

### Anexo3

==> tmp/block1.java <==

```
package tmp;
class Block1 {
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
a=0;
case 3:
b=0;
case 4:
b=1;
case 6:
a=2;
case 7:
b=3;
case 8:
a=a+1;
case 9:
b=b+1;
case 5:
a=a+1;
case 10:
b=b+1;
case 2:
stop = true;
}
}
}
public static int gotoL=1;
public static int b;
public static int a;
}
```

==> tmp/exemplo1.java <==

```
package tmp;
class Exemplo1 {
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
r=a;
case 3:
dd=d;
case 4:
if ( !(dd <= r) ) {
gotoL = 5;
break;
}
case 6:
dd=2*dd;
case -1:
gotoL = 4;
break;
case 5:
if ( !(dd != r) ) {
```

```
gotoL = 2;
break;
}
case 7:
dd=dd/2;
case 8:
if ( !(dd <= r) ) {
gotoL = 5;
break;
}
case 9:
r=r-dd;
case -2:
gotoL = 5;
break;
case 2:
stop = true;
}
}
}
public static int gotoL=1;
public static int dd;
public static int r;
public static int d;
public static int a;
}
```

==> tmp/exemplo2.java <==

```
package tmp;
class Exemplo2 {
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
prod=0;
case 3:
i=1;
case 4:
t1=i*8;
t2=a[t1];
t3=i*8;
t4=b[t3];
t5=t2*t4;
prod=prod+t5;
case 6:
i=i+1;
case 5:
if ( i <= 20 ) {
gotoL = 4;
break;
}
case 2:
stop = true;
}
}
}
}
public static int gotoL=1;
public static int b[] = new int[10000];
public static int t3;
public static int t2;
public static int t1;
```

```

public static int a[] = new int[10000];
public static int t4;
public static int t5;
public static int prod;
public static int i;
}

```

==> tmp/exemplo3.java <==

```

package tmp;
class Exemplo3 {
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
i=0;
case 3:
if ( !(i < 10) ) {
gotoL = 4;
break;
}
case 5:
j=0;
case 6:
if ( !(j < 10) ) {
gotoL = 7;
break;
}
case 8:
t1=i*80;
t2=j*8;
t3=t1+t2;
a[t3]=0;
case 9:
j=j+1;
case -1:
gotoL = 6;
break;
case 7:
i=i+1;
case -2:
gotoL = 3;
break;
case 4:
i=0;
case 10:
if ( !(i < 10) ) {
gotoL = 2;
break;
}
case 11:
t4=i*80;
t5=i*8;
t6=t4+t5;
a[t6]=1;
case 12:
i=i+1;
case -3:
gotoL = 10;
break;
case 2:
stop = true;

```

```

}
}
}
public static int gotoL=1;
public static int t3;
public static int t2;
public static int t1;
public static int a[] = new int[10000];
public static int t4;
public static int t5;
public static int t6;
public static int j;
public static int i;
}

```

==> tmp/exemplo4.java <==

```

package tmp;
class Exemplo4 {
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
case 3:
if ( peek == BLANK ) {
gotoL = 7;
break;
}
if ( !(peek == TAB) ) {
gotoL = 6;
break;
}
case 7:
case 5:
gotoL = 4;
break;
case 6:
if ( !(peek == NEWLINE) ) {
gotoL = 9;
break;
}
case 8:
line=line+1;
case -1:
gotoL = 4;
break;
case 9:
gotoL = 2;
break;
case 4:
peek=readch;
case -2:
gotoL = 1;
break;
case 2:
stop = true;
}
}
}
public static int gotoL=1;
public static int readch;
public static int line;

```

```

public static int TAB;
public static int peek;
public static int BLANK;
public static int NEWLINE;
}

