

```
block 0
PRINT 1
aux := 1
aux2 := True
aux := CALL this.foo2(aux)
aux := CALL this.foo3(2,5,aux2)
RETURN aux
```

```
block 1
if p1 < 2 goto block_2 else goto block_3
```

true

false

```
block 2
PRINT 10
goto block_4
```

```
block 3
PRINT 0
goto block_4
```

```
block 4
RETURN 1
```

```
block 5
if p3 goto block_6 else goto block_7
```

true

false

```
block 6
PRINT 1
goto block_8
```

```
block 7
PRINT 0
goto block_8
```

```
block 8
PRINT p1
t0 := p2 - p1
PRINT t0
RETURN 4
```

```
block 9
```