```
BB Entry
                              /*entry node*/
                                  BB 0
                    addr 0x0 @asm "add %eax,%ebx"
                               label pc 0x0
            R EBX 32:u32 = R EBX 32: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
                T_{temp:bool} = T_{origCOUNT:u32} == 0:u32
              T_{temp_154:u32} = 0x20:u32 - T_{origCOUNT:u32}
          T_{temp_155:u32} = R_{EBX_32:u32} >> T_{temp_154:u32}
               T temp 156:bool = low:bool(T temp 155:u32)
    R CF 132:bool = if T temp:bool then R CF:bool else T temp 156:bool
                                  BB 2
                                   0x000000000000008"
               addr 0x4 @asm "jb
                               label pc 0x4
                   cjmp R CF 132:bool, 8:u32, "nocjmp0"
                         R CF 132:bool == false
                   BB 3
               label nocjmp0
addr 0x6 @asm "jmp 0x0000000000000000"
                                                R CF 132:bool == true
                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*/
```