```

==> tmp/exemplo.java <==

```

package tmp;
class Exemplo{
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
case 3:
i=i+1;
case 5:
t1=i*8;
t2=a[t1];
if ( t2 < v ) {
gotoL = 3;
break;
}
case 4:
j=j-1;
case 7:
t3=j*8;
t4=a[t3];
if ( t4 > v ) {
gotoL = 4;
break;
}
case 6:
if ( !(i >= j) ) {
gotoL = 8;
break;
}
case 9:
gotoL = 2;
break;
case 8:
t5=i*8;
x=a[t5];
case 10:
t6=i*8;
t7=j*8;
t8=a[t7];
a[t6]=t8;
case 11:
t9=j*8;
a[t9]=x;
case -1:
gotoL = 1;
break;
case 2:
stop = true;
}
}
}

public static int gotoL=1;
public static int t3;
public static int t2;

```

```

public static int a[] = new int[10000];
public static int t1;
public static int j;
public static int i;
public static int v;
public static int t4;
public static int t5;
public static int t6;
public static int t7;
public static int t8;
public static int t9;
public static int x;
}

```

==> tmp/expr1.java <==

```

package tmp;
class Expr1 {
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
i=0;
case 3:
i=365;
case 4:
x=0.0;
case 5:
x=3.1415896;
case 6:
b=true;
case 7:
b=false;
case 8:
i=(int)x;
case 9:
x=(double)i;
case 2:
stop = true;
}
}
}

public static int gotoL=1;
public static boolean b;
public static double x;
public static int i;
}

```

==> tmp/expr2.java <==

```

package tmp;
class Expr2{
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
a=b+c;
case 3:
a=b-c;
case 4:
a=b*c;

```

```

case 5:
a=b/c;
case 6:
a=minusb;
case 7:
t1=a-b;
d=t1-c;
case 8:
t2=a*b;
d=t2*c;
case 9:
t3=b*c;
d=a+t3;
case 10:
t4=a*b;
d=t4+c;
case 11:
t5=a-b;
d=t5-c;
case 12:
t6=b-c;
d=a-t6;
case 13:
t7=a+b;
d=t7*c;
case 14:
t8=b+c;
d=a*t8;
case 15:
t9=b*b;
t10=4.0*a;
t11=t10*c;
term=t9-t11;
case 2:
stop = true;
}
}
}

public static int gotoL=1;
public static int t3;
public static int t2;
public static int d;
public static int t1;
public static double t10;
public static double t11;
public static int b;
public static int c;
public static int a;
public static int minusb;
public static double term;
public static int t4;
public static int t5;
public static int t6;
public static int t7;
public static int t8;
public static int t9;
}

==> tmp/expr3.java <==
package tmp;
class Expr3 {
public static void main(String[] args) {
boolean stop=false;

```

```

while(!stop){
switch(gotoL){
case 0:
case 1:
if ( x < y ) {
gotoL = 4;
break;
}
t1=true;
case -1:
gotoL = 5;
break;
case 4:
t1=false;
case 5:
r=t1;
case 3:
if ( !(x == y) ) {
gotoL = 7;
break;
}
t2=true;
case -2:
gotoL = 8;
break;
case 7:
t2=false;
case 8:
r=t2;
case 6:
if ( x > y ) {
gotoL = 11;
break;
}
case 10:
r=true;
case -3:
gotoL = 9;
break;
case 11:
r=false;
case 9:
if ( !(x != y) ) {
gotoL = 13;
break;
}
case 12:
r=true;
case -4:
gotoL = 2;
break;
case 13:
r=false;
case 2:
stop = true;
}
}
}

public static int gotoL=1;
public static boolean t2;
public static boolean t1;
public static boolean r;
public static int y;

