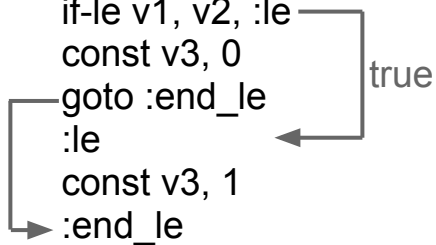


LLVM bytecode

; %cmp is set to 1 if %1 is less
; than or equal to %2
%cmp = icmp sle i32 %1, %2

implementation in Dalvik bytecode using conditional branches

v3 is set to 1 if v1 is less
than or equal to v2
if-le v1, v2, :le
const v3, 0
goto :end_le
:le
const v3, 1
:end_le



```
graph TD; A["if-le v1, v2, :le"] -- "true" --> C["const v3, 1"]; A -- "false" --> B["goto :end_le"]; B --> D[":end_le"]; C --> D;
```

The diagram illustrates the control flow of the Dalvik bytecode implementation. It starts with a conditional branch instruction `if-le v1, v2, :le`. If the condition is true, the flow goes to a block containing `const v3, 1`. If the condition is false, the flow goes to a block containing `goto :end_le`. Both paths converge at the `:end_le` label.