

block\_0\_main  
param a  
arg 10  
\_t0 := call Start  
print \_t0

block\_1\_Start  
param sz  
arg sz  
\_t0 := call Init  
\_aux01 := \_t0  
\_t1 := call Print  
\_aux01 := \_t1  
print 99999  
\_t2 := call Sort  
\_aux01 := \_t2  
\_t3 := call Print  
\_aux01 := \_t3  
return 0

block\_2\_Sort  
\_t0 := size - 1  
i := \_t0  
\_t1 := 0 - 1  
aux02 := \_t1

block\_9\_Print  
j := 0

block\_13\_Init  
param sz  
size := sz  
number :=  
number[0] := 20  
number[1] := 7  
number[2] := 12  
number[3] := 18  
number[4] := 2  
number[5] := 11  
number[6] := 6  
number[7] := 9  
number[8] := 19  
number[9] := 5  
return 0

block\_3  
\_t0 := aux02 < i  
cmp \_t0, 1

block\_10  
\_t0 := j < size  
cmp \_t0, 1

block\_4  
j := 1

block\_8  
return 0

block\_11  
print  
\_t0 := j + 1  
j := \_t0

block\_12  
return 0

block\_5  
t1 := i + 1  
\_t0 := j < t1  
cmp \_t0, 1

block\_6  
t0 := j - 1  
aux07 := t0  
aux04 :=  
aux05 :=  
\_t1 := aux05 < aux04  
\_t2 := j - 1  
aux06 := \_t2  
t :=  
number[aux06] :=  
number[j] := t  
\_t3 := j + 1  
j := \_t3

block\_7  
t0 := i - 1  
i := t0