

```
Main
  t0 := NEW Bar
  _t1 := CALL _t0.foo()
  PRINT _t1
  EXIT
```

```
Bar_foo
  aux := 1
  aux2 := True
  aux := CALL this.foo2(aux)
  aux := CALL this.foo3(2,5,aux2)
  RETURN aux
```

```
Bar_foo2
  t2 := p1 < 2
  if __t2 goto block_1 else goto block_2
```