```

```

public static int x;
}

==> tmp/expr4.java <==
package tmp;
class Expr4{
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
t1=i*12;
t2=j*4;
t3=t1+t2;
t4=a[t3];
x=c+t4;
case 3:
t5=i*12;
t6=j*4;
t7=t5+t6;
a[t7]=0;
case 4:
t8=i*100;
t9=j*10;
t10=t8+t9;
t11=k*1;
t12=t10+t11;
b[t12]=true;
case 5:
t13=i*100;
t14=j*10;
t15=t13+t14;
t16=k*1;
t17=t15+t16;
d=b[t17];
case 2:
stop = true;
}
}
}

public static int gotoL=1;
public static int t3;
public static int t2;
public static int a[] = new int[10000];
public static int t1;
public static boolean b[] = new boolean[10000];
public static boolean d;
public static int t10;
public static int t11;
public static int c;
public static int t12;
public static int t13;
public static int t14;
public static int t15;
public static int t16;
public static int t17;
public static int j;
public static int k;
public static int i;
public static int t4;
public static int t5;
public static int t6;

```

```

public static int t7;
public static int t8;
public static int t9;
public static int x;
}

==> tmp/identity1.java <==
package tmp;
class Identity1 {
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
i=0;
case 3:
if ( !(i < 10) ) {
gotoL = 4;
break;
}
case 5:
j=0;
case 6:
if ( !(j < 10) ) {
gotoL = 7;
break;
}
case 8:
t1=i*80;
t2=j*8;
t3=t1+t2;
a[t3]=0.0;
case 9:
j=j+1;
case -1:
gotoL = 6;
break;
case 7:
i=i+1;
case -2:
gotoL = 3;
break;
case 4:
i=0;
case 10:
if ( !(i < 10) ) {
gotoL = 2;
break;
}
case 11:
t4=i*80;
t5=i*8;
t6=t4+t5;
a[t6]=1.0;
case 12:
i=i+1;
case -3:
gotoL = 10;
break;
case 2:
stop = true;
}
}
}

```

```

}
}
public static int gotoL=1;
public static int t3;
public static int t2;
public static int t1;
public static double a[] = new double[10000];
public static int t4;
public static int t5;
public static int t6;
public static int j;
public static int i;
}

```

==> tmp/identity2.java <==

```

package tmp;
class Identity2{
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
i=0;
case 3:
case 5:
j=0;
case 6:
case 8:
t1=i*80;
t2=j*8;
t3=t1+t2;
a[t3]=0.0;
case 9:
if ( !(j >= 10) ) {
gotoL = 6;
break;
}
case 10:
gotoL = 7;
break;
case -1:
gotoL = 6;
break;
case 7:
if ( !(i >= 10) ) {
gotoL = 3;
break;
}
case 11:
gotoL = 4;
break;
case -2:
gotoL = 3;
break;
case 4:
i=0;
case 12:
case 13:
t4=i*80;
t5=i*8;
t6=t4+t5;
a[t6]=1.0;

```

```

case 14:
if ( !(i >= 10) ) {
gotoL = 12;
break;
}
case 15:
gotoL = 2;
break;
case -3:
gotoL = 12;
break;
case 2:
stop = true;
}
}
}
public static int gotoL=1;
public static int t3;
public static int t2;
public static int t1;
public static double a[] = new double[10000];
public static int t4;
public static int t5;
public static int t6;
public static int j;
public static int i;
}

```

==> tmp/jump1.java <==

```

package tmp;
class Jump1{
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
case 4:
a=0;
case 3:
gotoL = 5;
break;
case 6:
x=0;
case 5:
if ( !(a < b) ) {
gotoL = 7;
break;
}
case 8:
a=b;
case 7:
if ( !(x <= y) ) {
gotoL = 9;
break;
}
case 10:
x=y;
case 9:
if ( !(a == b) ) {
gotoL = 11;
break;
}
}
}
}

