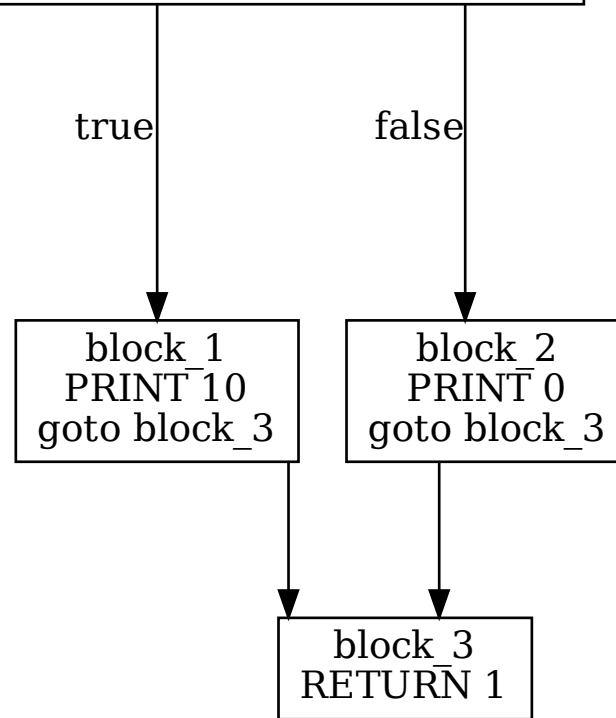


```
Main
__t0 := NEW Bar
@Param: __t0
__t1 := CALL foo: 1
PRINT __t1
EXIT
```

```
Bar_foo
aux := 100
aux2 := True
@Param: Bar
@Param: aux
__t2 := CALL foo2: 2
aux := __t2
@Param: Bar
@Param: 2
@Param: 5
@Param: aux2
__t3 := CALL foo3: 4
aux := __t3
RETURN aux
```

```
Bar_foo2
t4 := p1 < 2
if __t4 goto block_1 else goto block_2
```



```
Bar_foo3
if p3 goto block_4 else goto block_5
```

