```
0
                 StorageLive(_3)
                 StorageLive(_4)
                 _4 = _1
                 StorageLive(_5)
                 _{5} = _{2}
                 _3 = Gt (move _4, move _5)
                 StorageDead(_5)
                 StorageDead(_4)
                 switchInt(move _3)
                       otherwise
                                         false
              1
StorageLive(_6)
                                  StorageLive(_8)
                                   _8 = _2
6 = 1
StorageLive(_7)
                                  StorageLive (_9)
_{2} - 7 = _{2}
                                   9 = 1
_0 = Sub (move _6, move _7)
                                   _0 = Sub (move <math>_8, move _9)
                                  StorageDead(_9)
StorageDead(_7)
StorageDead(_6)
                                  StorageDead(_8)
goto
                                  goto
                               3
                       StorageDead(_3)
                       return
```