```
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',)
                   2
c += 3
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}_{\text{region}} 0
                                  jump targets: ('3',)
                           back edges: ('head_region_0',)
```

return c