```
Block:Block_0
temporary_2 := new BT
temporary_1 := call Start, 0
Print: temporary_1
```

```
Block:Block_1
x := 10
y := i[z]
temporary_3 =: y[i]
x := temporary_3
temporary_4 := new BT
new_node := temporary_4
temporary_5 := new int[],5
arr := temporary_5
temporary_6 := x + 1
x := temporary_6
return 0
```