```
.method public sum(Landroid/view/View;)V
    .locals 3
    .prologue
    new-instance v1, Ljava/util/Random;
    invoke-direct {v1}, Ljava/util/Random;-><init>()V
    const/16 v2, 0xa
    invoke-virtual {v1,v2}, Ljava/util/Random;->nextInt(I)I
    move-result v1
    mul-int/lit8 v0, v1, 0x2
    .local v0, "out":I
    return-void
.end method
```

```
invoke-virtual p0, Lcom/test/app/Activity1; ...
... ->getApplicationContext()Landroid/content/Context;
move-result-object v0
const-string v1, "Injected!!"
const/4 v2, 0x1
invoke-static {v0, v1, v2}, Landroid/widget/Toast;...
...->makeText(...)Landroid/widget/Toast;
move-result-object v0
invoke-virtual {v0}, Landroid/widget/Toast;->show()V
```

```
.method public sum(Landroid/view/View;)V
    .locals 6
    .prologue
    new-instance v1, Ljava/util/Random;
    invoke-direct {v1}, Ljava/util/Random;-><init>()V
    const/16 v2, 0xa
    invoke-virtual {v1,v2}, Ljava/util/Random;->nextInt(I)I
    move-result v1
    invoke-virtual p0, Lcom/test/app/Activity1; ...
    ...  ->getApplicationContext()Landroid/content/Context;
    move-result-object v3
    const-string v4, "Injected!!"
    const/4 v5, 0x1
    invoke-static {v3, v4, v5}, Landroid/widget/Toast;...
    ...->makeText(...)Landroid/widget/Toast;
    move-result-object v3
    invoke-virtual {v3}, Landroid/widget/Toast;->show()V
    mul-int/lit8 v0, v1, 0x2
    .local v0, "out":I
    return-void
.end method
```