functions <@reynos>	-reynos <@reynos>	2012-06-29 08:01	0.0.
callbackQueue	Declarative registration module to control your workflow.	-reynos <@reynos>	2012-06-29 08:46	0.0.
cancelable	A module for canceling promises and blocks with timeouts.	-william	2012-06-29 22:14	1.4.
cassette	Simple Promise library for JS.	-william	2012-06-29 22:14	1.4.
chainify	A simple control flow library.	-william	2012-07-10 00:33	2.1.
chainifyify	The identity of chainify (Under.JS and Node.JS)	-william	2012-07-10 00:33	2.1.
channels	Event channels in node.js	-weson	2013-02-28 21:36	0.0.
chain	Asynchronous control flow, can be any	-reynos <@reynos>	2012-06-29 08:01	0.1.
composer	Verbally describe functionality, and then execute it	-weson	2012-04-10 11:12	0.1.
control-shock	Block-based control flow with error handling	-weson	2012-04-10 11:12	0.1.
control-flow	Turns asynchronous function into synchronous	-reyney.petrushin	2012-04-15 14:34	0.2.
controlFlow	Turns asynchronous function into synchronous	-reyney.petrushin	2012-04-15 14:34	0.2.
ctrl	Simplifies asynchronous control in javascript making writing parallel code, synchronous code, and erro	-weson	2012-11-20 07:36	0.1.
ctrl-as	Asynchronous control flow library.	-weson	2012-11-20 07:36	0.1.
cyclop	Highly Focused control flow library.	-weson	2013-03-10 01:29	0.2.
duariver	Asynchronous flow control, Not ready for public consumption.	-duariver	2013-03-10 01:29	0.2.
duariverjs	Asynchronous flow control, Not ready for public consumption.	-duariver	2013-03-10 01:29	0.2.
decisiontreejs	A utility module providing synchronous control flow similar to a flowchart <@peteleary>	-peteleary	2013-02-28 21:42	0.1.
deferred	Asynchronous control-flow with deferred and promises	-weson	2013-02-28 07:59	0.6.
each	The each function, with support for parallel execution	-weson	2013-02-28 22:36	0.4.
ddo	Chained and parallel async iterator in one elegant function	-ddo	2013-02-28 22:36	0.4.
new-reader	simple and sequential Javascript control flow	-weson	2012-11-20 01:21	0.0.
escalator	control flow with step-wise execution	-weson	2012-11-20 01:21	0.0.
eventFlow	a javascript flow-control If step-wise execution system with between-step delays and in-execution step-wi	-reynos <@reynos>	2013-02-28 21:39	0.0.
every	This is a simple every loop	-reynos <@reynos>	2012-06-29 08:01	0.1.
fo	Fluent async functional programming support for asynchronous functions. <@weson>	-weson	2012-03-18 03:48	1.0.
fallback	retry a function with a series of arguments until one works	-jokelau	2012-12-26 07:51	1.0.
finalN	Finalize N promises at once	-william	2012-07-10 00:33	2.1.
ff	Concise, Powerful Asynchronous Flow Control in JavaScript	-william	2013-02-28 20:18	0.1.
firego	A tiny control-flow library for node	-weson	2012-04-10 11:12	0.1.
flow-control	Turns asynchronous function into synchronous	-reyney.petrushin	2012-04-15 14:34	0.2.
flow.js	a asynchronous-asynchronous flow control library which runs on node and in browsers <@reynos>	-reynos <@reynos>	2013-02-28 03:03	0.0.
flow-control	asynchronous Flow-control micro library	-jetman	2012-07-10 00:33	2.1.
flowjs	asynchronous Flow-control micro library	-jetman	2012-07-10 00:33	2.1.
flowless	Less but better control-flow library	-jokelau	2012-03-04 10:56	0.0.
flowy	A fluent control flow library for promises, inspired by CompoJS promises and the Step framework <@weson>	-weson	2012-04-06 14:44	0.0.
fluid	Create fluent interfaces to values around any object, allowing simple chained sync method calls, <@weson>	-weson	2012-04-10 23:23	0.1.
forEachIn	Serial control flow with explicit progression	-weson	2012-04-10 23:23	0.1.
forEachSync	Pronounce "forEach" flow because it's so boring, <@reynos> is a javascript control flow library heavily influ	-reynos <@reynos>	2012-07-10 00:33	2.2.

