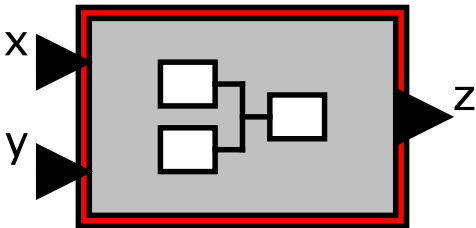


Divide



`_interfaceExpr:`

`y != 0`

`&& z = x / y`