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 somethiing
} // 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.

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