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