```

```

case 12:
a=b;
case 11:
if ( !(x != y) ) {
gotoL = 13;
break;
}
case 14:
x=y;
case 13:
if ( !(a >= b) ) {
gotoL = 15;
break;
}
case 16:
b=a;
case 15:
if ( !(x > y) ) {
gotoL = 17;
break;
}
case 18:
y=x;
case 17:
if ( !(a == b) ) {
gotoL = 19;
break;
}
case 20:
case 19:
if ( x < 100 ) {
gotoL = 23;
break;
}
if ( !(x > 200) ) {
gotoL = 21;
break;
}
case 23:
case 22:
x=0;
case 21:
if ( !(a < 100) ) {
gotoL = 24;
break;
}
if ( !(a > 200) ) {
gotoL = 24;
break;
}
case 25:
b=0;
case 24:
if ( x < 100 ) {
gotoL = 28;
break;
}
if ( !(x > 200) ) {
gotoL = 26;
break;
}
if ( !(x != y) ) {
gotoL = 26;

```

```

break;
}
case 28:
case 27:
x=0;
case 26:
if ( a < 100 ) {
gotoL = 31;
break;
}
if ( !(a > 200) ) {
gotoL = 32;
break;
}
if ( a != 150 ) {
gotoL = 31;
break;
}
case 32:
if ( !(a != 0) ) {
gotoL = 29;
break;
}
case 31:
case 30:
a=0;
case 29:
if ( !(x > 200) ) {
gotoL = 36;
break;
}
if ( x != b ) {
gotoL = 35;
break;
}
case 36:
if ( !(x < 100) ) {
gotoL = 33;
break;
}
case 35:
case 34:
x=0;
case 33:
if ( a < 100 ) {
gotoL = 38;
break;
}
if ( !(a > 200) ) {
gotoL = 2;
break;
}
if ( !(a != b) ) {
gotoL = 2;
break;
}
case 38:
case 37:
a=0;
case 2:
stop = true;
}
}

```

==> tmp/jump2.java <==

```
package tmp;
class Jump2 {
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
r=true;
case 3:
r=false;
case 4:
if ( !(a < b) ) {
gotoL = 6;
break;
}
t1=true;
case -1:
gotoL = 7;
break;
case 6:
t1=false;
case 7:
r=t1;
case 5:
if ( !(x <= y) ) {
gotoL = 9;
break;
}
t2=true;
case -2:
gotoL = 10;
break;
case 9:
t2=false;
case 10:
r=t2;
case 8:
if ( !(a == b) ) {
gotoL = 12;
break;
}
t3=true;
case -3:
gotoL = 13;
break;
case 12:
t3=false;
case 13:
r=t3;
case 11:
if ( !(x != y) ) {
gotoL = 15;
break;
}
```

```

}
t4=true;
case -4:
    gotoL = 16;
    break;
case 15:
    t4=false;
case 16:
    r=t4;
case 14:
    if ( !(a >= b) ) {
        gotoL = 18;
        break;
    }
t5=true;
case -5:
    gotoL = 19;
    break;
case 18:
    t5=false;
case 19:
    r=t5;
case 17:
    if ( !(x > y) ) {
        gotoL = 21;
        break;
    }
t6=true;
case -6:
    gotoL = 22;
    break;
case 21:
    t6=false;
case 22:
    r=t6;
case 20:
    if ( x < 100 ) {
        gotoL = 26;
        break;
    }
    if ( !(x > 200) ) {
        gotoL = 24;
        break;
    }
case 26:
    t7=true;
case -7:
    gotoL = 25;
    break;
case 24:
    t7=false;
case 25:
    r=t7;
case 23:
    if ( !(a < 100) ) {
        gotoL = 28;
        break;
    }
    if ( !(a > 200) ) {
        gotoL = 28;
        break;
    }
t8=true;

```



```

case -8:
    gotoL = 29;
    break;
case 28:
    t8=false;
case 29:
    r=t8;
case 27:
    if ( x < 100 ) {
        gotoL = 33;
        break;
    }
    if ( !(x > 200) ) {
        gotoL = 31;
        break;
    }
    if ( !(x != y) ) {
        gotoL = 31;
        break;
    }
case 33:
    t9=true;
case -9:
    gotoL = 32;
    break;
case 31:
    t9=false;
case 32:
    r=t9;
case 30:
    if ( a < 100 ) {
        gotoL = 37;
        break;
    }
    if ( !(a > 200) ) {
        gotoL = 38;
        break;
    }
    if ( a != 150 ) {
        gotoL = 37;
        break;
    }
case 38:
    if ( !(a != 0) ) {
        gotoL = 35;
        break;
    }
case 37:
    t10=true;
case -10:
    gotoL = 36;
    break;
case 35:
    t10=false;
case 36:
    r=t10;
case 34:
    if ( !(x > 200) ) {
        gotoL = 43;
        break;
    }
    if ( x != b ) {
        gotoL = 42;

