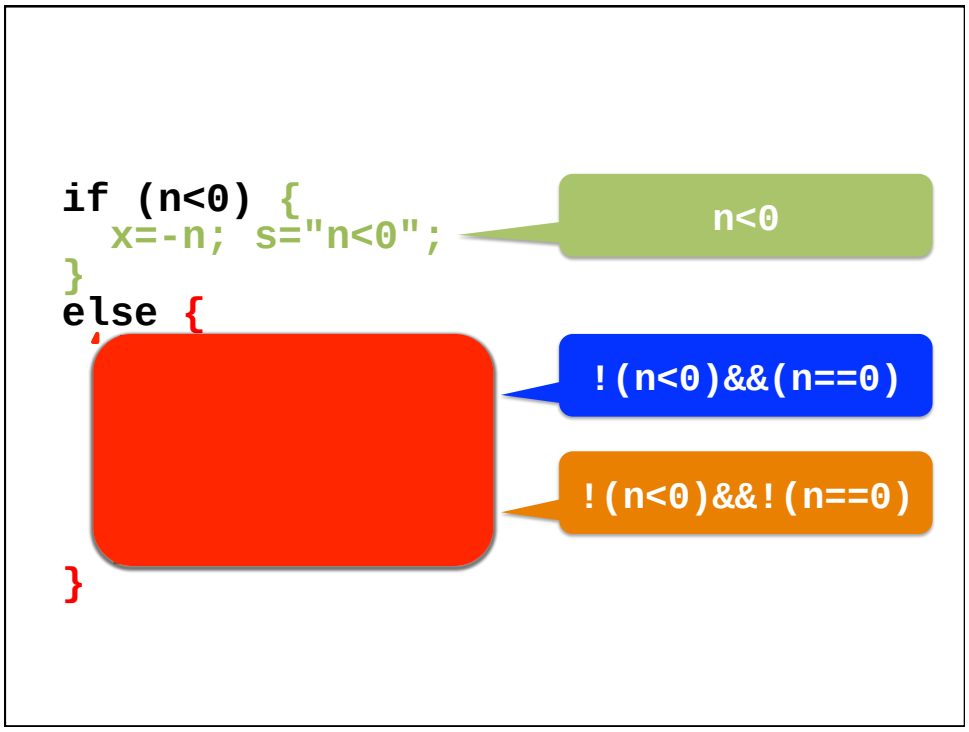
ALTER-NATIVE

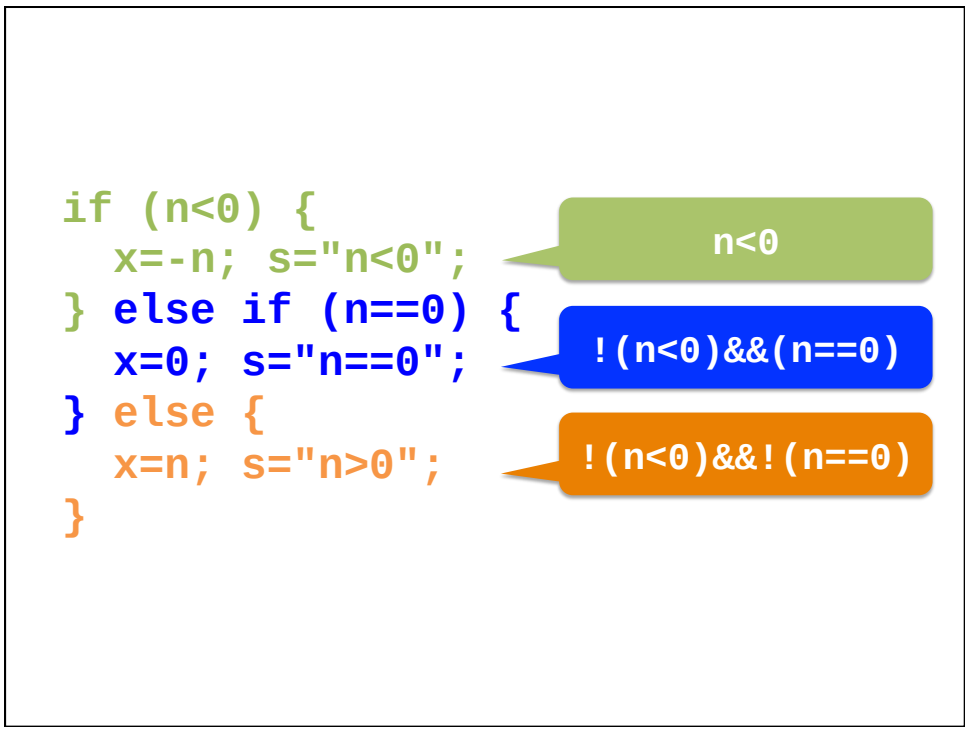
```
…
if (n<0) {
  x=-n;
}
else {
  x=n;
}
…
```

