**A-2: Conditional Jumps and Control Flow Graphs**

**Question 1:**

How have if-blocks been translated into GIMPLE statements? Can you differentiate between conditional and unconditional gotos?

**Answer:**

If-blocks have been converted into distinct sections of code with named similar to temporary variables.

**Question 2:**

Repeat the above compilation, but now asking for another dump that of the pass "cfg". View this pass and say whether this representation makes it easier to read and understand GIMPLEs.

**Answer:**

CFG pass is easier to understand than GIMPLE. But CFG pass contains more line than GIMPLE.

**Additional Question:**

#include <stdio.h> |main ()

void main() |{

{ | int iftmp.0;

int a=10, b=20, c=30, d; | int a;

d= a ? b : c; | int b;

} | int c;

| int d;

~ |

~ | a = 10;

~ | b = 20;

~ | c = 30;

~ | if (a != 0) goto <D.3097>; else goto <D.3098>;

~ | <D.3097>:

~ | iftmp.0 = b;

~ | goto <D.3099>;

~ | <D.3098>:

~ | iftmp.0 = c;

~ | <D.3099>:

~ | d = iftmp.0;