head_region_0

jump targets: ('branch_region_0', 'branch_region_1')

0

c = 0

jump targets: ('loop_region_0',)

loop_region_0

jump targets: ('synth_exit_block_0',)

head_region_1

jump targets: ('branch_region_2', 'branch_region_3')

1

c < 10

jump targets: ('branch_region_2', 'branch_region_3')

branch_region_2

jump targets: ('tail_region_1',)

head_region_2

jump targets: ('branch_region_4', 'branch_region_5')

2

c += 3
c > a

jump targets: ('branch_region_4', 'branch_region_5')

branch_region_4

jump targets: ('tail_region_2',)

synth_asign_block_1

__scfg_backedge_var_0__ = 1
__scfg_exit_var_0__ = 1

jump targets: ('tail_region_2',)

branch_region_5

jump targets: ('tail_region_2',)

synth_asign_block_2

__scfg_backedge_var_0__ = 0
__scfg_exit_var_0__ = -1

jump targets: ('tail_region_2',)

tail_region_2

jump targets: ('tail_region_1',)

synth_tail_block_0

jump targets: ('tail_region_1',)

branch_region_3

jump targets: ('tail_region_1',)

synth_asign_block_0

__scfg_backedge_var_0__ = 1
__scfg_exit_var_0__ = 0

jump targets: ('tail_region_1',)

tail_region_1

jump targets: ('synth_exit_block_0',)

synth_exit_latch_block_0

variable: __scfg_backedge_var_0__
1 → synth_exit_block_0
0 → head_region_1

jump targets: ('synth_exit_block_0',)
back edges: ('head_region_1',)

synth_exit_block_0

variable: __scfg_exit_var_0__
0 → branch_region_0
1 → branch_region_1

jump targets: ('branch_region_0', 'branch_region_1')

branch_region_0

jump targets: ('tail_region_0',)

3

return c

jump targets: ('tail_region_0',)

branch_region_1

jump targets: ('tail_region_0',)

5

return c + 1

jump targets: ('tail_region_0',)

tail_region_0

synth_return_block_0