flow	Finite State Machine - Separate Control Flow from IO	-admin@tor	2011-06-15 22:37	0.0
funcFlow	Simplest asynchronous control flow in javascript making writing parallel code, synchronous code, and error handling easy	-admin@tor	2011-06-15 22:38	0.0
future	An execution promise / deferred module of FutureJS (Under JS and Node.JS) nodejs.org/doc/api/future.html	-admin@tor	2011-06-15 22:39	0.0
func	An execution control library for Node.js	-admin@tor	2011-06-15 22:39	0.0
func	An execution control utility	-admin@tor	2011-06-15 22:39	0.0
func	Simple control of asynchronous calls in Node environments - nodejs.org/api/control.html	-admin@tor	2011-06-15 22:39	0.0
func	A single control micro library	-admin@tor	2011-06-15 22:39	0.0
func	A single control library for node.js for executing multiple functions on a group or in a chain of calls	-admin@tor	2011-06-15 22:39	0.0
func	Flow control for node.js and the browser.	-admin@tor	2011-06-15 22:39	0.0
func	Flow control library	-admin@tor	2011-06-15 22:39	0.0
func	async Flow control	-admin@tor	2011-06-15 22:39	0.0
func	Simple Flow control library for chaining async functions	-admin@tor	2011-06-15 22:39	0.0
func	Promise based control library	-admin@tor	2011-06-15 22:39	0.0
func	The jobs / synchronise module of FutureJS (Under JS and Node.JS) nodejs.org/api/control.html	-admin@tor	2011-06-15 22:39	0.0
func	Reactice Objects For Javascript	-admin@tor	2011-06-15 22:39	0.0
func	Yet Another control library for easily creating chainable functions	-admin@tor	2011-06-15 22:39	0.0
func	Kordon is a node.js control-flow library. As the Japanese methodology, it is pull-based, written, calling 2 functions at once.	-admin@tor	2011-06-15 22:39	0.0
func	Asynchronous control library	-admin@tor	2011-06-15 22:39	0.0
func	a single control library	-admin@tor	2011-06-15 22:39	0.0
func	It is a task manager for javascript. A task is a function broken in steps. It comes with synchronization, a promise API and a simple UI.	-admin@tor	2011-06-15 22:39	0.0
func	Asynchronous control library for javascript.	-admin@tor	2011-06-15 22:39	0.0
func	Like join , but sequences out n batches of sync functions rather than all at once. Part of FutureJS (FutureJS.org)	-admin@tor	2011-06-15 22:39	0.0
func	Control Flow	-admin@tor	2011-06-15 22:39	0.0
func	The promise / subscribe / deferred module of FutureJS (Under JS and Node.JS) nodejs.org/api/control.html	-admin@tor	2011-06-15 22:39	0.0
func	Make style control flow	-admin@tor	2011-06-15 22:39	0.0
func	async	-admin@tor	2011-06-15 22:39	0.0
func	async - promises, arrays and objects.	-admin@tor	2011-06-15 22:39	0.0
func	This is a library of asynchronous control . It is based on Promises/A. amazon.com/Async.js-2013-01-14-14-12	-admin@tor	2011-06-15 22:39	0.0
func	Non-blocking javascript control	-admin@tor	2011-06-15 22:39	0.0
func	Handleable control module	-admin@tor	2011-06-15 22:39	0.0
func	A single control-flow library for Node.js targeted towards CoffeeScript developers. jp 2012-11-13 07:18	-admin@tor	2011-06-15 22:39	0.0
func	A library for managing and sequencing multiple parallel operations with added convenience to make asynchronous coding less so	-admin@tor	2011-06-15 22:39	0.0
