Value Range driven constant folding: -

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Case A) Math.min(i, 0) > 0 ? 1 : 0

vr1: Min ((jmin,jmax), (0)) => (jmin, 0)

vr1 > 0

(jmin, 0) > 0 => (false)

res = 0

Case B) Math.max(i, 0) < 0 ? 1 : 0

vr1 : Max ((jmin, jmax), 0) => (0, jmax)

vr2 : (0,jmax) < 0 => (false)

res = 0

TypeInt : ( Low : High)

TypeLong : (Low : High)

TypeF : Singleton (SP FP constant)

TypeD : Singleton (DP FP constant)

Entire SP range is determined by Type::FLOAT

Entier DP range is determined by Type::DOUBLE