	def .. {	val i = 1	i match {	case 1 => "One"	case 2 => {	if (true) {	"Two_A"	} // after if	"Two_B"	}	case 3 => "Tree"	} // after match	} // def end
def .. {	0	1	0	0	0	0	0	0	0	0	0	0	0
val i = 1	0	0	1	0	0	0	0	0	0	0	0	0	0
i match {	0	0	0	1	1	0	0	0	0	0	1	0	0
case 1 => "One"	0	0	0	0	0	0	0	0	0	0	0	1	0
case 2 => {	0	0	0	0	0	1	0	0	0	0	0	0	0
if (true) {	0	0	0	0	0	0	1	1	0	0	0	0	0
"Two_A"	0	0	0	0	0	0	0	1	0	0	0	0	0
} // after if	0	0	0	0	0	0	0	0	1	0	0	0	0
"Two_B"	0	0	0	0	0	0	0	0	0	0	0	1	0
}	0	0	0	0	0	0	0	0	0	0	0	0	0
case 3 => "Tree"	0	0	0	0	0	0	0	0	0	0	0	1	0
} // after match	0	0	0	0	0	0	0	0	0	0	0	0	1
} // def end	0	0	0	0	0	0	0	0	0	0	0	0	0