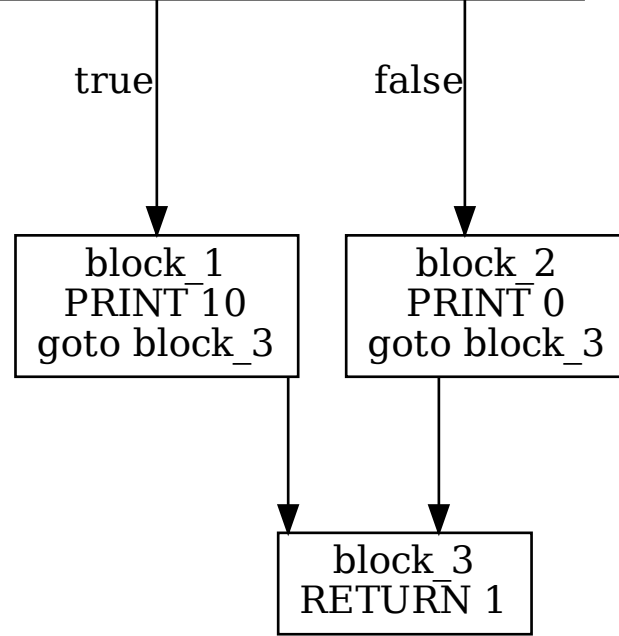


```
Main
  t0 := NEW Bar
  __t1 := CALL __t0.foo: 0
  PRINT __t1
  EXIT
```

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

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



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

