

Decision Point

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A **Decision Point** is a place in a program where the execution flow through the program is controlled. As a general rule, **Decision Points** occur at the Control Flow statements, however, each part of the boolean expression in the Control Flow statement is its own **Decision Point**. For example:

```
if ( A > 0 && A <=100 && B != A || B > 10000)
{ // Do something
} // End if
else
{ // So something else
} // End else
```

The **A > 0** is one possible path through the software, and is therefore a **Decision Point**. **AA ≤ 100** is another **Decision Point**, and so and so forth.

Source: [Defined by DIDO RA](#)

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Last update: 2022/02/03 05:14

