

Entry

X_1

```
i' = 0  
q = (i' == 3)  
i = i' + 1  
b = i + 3  
if (q == 0) Goto Exit  
Goto Y
```

Y_1

Z_1

X_2

```
i' = i  
q = (i' == 3)  
i = i' + 1  
b = i + 3  
if (q == 0) Goto Exit  
Goto Y
```

Y_2

Z_2

Exit

