

```
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
```

