

```
p_var int p_b;
```

```
task0 {  
    int a = 3;  
    if (a)  
        p_b++;  
    else  
        p_b--;  
    os_jump(task1);  
}
```

```
task1 {  
    int a = 4;  
    int d = a;  
    if (p_b)  
        os_jump(task0);  
    ...  
}
```