```
8/0
       {a > 2, b > 32}
       while ac5 do { if 67=64 then { prole); ret; } att; 6=602; } } }
          {a+2, 1+32} + a 25 1 true; { a+2, 5+32}
             {a→2, b→32}t, a 12; {a→2, b→32}
              {a+2,5+3234 5 $ 5; } (>2,6+32}
     5
              245
     6
           { if b=64 Men {pr(a) ; ret; } a++; b=6.2; } /2 (c>2,6-32) => { c+3,6-32}
     7
              if 67=64 then Eprila); ret; } + { a > 3 5-32}=> { a > 2, 6 > 32}
               {a+2,b+32}1,b=64 / ta/se; {a+2,b+32};

{a+2,b+32}1,b & 32; {a+2,b+32};

{a+32,b+32}1,64464; {a+2,b+32};
     9
     10
     /1
             a++ 1, {3 :: {a > 2,6 > 32} => { a > 3,5=323
     12
               {3:10->2,6->231 ++ # =3:20-3,6-323
    13
               123:120-77, 6 73231, 442; 23:120-736-7323
    14
    15
                25:160つろりつ32371世1, とう::そのマストラ323
     16
               /rupa({3:: {a+2,6+323}) a 3 = {3:{a+3,6+323}
     17
     18
            b=5.2523: {a>3,6>323=> {a>3,6>64}
     19
     20
           While a25 to & if 6 >= 64 than (prlat) ret; Batt; b= b-2 i } { 2 -3,5 >64?
     21
           12 6->3, 6->643 1 ac5 1 true; { 0->3, 6->643
     22
     2
            {if b7=64 then {pr(a) inet;} at b=6.2;}t, {a+3,6-264?
    24
            if 57=64 then Eprolinetist, {a=3,6=643
    25
            12a+3,576434 6>=64 & true; 2a->3,6->643
    26
                        (note: SEQ_EARLYRET cost es this and stops after ret,)
     27
              20 (0)
```

ret; will give us a return frame, but what do we do after that? The semantics for WHILE-TRUE do not include a case for when the output is a return frame, so the program will break

var a = 2; var 6 = 32; While a < 5 do { if b >= 64 then { print_int(a); return; ortenings to our sake and print_int(b); seturn; 40055