

BB0 (en)



BB1

```
1 putstatic v2:#0 < Application, LEm3d, numNodes, <Primordial,I> >  
3 putstatic v2:#0 < Application, LEm3d, numDegree, <Primordial,I> >  
5 putstatic v3:#1 < Application, LEm3d, numIter, <Primordial,I> >  
7 putstatic v2:#0 < Application, LEm3d, printResult, <Primordial,Z> >  
9 putstatic v2:#0 < Application, LEm3d, printMsgs, <Primordial,Z> >  
10 return
```



BB2 (ex)