```
0
                c = 0
                  _scfg_iterator_1__ = iter(range(10))
                i = None
                   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',)
                                           3
                               i = \underline{\_scfg\_iter\_last\_1}
                                  jump targets: ('4',)
                                        return c
```