

```
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
  if p1 < 2 goto block_1 else goto block_2
```

true

false

```
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

false

```
block_4
  PRINT 1
  goto block_6
```

```
block_5
  PRINT 0
  goto block_6
```

```
block_6
  PRINT p1
  t2 := p2 - p1
  PRINT t2
  RETURN 4
```