```
id: 0
          if (frame.n == 0) {
                return 0;
                } else {
          if (frame.n == 1) {
                return 1;
                } else {
stack.push(new FibFrame(frame.n - 1));
           frame.block = 7;
                 break;
                  id: 7
           frame.temp = ret;
stack.push(new FibFrame(frame.n - 2));
           frame.block = 8;
                 break:
                  id: 8
            int temp1 = ret;
      return frame.temp + temp1;
```