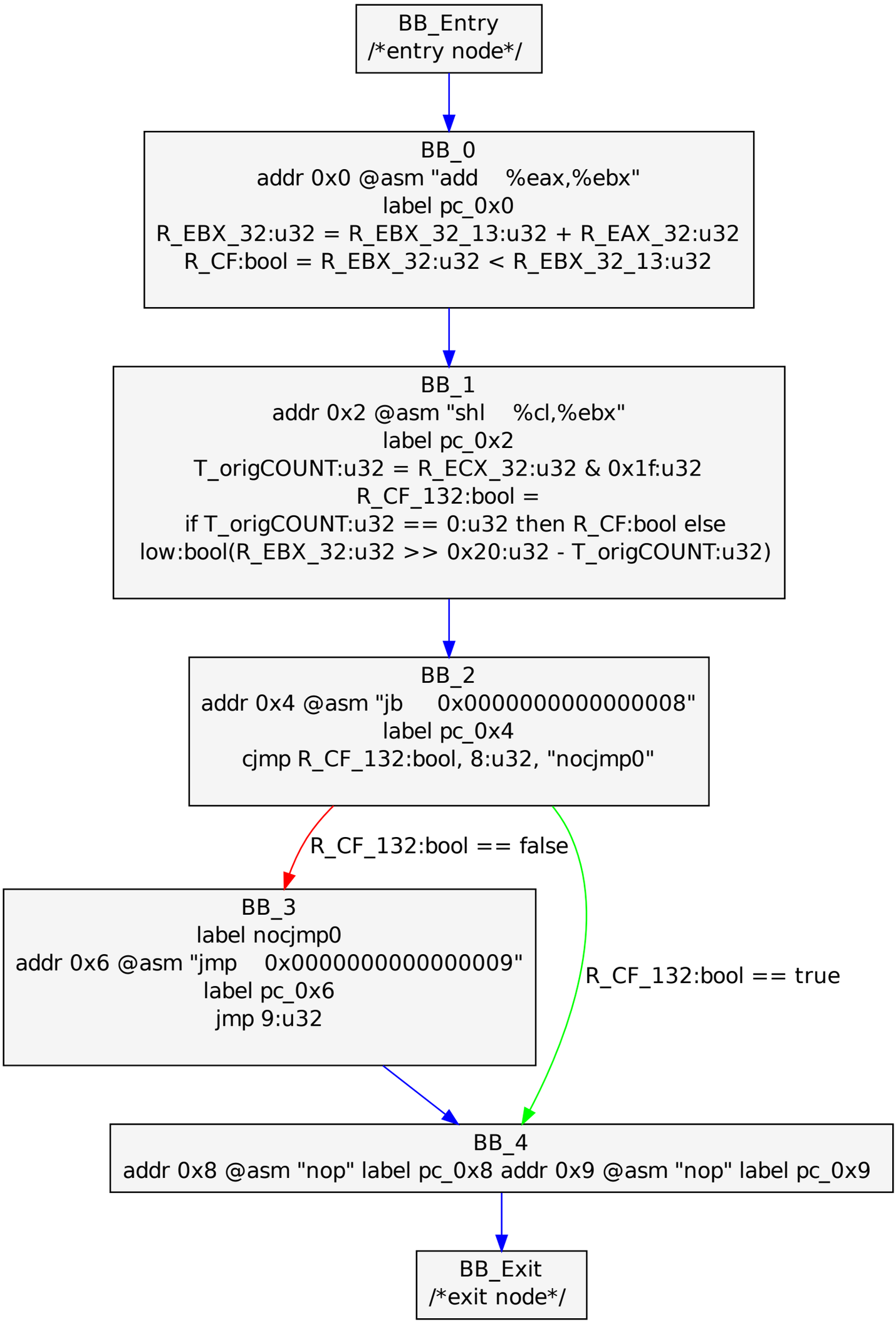
BB_Entry
/*entry node*/
BB_0
addr 0x0 @asm "add %eax,%ebx"
label pc_0x0
R_EBX_32:u32 = R_EBX_32_13:u32 + R_EAX_32:u32
R_CF:bool = R_EBX_32:u32 < R_EBX_32_13:u32
BB_1
addr 0x2 @asm "shl %cl,%ebx"
label pc_0x2
T_origCOUNT:u32 = R_ECX_32:u32 & 0x1f:u32
R_CF_132:bool =
if T_origCOUNT:u32 == 0:u32 then R_CF:bool else
low:bool(R_EBX_32:u32 >> 0x20:u32 - T_origCOUNT:u32)
BB_2
addr 0x4 @asm "jb 0x0000000000000008"
label pc_0x4
cjmp R_CF_132:bool, 8:u32, "nocjmp0"
R_CF_132:bool == false
R_CF_132:bool == true
BB_3
label nocjmp0
addr 0x6 @asm "jmp 0x0000000000000009"
label pc_0x6
jmp 9:u32
BB_4
addr 0x8 @asm "nop" label pc_0x8 addr 0x9 @asm "nop" label pc_0x9
BB_Exit
/*exit node*/