Instrucciones aritméticos

1) $x = z + 2 * 8 - (a/b) - x$

$t_0 = 2 * 8$
$t_1 = a / b$
$t_2 = z + t_0$
$t_3 = t_2 - t_1$
$t_4 = t_3 - x$
$x = t_4$

2) int x(6); ... x[j+j*2] = a*3/6

$t_0 = a * 3$
$t_1 = t_0 / 6$
$t_2 = j * 2$
$t_3 = j + t_2$
$t_4 = t_3 * 4$
$x[t_4] = t_1$

3) int x[6], y[5][3][2]; ... x[j+j*2] = y[i+2][j-1][k*3];

$t_0 = i + 2$
$t_1 = t_0 * 24$
$t_2 = j - 1$
$t_3 = t_2 * 8$
$t_4 = t_1 + t_3$
$t_5 = k * 3$
$t_6 = t_5 * 4$
$t_7 = t_6 + t_4$
$t_8 = y[t_7]$

$t_9 = j * 2$
$t_{10} = j + t_9$
$t_{11} = t_{10} * 4$
$x[t_{11}] = t_8$

Instrucciones if, if-else, while, do-while

4) if(x[i+2] > x[i+1]) a=z*3+y; else a=2;

```
t0 = i+2
t1 = t0*4
t2 = x[t1]
t3 = i+1
t4 = t3*4
t5 = x[t4]
if t2 > t5 goto L0
goto L1
L0: t6 = z+3
    t7 = t6+y
    a = t7
    goto L2
L1: a = 2
L2: ...
```

5) while(x[i+2] > x[i-1]){ if(y<3) y=1; else y=0; }

```
L0: t0 = i+2
    t1 = t0*4
    t2 = x[t1]
    t3 = i-1
    t4 = t3*4
    t5 = x[t4]
if t2 > t5 goto L1
goto L2
L1: if y<3 goto L3
goto L4
L3: y = 1
    goto L0
L4: y = 0
    goto L0
L2: ...
```

6) do i++; j++; while(x > z*5);

```
L0: t0 = i+1
    i = t0
    t1 = j+1
    j = t1
    t2 = z*5
    if x > t2 goto L0
    goto L1
L1: ...
```