

```
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
iffalse temporary_6 goto Block_3
```

true

false

```
Block:Block_2
temporary_7 := x - 1
x := temporary_7
goto Block_4
```

```
Block:Block_3
temporary_8 := x + 1
x := temporary_8
goto Block_4
```

true

true

```
Block:Block_4
temporary_9 := x + 1
x := temporary_9
return 0
```