

LLVM bytecode

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

	v4	cmp-long 1, v4
$v1 < v2$	-1	1
$v1 = v2$	0	1
$v1 > v2$	1	0

implementation in Dalvik bytecode using cmp-long

```
# cast v1 and v2 to long  
int-to-long v5, v1  
int-to-long v7, v2  
# v4 is -1 if v1 < v2  
# v4 is 0 if v1 = v2  
cmp-long v4, v5, v7  
# thus if v4 < 1, the result  
# should be 1; otherwise  
# the result should be 0:  
# compare 1 with v4  
const-wide v5, 1  
int-to-long v7, v4  
cmp-long v3, v5, v7  
# v3 is set to 1 if v1 is  
# less than or equal to v2
```