

BB0 (en)



BB1

```
0 v2 = getstatic < Application, LVertex, seed, <Primordial,|> >  
1 v4 = invokestatic < Application, LVertex, random(I)I > v2 @3 exception:v3
```



BB2

```
3 putstatic v4 < Application, LVertex, seed, <Primordial,|> >  
4 v5 = conversion(D) v4  
6 v7 = binaryop(div) v5 , v6.#2.147483647E9  
9 return v7
```



BB3 (ex)