

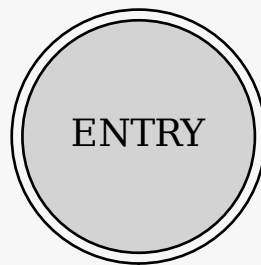
main



```
._f0d6._anon0:  
v0: float = id n;  
c: float = call probability;  
c: float = id c;  
v1: float = id c;  
print v1;  
v2: int = const 0;
```

RETURN

probability



```
._f395._anon0:  
v0: float = const 1;  
prob: float = id v0;  
v2: float = const 1;  
i: float = id v2;
```

```
._for.cond.1:  
v3: float = id i;  
v4: float = id n;  
v5: bool = flt v3 v4;  
br v5 .for.body.1 .for.end.1;
```

```
._for.body.1:  
v6: float = const 365;  
v7: float = id i;  
v8: float = fsub v6 v7;  
log: float = id v8;  
v9: float = id log;  
v10: float = const 365;  
v11: float = fdiv v9 v10;  
logUpdated: float = id v11;  
v12: float = id prob;  
v13: float = id logUpdated;  
v14: float = fmul v12 v13;  
prob: float = id v14;  
v15: float = id i;  
v16: float = const 1;  
v17: float = fadd v15 v16;  
i: float = id v17;  
jmp .for.cond.1;
```

```
._for.end.1:  
v18: float = const 1;  
v19: float = id prob;  
v20: float = const 100;  
v21: float = fmul v19 v20;  
v22: float = const 100;  
v23: float = fdiv v21 v22;  
v24: float = fsub v18 v23;  
ret v24;
```

RETURN