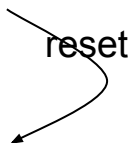
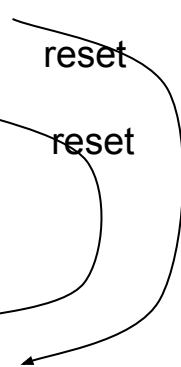


1.  $x = 1$   $PC\{Low\}$   
2.  $y = 0$   $PC\{Low\}$   
3. **if**  $x == 0$ :  $PC\{x\}$   
4.      $y = 0$   $PC\{x\}$   
5.  $z = 1$   $PC\{Low\}$



A curved arrow labeled "reset" points from the  $PC\{Low\}$  label on line 2 to the  $PC\{Low\}$  label on line 5.

1.  $z = 1$   $PC\{Low\}$   
2.  $y = -1$   $PC\{Low\}$   
3. **while**  $z == 1$ :  $PC\{z\}$   
4.      $y = y + 1$   $PC\{z\}$   
5.     **if**  $y == 0$ :  $PC\{z,y\}$   
6.          $z = x$   $PC\{z,y\}$   
7.     **else**:  
8.          $z = 0$   $PC\{z,y\}$   
9.          $a = 1$   $PC\{z\}$   
10.         $b = 1$   $PC\{Low\}$



Two curved arrows labeled "reset" point from the  $PC\{Low\}$  label on line 2 to the  $PC\{Low\}$  label on line 10. One arrow goes directly, and the other goes around the right side of the code block.

PC reset