Main
```
__t0 := NEW Bar
__t1 := CALL foo: 0
PRINT __t1
EXIT
```

Bar_foo
```
aux := 1
aux2 := True
@Param: aux
__t2 := CALL foo2: 1
aux := __t2
@Param: 2
@Param: 5
@Param: aux2
__t3 := CALL foo3: 3
aux := __t3
RETURN aux
```

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

true → block_1 / false → block_2

block_1
```
PRINT 10
goto block_3
```

block_2
```
PRINT 0
goto block_3
```

block_3
```
RETURN 1
```

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

true → block_4 / false → block_5

block_4
```
PRINT 1
goto block_6
```

block_5
```
PRINT 0
goto block_6
```

block_6
```
PRINT p1
__t5 := p2 - p1
PRINT __t5
RETURN 4
```