```

```

        break;
    }
case 43:
    if ( !(x < 100) ) {
        gotoL = 40;
        break;
    }
case 42:
    t11=true;
case -11:
    gotoL = 41;
    break;
case 40:
    t11=false;
case 41:
    r=t11;
case 39:
    if ( a < 100 ) {
        gotoL = 46;
        break;
    }
    if ( !(a > 200) ) {
        gotoL = 44;
        break;
    }
    if ( !(a != b) ) {
        gotoL = 44;
        break;
    }
case 46:
    t12=true;
case -12:
    gotoL = 45;
    break;
case 44:
    t12=false;
case 45:
    r=t12;
case 2:
    stop = true;
}
}
}
}
public static int gotoL=1;
public static boolean t3;
public static boolean t2;
public static boolean t1;
public static boolean t10;
public static boolean t11;
public static int b;
public static boolean t12;
public static int a;
public static boolean r;
public static boolean t4;
public static boolean t5;
public static boolean t6;
public static boolean t7;
public static boolean t8;
public static boolean t9;
public static int y;
public static int x;
}

```

```

==> tmp/jump3.java <==
package tmp;
class Jump3 {
public static void main(String[] args) {
boolean stop=false;
while(!stop){
switch(gotoL){
case 0:
case 1:
r=b;
case 3:
t1=i*1;
r=a[t1];
case 4:
t2=i*1;
a[t2]=b;
case 5:
t3=i*1;
a[t3]=true;
case 6:
t4=i*1;
a[t4]=false;
case 7:
if ( !(b) ) {
gotoL = 8;
break;
}
case 9:
x=y;
case 8:
t5=i*1;
t6=a[t5];
if ( !(t6) ) {
gotoL = 2;
break;
}
case 10:
x=y;
case 2:
stop = true;
}
}
}
public static int gotoL=1;
public static int t3;
public static int t2;
public static int t1;
public static boolean a[] = new boolean[10000];
public static boolean b;
public static boolean r;
public static int t4;
public static int t5;
public static boolean t6;
public static int y;
public static int x;
public static int i;
}

```

```

==> tmp/merge.java <==
package tmp;
class Merge{
public static void main(String[] args) {
boolean stop=false;

```

```

while(!stop){
switch(gotoL){
case 0:
case 1:
t1=1*4;
a[t1]=886;
case 3:
t2=2*4;
a[t2]=777;
case 4:
t3=3*4;
a[t3]=915;
case 5:
t4=4*4;
a[t4]=793;
case 6:
t5=5*4;
a[t5]=335;
case 7:
t6=6*4;
a[t6]=386;
case 8:
t7=7*4;
a[t7]=492;
case 9:
t8=8*4;
a[t8]=137;
case 10:
t9=9*4;
a[t9]=53;
case 11:
t10=10*4;
a[t10]=383;
case 12:
n=10;
case 13:
k=1;
case 14:
if ( !(k < n) ) {
gotoL = 2;
break;
}
case 15:
i=1;
case 16:
t11=i+k;
if ( !(t11 <= n) ) {
gotoL = 17;
break;
}
case 18:
t12=k*2;
u=i+t12;
case 19:
if ( !(u > n) ) {
gotoL = 20;
break;
}
case 21:
u=n+1;
case 20:
l=i;
case 22:

```

```

r=i+k;
case 23:
im=l;
case 24:
jm=r;
case 25:
km=l;
case 26:
if ( !(im < r) ) {
gotoL = 27;
break;
}
if ( !(jm < u) ) {
gotoL = 27;
break;
}
case 28:
t13=im*4;
t14=a[t13];
t15=jm*4;
t16=a[t15];
if ( !(t14 <= t16) ) {
gotoL = 31;
break;
}
case 30:
t17=km*4;
t18=im*4;
t19=a[t18];
b[t17]=t19;
case 32:
im=im+1;
case -1:
gotoL = 29;
break;
case 31:
t20=km*4;
t21=jm*4;
t22=a[t21];
b[t20]=t22;
case 33:
jm=jm+1;
case 29:
km=km+1;
case -2:
gotoL = 26;
break;
case 27:
if ( !(im < r) ) {
gotoL = 34;
break;
}
case 35:
t23=km*4;
t24=im*4;
t25=a[t24];
b[t23]=t25;
case 36:
im=im+1;
case 37:
km=km+1;
case -3:
gotoL = 27;

```

```

break;
case 34:
if ( !(jm < u) ) {
gotoL = 38;
break;
}
case 39:
t26=km*4;
t27=jm*4;
t28=a[t27];
b[t26]=t28;
case 40:
jm=jm+1;
case 41:
km=km+1;
case -4:
gotoL = 34;
break;
case 38:
km=l;
case 42:
if ( !(km < u) ) {
gotoL = 43;
break;
}
case 44:
t29=km*4;
t30=km*4;
t31=b[t30];
a[t29]=t31;
case 45:
km=km+1;
case -5:
gotoL = 42;
break;
case 43:
t32=k*2;
i=i+t32;
case -6:
gotoL = 16;
break;
case 17:
k=k*2;
case -7:
gotoL = 14;
break;
case 2:
stop = true;
}
}
}
public static int gotoL=1;
public static int t20;
public static int t3;
public static int t21;
public static int t2;
public static int t1;
public static int a[] = new int[10000];
public static int t24;
public static int t25;
public static int t22;
public static int t23;
public static int t28;

```

```

public static int t29;
public static int t26;
public static int t27;
public static int jm;
public static int b[] = new int[10000];
public static int t10;
public static int t11;
public static int t30;
public static int t12;
public static int t31;
public static int t13;
public static int t32;
public static int t14;
public static int t15;
public static int n;
public static int t16;
public static int t17;
public static int l;
public static int t18;
public static int t19;
public static int im;
public static int k;
public static int km;
public static int i;
public static int u;
public static int r;
public static int t4;
public static int t5;
public static int t6;
public static int t7;
public static int t8;
public static int t9;
}

```

O Bytecode abaixo é do programa exemplo2.

