```
0

c = 0

jump targets: ('loop_region_0',)
```

loop_region_0

jump targets: ('3',)

head_region_0

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

```
1

c < 10

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

branch_region_0

jump targets: ('tail_region_0',)

```
2

c += 3

jump targets: ('synth_asign_block_1',)
```

```
synth_asign_block_1

__scfg_backedge_var_0__ = 0

jump targets: ('tail_region_0',)
```

branch_region_1

jump targets: ('tail_region_0',)

```
synth_asign_block_0

__scfg_backedge_var_0__ = 1

jump targets: ('tail_region_0',)
```

tail_region_0

jump targets: ('3',)

```
synth_exit_latch_block_0

variable: __scfg_backedge_var_0__
1 → 3
0 → head_region_0

jump targets: ('3',)
back edges: ('head_region_0',)
```

```
3

return c
```