

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:

