```
Entry
       i = 0
       r = 0
       b = i + 3
       i' = i + 1
       if [not (i < 3)] GoTo Exit
       b' = b
               r = 0
   Y
              c = b' + r
              r' = b' + c
   Z
       b = i + 3
       i' = i + 1
       if [not (i < 3)] GoTo Exit
       b' = b
Y
              r = r'
              c = b' + r
             r' = b' + c
      b = i + 3
     i' = i + 1
     if [not (i < 3)] GoTo Exit
      b' = b
              r = r'
 Y
             c = b' + r
 Z
              r' = b' + c
              GoTo X
```