```
head_region_0
                               jump targets: ('branch_region_0', 'branch_region_1')
                                                    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')
                                         c < 10
                                         jump targets: ('branch_region_2', 'branch_region_3')
                            branch_region_2
                     jump targets: ('tail_region_1',)
                                      head_region_2
                                                                                             branch_region_3
                  jump targets: ('branch_region_4½, 'branch_region_5')
                                                                                     jump targets: ('tail_region_1',)
                                                                                           synth\_asign\_block\_0
                                                                                        _scfg_backedge_var_0_ = 1
_scfg_exit_var_0_ = 0
                  c += 3
                  c > a
                  jump targets: ('branch_region_4', 'branch_region_5')
                                                                                     jump targets: ('tail_region_1',)
       branch_region_4
                                                  branch_region_5
jump targets: ('tail_region_2',)
                                          jump targets: ('tail_region_2',)
     synth_asign_block_1
                                               synth_asign_block_2
 _scfg_backedge_var_0__ = 1
_scfg_exit_var_0__ = 1
                                            _scfg_backedge_var_0_ = 0
_scfg_exit_var_0_ = -1
                                          jump targets: ('tail_region_2',)
jump targets: ('tail_region_2',)
                                                   tail_region_2
                                          jump targets: ('tail_region_1',)
                                                synth_tail_block_0
                                          jump targets: ('tail_region_1',)
                                                                  tail_region_
                                                    jump targets: ('synth_exit_block_0',)
                                                           synth exit latch block 0
                                                    variable: __scfg_backedge_var_0_
1 → synth_exit_block_0
                                                     0 \rightarrow \text{head} \underline{\text{region}} \underline{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 \rightarrow \text{branch region } 1
                                            jump targets: ('branch_region_0', 'branch_region_1')
                                           branch_region_0
                                                                                    branch_region_1
                                   jump targets: ('tail_region_0',)
                                                                             jump targets: ('tail_region_0',)
                                                                                             5
                                                                             return c + 1
                                   return c
                                   jump targets: ('tail_region_0',)
                                                                             jump targets: ('tail_region_0',)
                                                                  tail_region_0
                                                             synth_return_block_0
```