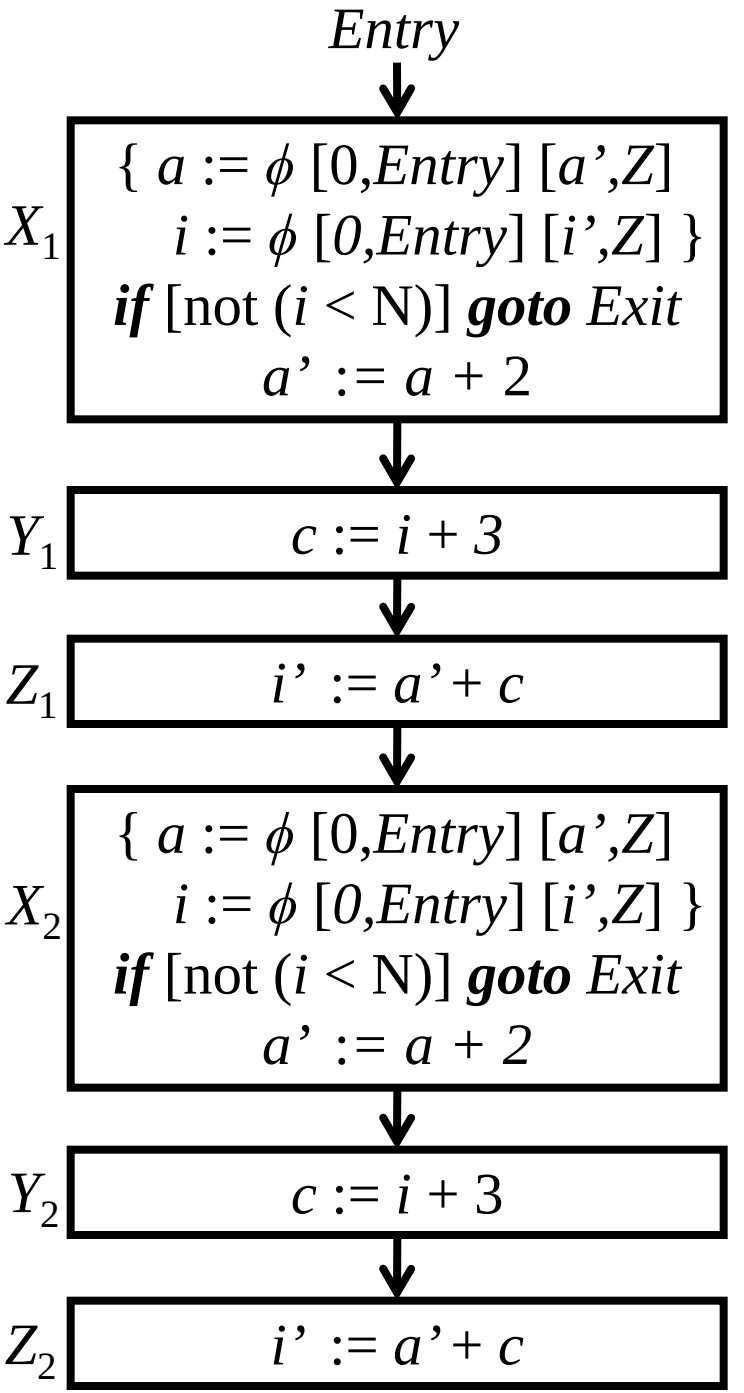
Entry
X1
{ a := ϕ [0,Entry] [a',Z]
i := ϕ [0,Entry] [i',Z] }
if [not (i < N)] goto Exit
a' := a + 2
Y1
c := i + 3
Z1
i' := a' + c
X2
{ a := ϕ [0,Entry] [a',Z]
i := ϕ [0,Entry] [i',Z] }
if [not (i < N)] goto Exit
a' := a + 2
Y2
c := i + 3
Z2
i' := a' + c