func	NodeJS parallel library. Easily error handling.	-admin@tor	2011-06-15 22:39	0.0
func	control flow library for node.js and the browser	-admin@tor	2011-06-15 22:39	0.0
func	A deadly simple control plugin for node.js	-admin@tor	2011-06-15 22:39	0.0
func	A rules engine for node	-admin@tor	2011-06-15 22:39	0.0
func	Flow control so you can easily remove an asserted fact from the world.	-admin@tor	2011-06-15 22:39	0.0
func	Simple intuitive asynchronous control flow	-admin@tor	2011-06-15 22:39	0.0
func	An async control library suited for node.js	-admin@tor	2011-06-15 22:39	0.0
func	tiny task queue library	-admin@tor	2011-06-15 22:39	0.0
func	Incremental backoff flow-control for any : <code>in(function(err, data){ ...});</code> -whits 2012-06-05 03:37	-admin@tor	2011-06-15 22:39	0.0
func	Flow control so that only one function executes at any one time. -whits 2012-06-05 03:37	-admin@tor	2011-06-15 22:39	0.0
func	Handling multiple parallel operations with ease	-admin@tor	2011-06-15 22:39	0.0
func	Dependency Injection Framework and Inversion of Control container -whits 2012-06-05 03:37	-admin@tor	2011-06-15 22:39	0.0
func	parallel	-admin@tor	2011-06-15 22:39	0.0
func	We are up to scratch; here is your parallel. Parallel provides a way ensuring that 35 asynchronous callbacks are run sequentially, avoiding unexpected code execution when dealing with multiple parallel operations.	-werner.k.nerberg	2012-08-06 22:38	0.0
func	parallel-commands	-admin@tor	2011-06-15 22:39	0.0
func	Async parallel commands	-admin@tor	2011-06-15 22:39	0.0
func	Any parallel configuration	-admin@tor	2011-06-15 22:39	0.0
func	Any parallel configuration	-admin@tor	2011-06-15 22:39	0.0
func	Any parallel configuration	-admin@tor	2011-06-15 22:39	0.0
func	Any parallel configuration	-admin@tor	2011-06-15 22:39	0.0
func	A single javascript control library, as simple as possible, but no simpler. -wpas 2012-05-28 21:49	-admin@tor	2011-06-15 22:39	0.0
func	Flow API for nodeable data	-wpas	2012-05-28 21:49	0.0
func	Flows flow control without the bottleneck	-wpas	2012-05-28 21:49	0.0
func	Just promises with callbacks for improved flow control	-wpas	2012-05-28 21:49	0.0
func	A library for promises and callbacks -wpas 2012-05-28 21:49	-admin@tor	2011-06-15 22:39	0.0
func	Async/await syntax support for Q promises	-wpas	2012-05-28 21:49	0.0
func	A library for promises and callbacks -wpas 2012-05-28 21:49	-admin@tor	2011-06-15 22:39	0.0
func	Fast event delegation processor. FIFO over asynchronous functions with flow control rules engine	-wpas	2012-05-28 21:49	0.0
func	react-deferred is a plugin for react, the flow control rules engine, which adds integration with jQuery-st react-grid-view is a plugin for react, the flow control rules engine, which allows react-grid-view to work with a flow control rules engine	-wpas	2012-05-28 21:49	0.0
func	flow control for react	-wpas	2012-05-28 21:49	0.0
func	flow control on for root	-wpas	2012-05-28 21:49	0.0
func	RETRO STYLE ASYNC CONTROL FLOW STATEMENTS	-admin@tor	2011-06-15 22:39	0.0
func	Graph and mesh control library to execute sync functions in sequence -oblivious 2012-05-15 03:05	-admin@tor	2011-06-15 22:39	0.0

