

```

int a, b;
void foo() {
    if (a == 0)
        a = 1;
    else {
        b = a + 10;
        a = 0;
    }
}

```

(a)

```

void foo_forward() {
    int trace = 0;
    if (a == 0) {
        trace /= 1;
        a = 1;
    }
    else {
        store(b);
        b = a + 10;
        a = 0;
    }
    store(trace);
}

```

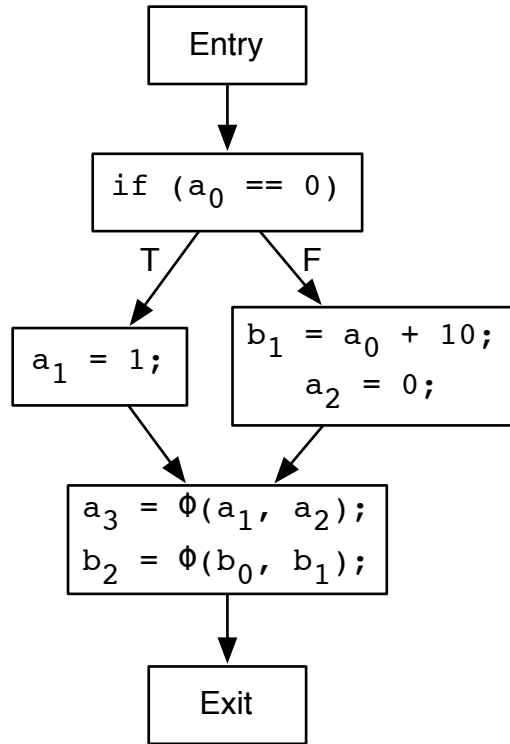
(b)

```

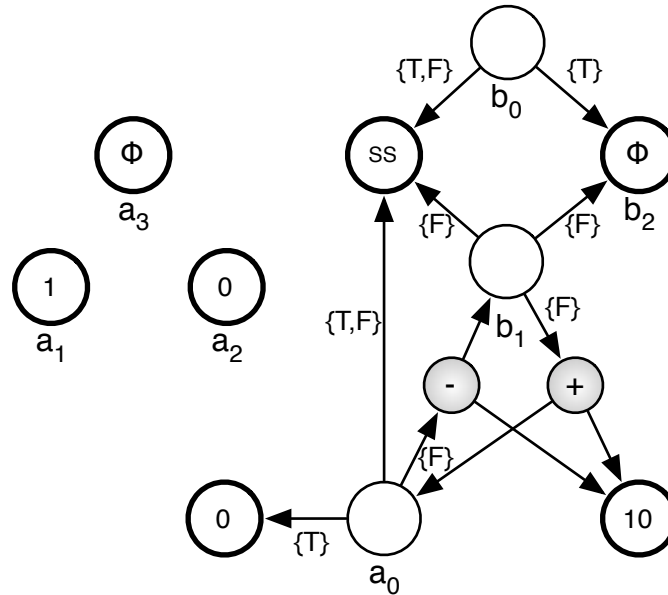
void foo_reverse() {
    int trace;
    restore(trace);
    if ((trace & 1) == 1)
        a = 0;
    else {
        a = b - 10;
        restore(b);
    }
}

```

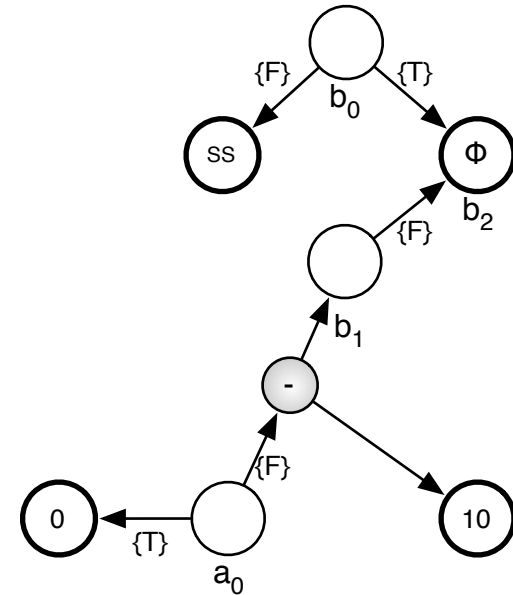
(c)



(d)



(e)



(f)