```
c = 0
                    jump targets: ('loop_region_0',)
                                  loop_region_0
                               jump targets: ('3',)
                             head_region_0
        jump targets: ('branch_region_0', 'branch_region_1')
         c < 10
         jump targets: ('branch_region_0', 'branch_region_1')
           branch_region_0,
    jump targets: ('tail_region_0',)
c += 3
jump targets: ('synth_asign_block_1',)
                                                       branch_region_1
                                                jump targets: ('tail_region_0',)
                                                     synth\_asign\_block\_0
           synth_asign_block_1
        _{\text{scfg\_backedge\_var\_0}} = 0
                                                  \_scfg\_backedge\_var\_0\_\_ = 1
                                                jump targets: ('tail_region_0',)
      jump targets: ('tail_region_0',)
                                     tail_region_0
                                  jump targets: ('3'
                              synth_exit_latch_block_0
                         variable: __scfg_backedge_var_0
                         0 \rightarrow \text{head}_{\text{region}}_{0}
                                  jump targets: ('3',)
                            back edges: ('head_region_0',)
```

return c