	A single <code>control-flow</code> library which is a little bit different from node's <code>nodeflow</code>	<code>nodegroup</code>
<code>controlflow</code>	Just like node.js' <code>control-flow</code> library which is a little bit different from node's <code>nodeflow</code>	2012-09-24 12:11 0.2
<code>selection</code>	A <code>Flow-control</code> library aimed at encouraging organized, testable code. <code><selection></code>	2013-04-05 07:54 0.2
<code>seq</code>	Chainable asynchronous <code>flow control</code> with sequential and parallel primitives and pipeline-style error handling	2012-04-29 22:38 0.1
<code>sequence</code>	The most simple <code>control-flow</code> library (OrderJS and NodeJS)	2012-04-29 22:38 0.1
<code>sequential</code>	JavaScript async <code>flow control</code>	2012-04-29 22:38 0.1
<code>serial-commands</code>	Async serial commands	2012-04-29 22:38 0.1
<code>series</code>	Utility methods for parallel execution of functions, similar to <code>node-parallel</code>	2012-04-29 22:38 0.1
<code>seriesFlow</code>	Utility methods for writing Asynchronous with ECMAScript 5 Proxies < <code>nodeFlow</code> >	2011-02-28 22:03 0.0
<code>seriesify</code>	Sequential <code>Proxy</code> for node.JS that makes parallel execution, serial execution, and error handling easy	2011-02-28 22:03 0.0
<code>step</code>	A simple <code>control-flow</code> library for node.JS that makes parallel execution, serial execution, and error handling easy	2012-03-10 00:42 0.1
<code>step-then-go</code>	All the benefits of <code>nodeflow</code> , but with the weight of <code>JavaScript control flow logic</code> . <code><step-then-go></code>	2012-03-10 00:42 0.1
<code>step-error</code>	simple, declarative <code>flow control</code>	2012-03-08 18:00 0.1
<code>step-object</code>	Just like Creations' <code>flow control</code> library (<code>step</code>), except with global error handling. <code><step></code>	2013-03-04 1
<code>stepic</code>	Yet Another <code>Flow Control</code> Library for node.js	2012-03-04 00:00 0.1
<code>stepidem</code>	A Coffeescript-safe version of creational's <code>step</code>	2011-06-25 20:54 0.0
<code>stepidem</code>	A simple <code>control-flow</code> library for node that makes parallel execution, serial execution, and error handling easy	2012-03-04 00:00 0.0
<code>stepperless</code>	A simple <code>control-flow</code> library for node that makes parallel execution, serial execution, and error handling easy	2013-02-28 18:58 0.1
<code>stepperless</code>	serial <code>async flow control</code>	2013-02-28 18:58 0.1
<code>stepperless</code>	A small yet expressive <code>flow control</code> library	2012-03-04 00:59 0.0
<code>stepperless</code>	Event listeners for node.js and node.js for composite events (I.e., will not trigger multiple events)	2012-03-04 00:59 0.0
<code>stepperless</code>	Turns asynchronous function into synchronous	2013-03-04 22:22 0.5
<code>task-flow</code>	A library for task future	2013-03-10 20:00 0.0
<code>taskflow</code>	Create both synchronous and asynchronous tasks and execute them with support for promises, callbacks, nesting, etc.	2013-03-10 20:00 0.0
<code>taskflow</code>	yet another javascript library to manage <code>control flow</code>	2013-02-25 05:55 0.7
<code>taskify</code>	allow the execution of an anonymous sync function and cache the result	2012-11-05 18:10 0.0
<code>taskstrick</code>	A strict mode execution buffer	2012-11-05 18:11 0.0
<code>taskstep</code>	Yet another node <code>async control flow</code> library for handling callbacks. Very similar to <code>step</code> . <code><taskstep></code>	2013-03-04 00:00 0.0
<code>taskstep</code>	doesnt group tasks	2013-03-04 00:11 0.0
<code>taskstep</code>	taskstep is the spiritual successor of Step with better error handling and finer <code>flow control</code>	2013-03-04 00:11 0.0
<code>taskstep</code>	A simple <code>control-flow</code> library for node.JS that makes parallel execution, serial execution, and error handling easy	2012-03-10 00:00 0.0
<code>taskstep.deferred</code>	Very similar to <code>taskify</code> <code>control flow function</code>	2012-03-10 00:00 0.0
<code>tasksource.deferred</code>	<code>jQuery style Deferred</code>	2012-03-10 00:00 0.0
<code>tasksource.deferred</code>	<code>jQuery style Deferred</code>	2012-03-10 00:00 0.0
<code>tasksource.deferred</code>	<code>jQuery style Deferred</code>	2012-03-10 00:00 0.0
<code>valveStream</code>	<code>control flow</code> of a stream at a single point	2012-02-20 17:59 0.0
<code>valveSync</code>	<code>control</code> <code>data</code> <code>flow</code> of a stream at a single point	2012-02-20 17:59 0.0
<code>varstep</code>	Utilities for observable asynchronous <code>control flow</code>	2013-01-01 18:10 1.0
<code>waterfall</code>	A simple <code>control-flow</code> library which makes it easy to return results	2012-03-04 00:00 0.0
<code>waterfall</code>	Single <code>Flow Control</code> for multiple parallel sync calls.	2013-03-20 20:15 0.1
<code>wind</code>	Wind.js is an advanced library which enables us to <code>control flow</code> with plain JavaScript for asynchronous programming	2012-04-29 22:15 0.1
<code>workerFlow.js</code>	WorkerFlow.js is a <code>control-flow</code> library for node.js, browser, and worker threads.	2013-02-17 22:15 0.1
<code>wrapos</code>	Continuation passing style helper utility.	2013-02-17 22:15 0.1
<code>zoidberg</code>	<code>Flow control</code> ? Why not zoidberg?	2013-02-17 19:16 0.0

