

```

1: REFRAIN = ''
2: %d bottles of beer on the wall,
3: %d bottles of beer,
4: take one down, pass it around,
5: %d bottles of beer on the wall!
6: ''
7: bottles_of_beer = 99
8: while bottles_of_beer > 1:
9:     print REFRAIN % (bottles_of_beer, bottles_of_beer,
10:         bottles_of_beer - 1)
11:     bottles_of_beer -= 1

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6	0 LOAD_CONST	0 ('\\n%d bottles of beer on the wall,\\n%d bottles of beer,\\ntake one down, r
	3 STORE_NAME	0 (REFRAIN)
7	6 LOAD_CONST	1 (99)
	9 STORE_NAME	1 (bottles_of_beer)
8	12 SETUP_LOOP	48 (to 63)
>>	15 LOAD_NAME	1 (bottles_of_beer)
	18 LOAD_CONST	2 (1)
	21 COMPARE_OP	4 (>)
	24 POP_JUMP_IF_FALSE	62
9	27 LOAD_NAME	0 (REFRAIN)
	30 LOAD_NAME	1 (bottles_of_beer)
	33 LOAD_NAME	1 (bottles_of_beer)
10	36 LOAD_NAME	1 (bottles_of_beer)
	39 LOAD_CONST	2 (1)
	42 BINARY_SUBTRACT	
	43 BUILD_TUPLE	3
	46 BINARY_MODULO	
	47 PRINT_ITEM	
	48 PRINT_NEWLINE	
11	49 LOAD_NAME	1 (bottles_of_beer)
	52 LOAD_CONST	2 (1)
	55 INPLACE_SUBTRACT	
	56 STORE_NAME	1 (bottles_of_beer)
	59 JUMP_ABSOLUTE	15
>>	62 POP_BLOCK	
>>	63 LOAD_CONST	3 (None)
	66 RETURN_VALUE	