

source code:
x_1 = x
y_1 = y
q_1 = 0.5 + x_1 * y_1 + 1 / 2
r_1 = x_1 + y_1
q_1 = q_1 * r_1 - 3
w_1 = q_1 + r_1
if w_1 < 0:

