



Bytecode:

```
0000: push_byte      01
0002: push_static_int 0000
0005: eq_int
0006: jump_if_false   0012
0009: push_str        0000
000C: pop_static_object 0001
000F: jump            0012
```

Constant Pool:

```
0000: "ok"
```

Static variables:

```
0000: integer a
0001: string res
```