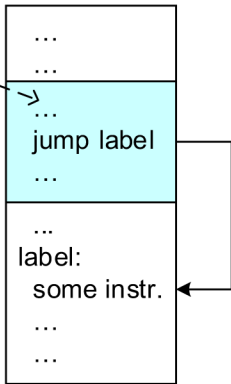


(a) Inner jump

Critical Code



(b) Outer jump