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