```
c = 0
                jump targets: ('loop_region_0',)
                                 loop_region_0
                               jump targets: ('3',)
                            head_region_0
        jump targets: ('branch_region_0', 'branch_region_1')
        __scfg_iter_last_1__ = i
i = next(__scfg_iterator_1__, '__scfg_sentinel__')
i != '__scfg_sentinel__'
         jump targets: ('branch_region_0', 'branch_region_1')
           branch_region_0
    jump targets: ('tail_region_0',)
c += i
jump targets: ('synth_asign_block_1',)
                                                      branch_region_1
                                                jump targets: ('tail_region_0',)
           synth_asign_block_1
                                                    synth_asign_block_0
        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\_region\_}0
                                 jump targets: ('3',)
                           back edges: ('head region 0',)
                              i = \_\_scfg\_iter\_last\_1
                                  jump targets: ('4',)
                                       return c
```