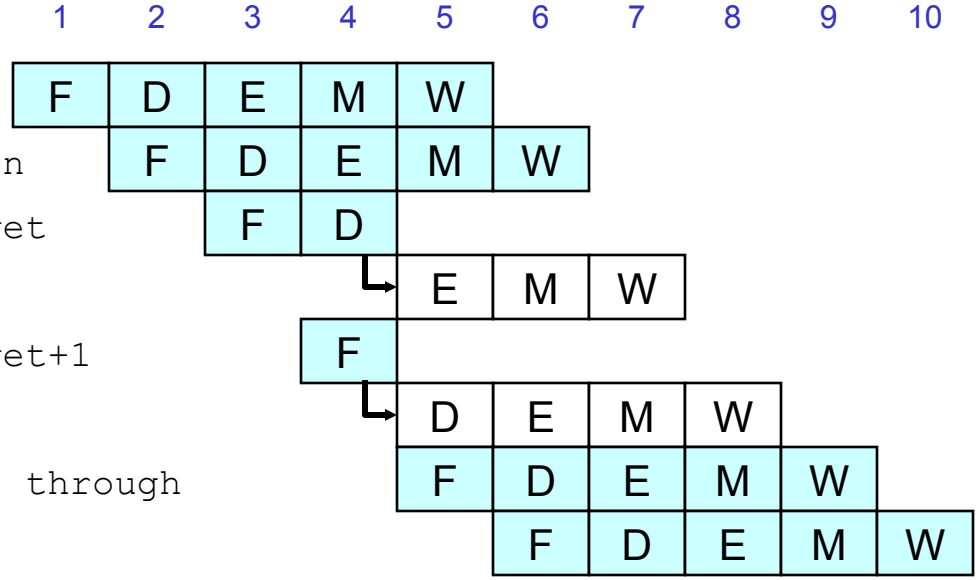
 # prog8

```
0x000: xorl %eax,%eax
0x002: jne target # Not taken
0x00e: irmovl $2,%edx # Target
       bubble
0x014: irmovl $3,%ebx # Target+1
       bubble
0x007: irmovl $1,%eax # Fall through
0x00d: halt
```