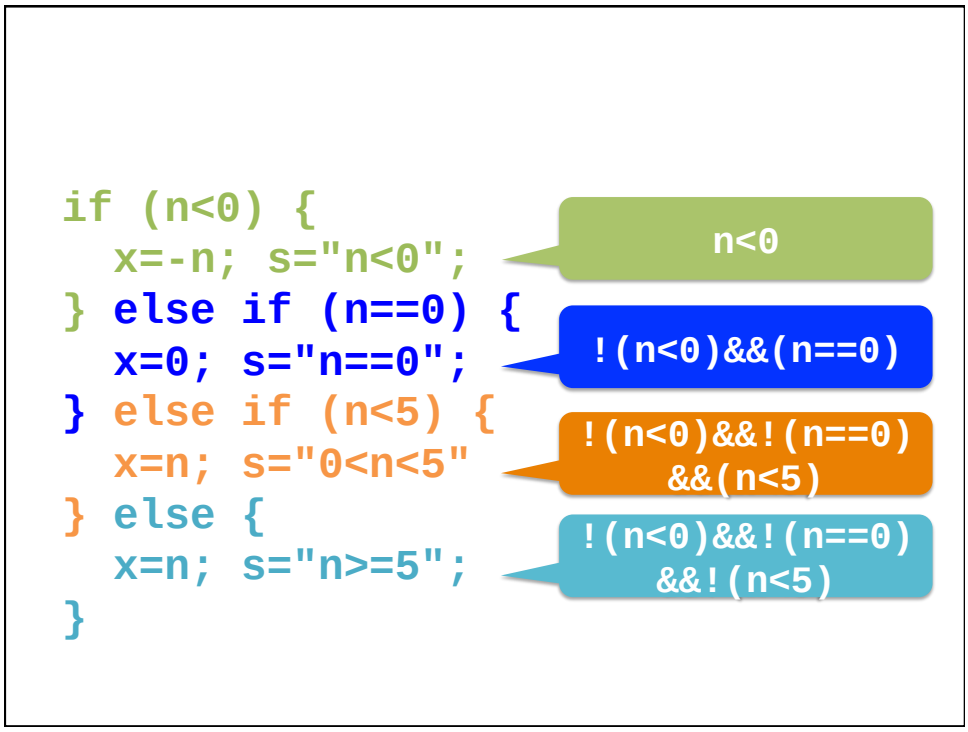
n	x
-3	
	3
-3	3

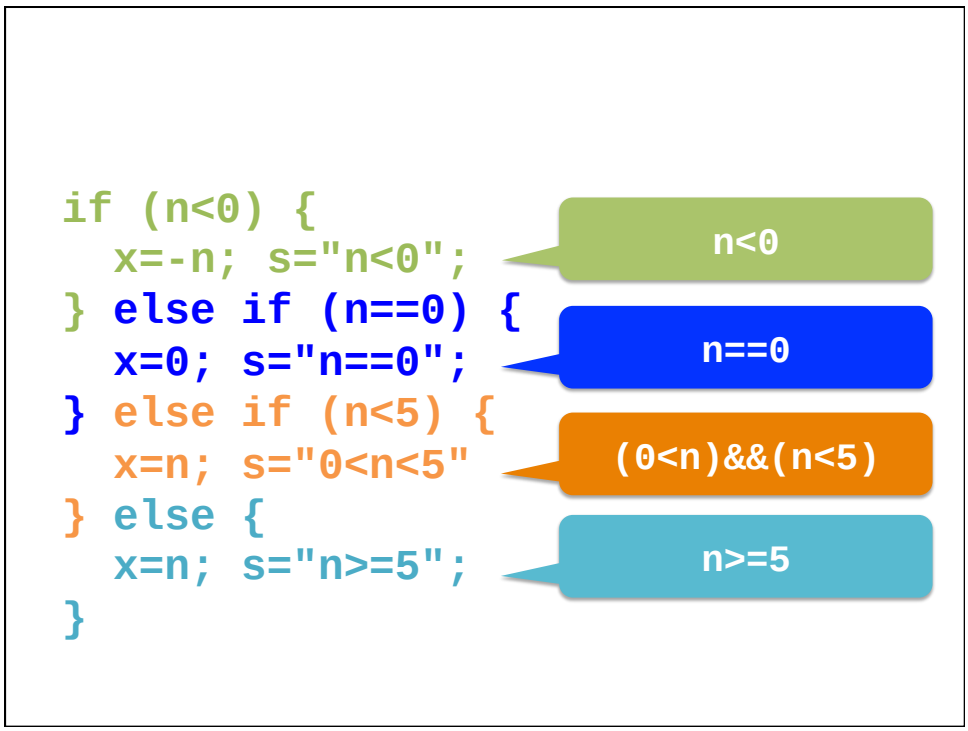
n	x
3	
	3
3	3

```
…
if (n<0) {
  x=-n; s="n<0"; b=true;
}
else {
  x=n; s="n>=0"; b=false;
}
…
```


if (n<0) {
x=-n; s="n<0";
}
else {
}
n<0
!(n<0)&&(n==0)
!(n<0)&&!(n==0)


if (n<0) {
x=-n; s="n<0";
} else if (n==0) {
x=0; s="n==0";
} else {
x=n; s="n>0";
}
n<0
!(n<0)&&(n==0)
!(n<0)&&!(n==0)


if (n<0) {
x=-n; s="n<0";
} else if (n==0) {
x=0; s="n==0";
} else if (n<5) {
x=n; s="0<n<5"
} else {
x=n; s="n>=5";
}
n<0
!(n<0)&&(n==0)
!(n<0)&&!(n==0)
&&(n<5)
!(n<0)&&!(n==0)
&&!(n<5)


if (n<0) {
x=-n; s="n<0";
} else if (n==0) {
x=0; s="n==0";
} else if (n<5) {
x=n; s="0<n<5"
} else {
x=n; s="n>=5";
}
n<0
n==0
(0<n)&&(n<5)
n>=5

```
if (n<0) {
  x=-n;
}
else {
  x=n;
}
```

```
if (n<0) {
  x=-n;
}
else if (n==0) {
  x=0;
}
else {
  x=n;
}
```