new http:// GET https://github.com/lukechilds/node-controlflow/blob/master/test/parallel_update_after_error.turbojs?l=1363546606126
new http:// 200 https://registry.npmjs.org/-/all/nice/stale_update_after_error.turbojs?l=1363546606126
= 5 ||



LESSONS IN THE
FUNDAMENTALS OF GO

TOSHIRO KAGEYAMA 7-DAN



KISEIDO PUBLISHING COMPANY

CONTROL STRUCTURES
FOR PROGRAMMING LANGUAGES

by

David A. Fisher

Computer Science Department
Carnegie-Mellon University
Pittsburgh, Pennsylvania
May 1970

“...the use of appropriate control structures can produce clarity of expression...”

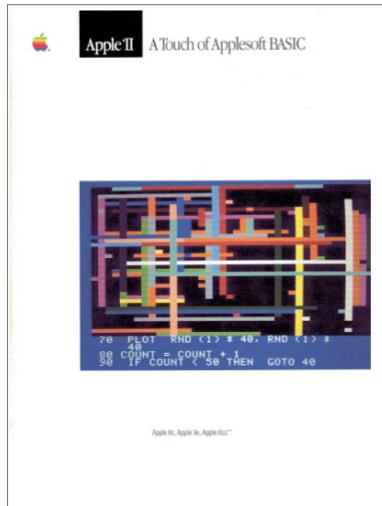
David A. Fisher,
Control Structures for Programming Languages
(1970)

- sequential execution
- goto
- recursion
- coroutines
- parallel processing
- synchronization
- nondeterminism



Back to the BASICs





Session 5 Loops and Conditions 35

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Conditional branching with IF...THEN 37
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```
if(true) {  
    return 1;  
} else {  
    diverge();  
}
```

