Block:Block 2 x := 10y := i[z]Block:Block_0 temporary_3 =: y[i]temporary_2 := new BT $x := temporary_3$ temporary_1 := call Start, 0 temporary_4 := new BT Print: temporary_1 new_node := temporary_4 temporary_5 := new int[],5 arr := temporary_5 goto Block_3 true Block:Block_3 temporary_6 := x < 20iffalse temporary_6 goto Block_5 true true false Block:Block_5 Block:Block_4 temporary_8 := x < 1a := btemporary_7 := ! temporary_8 goto Block_3 iffalse temporary_7 goto Block_7 false Block:Block 7 temporary_10 := x > 10iffalse temporary_10 goto Block_10 true true false Block:Block_9 Block:Block_10 a := bb := agoto Block_11 goto Block_11 true true Block:Block_6 temporary_9 := x - 1Block:Block_11 $x := temporary_9$ goto Block_8 goto Block_8 true true Block:Block_8

> temporary_11 := x + 1 x := temporary_11 return 0