```
_if(true, 1, diverge());
```

```
_if(true,
  function() {
    return 1;
},
function() {
  return diverge();
});
```

```
1 < 2
ifTrue: [^'1 is less than 2']
ifFalse: [^'2 is less than 1']
```

```
true  
ifTrue: [^'1 is less than 2']  
ifFalse: [^'2 is less than 1']
```

```
1 to: self size do:  
[:index | aBlock value: (self at: index)]
```

```
for(var i = 0; i < this.length; i++) {  
    f(this[i]);  
}
```

```
[1,2,3].map(function(n) { return n+1;})
```

```
(map #(+ % 1) [1 2 3])
```

(map inc [1 2 3])

`list-ref`
`vector-ref`
`hash-ref`
`dict-ref`

`...`

```
(define ref
  (lambda (x)
    (cond
      [(list? x) ...]
      [(hash? x) ...]
      [(dict? x) ...]
      [(vector? x) ...]
      ...)))
```

```
void bar(IRef x) {  
    // ...  
    x.ref(...);  
    // ...  
}
```

```
class Eq a where
  (==), (/=) :: a -> a -> Bool
  x /= y = not (x == y)
  x == y = not (x /= y)
```

Giving up control

“We intend our definition of control structure to include not only sequencing, but the lack of sequencing rules or even the indeterminacy of the desired sequencing.”

Haskell

```
diverge :: Int -> Int  
diverge n = diverge n
```

```
if' :: Bool -> a -> a -> a
if' True x _ = x
if' False _ y = y
```

```
if' (1 < 2) 1 (diverge 1)
```

Control.Monad

The [Functor](#), [Monad](#) and [MonadPlus](#) classes, with some useful operations on monads.

Functor and monad classes

```
class Functor f where
```

The [Functor](#) class is used for types that can be mapped over. Instances of [Functor](#) should satisfy the following laws:

```
fmap id == id
fmap (f . g) == fmap f . fmap g
```

The instances of [Functor](#) for lists, [Maybe](#) and [IO](#) satisfy these laws.

Methods

```
fmap :: (a -> b) -> f a -> f b
```

Instances

- [Functor \[\]](#)
- [Functor IO](#)
- [Functor Maybe](#)
- [Functor ReadP](#)
- [Functor ReadPrec](#)
- [Functor STM](#)
- [Functor Handler](#)
- [Functor ZipList](#)
- [Functor \(\(->\) r\)](#)
- [Functor \(Either a\)](#)
- [Functor \(\(,\) a\)](#)

Giving up more control

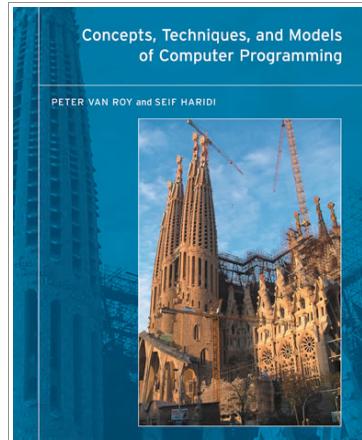
PROLOG

```
member(X,[X|_]).  
member(X,[_|T]) :-  
    member(X,T).
```

```
?- member(dog,[cat,dog,bird]).  
true.
```

```
?- member(X,[cat,dog,bird]).  
X = cat ;  
X = dog ;  
X = bird ;  
false.
```

```
?- member(dog,X).
X = [dog|_G650] ;
X = [_G649, dog|_G653] ;
X = [_G649, _G652, dog|_G656] ;
X = [_G649, _G652, _G655, dog|_G659] ;
X = [_G649, _G652, _G655, _G658, dog|_G662] ;
X = [_G649, _G652, _G655, _G658, _G661, dog|
_G665] .
```



“The rewards from using more complex or other control structures are largely in clarity and conciseness of expression and in programming ease, which are difficult to quantify.”

Questions?