00000000	CA FE BA BE 00 00 00 33 00 31 0A 00 0D 00 24 09 00 0C 00 25 09 00 0C 00 26 09	.....3.1....\$....%....&.
0000001a	00 0C 00 27 09 00 0C 00 28 09 00 0C 00 29 09 00 0C 00 2A 09 00 0C 00 2B 09 00	...'....(.....)*....+..
00000034	0C 00 2C 09 00 0C 00 2D 09 00 0C 00 2E 07 00 2F 07 00 30 01 00 05 67 6F 74 6F	...-...../..0...goto
0000004e	4C 01 00 01 49 01 00 01 62 01 00 02 5B 49 01 00 02 74 33 01 00 02 74 32 01 00	L...I...b...[I...t3...t2..
00000068	02 74 31 01 00 01 61 01 00 02 74 34 01 00 02 74 35 01 00 04 70 72 6F 64 01 00	.t1...a...t4...t5...prod..
00000082	01 69 01 00 06 3C 69 6E 69 74 3E 01 00 03 28 29 56 01 00 04 43 6F 64 65 01 00	.i...<init>...()V...Code..
0000009c	0F 4C 69 6E 65 4E 75 6D 62 65 72 54 61 62 6C 65 01 00 04 6D 61 69 6E 01 00 16	.LineNumberTable...main...
000000b6	28 5B 4C 6A 61 76 61 2F 6C 61 6E 67 2F 53 74 72 69 6E 67 3B 29 56 01 00 0D 53	([Ljava/lang/String;)V...S
000000d0	74 61 63 6B 4D 61 70 54 61 62 6C 65 01 00 08 3C 63 6C 69 6E 69 74 3E 01 00 0A	tackMapTable...<clinit>...
000000ea	53 6F 75 72 63 65 46 69 6C 65 01 00 0D 65 78 65 6D 70 6C 6F 32 2E 6A 61 76 61	SourceFile...exemplo2.java
00000104	0C 00 1A 00 1B 0C 00 0E 00 0F 0C 00 18 00 0F 0C 00 19 00 0F 0C 00 14 00 0F 0C	.....
0000011e	00 15 00 11 0C 00 13 00 0F 0C 00 12 00 0F 0C 00 10 00 11 0C 00 16 00 0F 0C 00	.....
00000138	17 00 0F 01 00 0C 74 6D 70 2F 45 78 65 6D 70 6C 6F 32 01 00 10 6A 61 76 61 2F	.....tmp/Exemplo2...java/
00000152	6C 61 6E 67 2F 4F 62 6A 65 63 74 00 20 0C 00 6D 00 00 00 0A 00 09 00 0E 00	lang/Object. ....
0000016c	0F 00 00 00 09 00 10 00 11 00 00 00 09 00 12 00 0F 00 00 00 09 00 13 00 0F 00	.....
00000186	00 00 09 00 14 00 0F 00 00 00 09 00 15 00 11 00 00 00 09 00 16 00 0F 00 00 00	.....
000001a0	09 00 17 00 0F 00 00 00 09 00 18 00 0F 00 00 00 09 00 19 00 0F 00 00 00 03 00	.....
000001ba	00 00 1A 00 1B 00 01 00 1C 00 00 00 1D 00 01 00 01 00 00 00 05 2A B7 00 01 B1	.....*....
000001d4	00 00 00 01 00 1D 00 00 00 06 00 01 00 00 00 02 00 00 00 1E 00 1F 00 01 00 1C	.....
000001ee	00 00 00 FF 00 02 00 02 00 00 00 93 03 3C 1B 9A 00 8F B2 00 02 AA 00 00 00 00	.....<.....
00000208	00 86 00 00 00 00 00 00 06 00 00 00 2B 00 00 00 2B 00 00 00 84 00 00 00 2F	.....+...+...../
00000222	00 00 00 33 00 00 00 75 00 00 00 6D 03 B3 00 03 04 B3 00 04 B2 00 04 10 08 68	...3...u...m.....h
0000023c	B3 00 05 B2 00 06 B2 00 05 2E B3 00 07 B2 00 04 10 08 68 B3 00 08 B2 00 09 B2	.....h.....
00000256	00 08 2E B3 00 0A B2 00 07 B2 00 0A 68 B3 00 0B B2 00 03 B2 00 0B 60 B3 00 03	.....h.....`<.
00000270	B2 00 04 04 60 B3 00 0A B2 00 04 10 14 A3 00 0A 07 B3 00 02 A7 00 05 04 3C A7	.....`.....<.
0000028a	FF 73 B1 00 00 00 02 00 1D 00 00 00 46 00 11 00 00 00 04 00 02 00 05 00 06 00	.s.....F.....
000002a4	06 00 34 00 09 00 38 00 0B 00 3C 00 0D 00 45 00 0E 00 4F 00 0F 00 58 00 10 00	..4...8...<...E...O...X...
000002be	62 00 11 00 6C 00 12 00 76 00 14 00 7E 00 16 00 86 00 17 00 8A 00 18 00 8D 00	b...l...v...~.....
000002d8	1B 00 92 00 1E 00 20 00 00 00 0E 00 09 FC 00 02 01 31 03 03 39 07 0E 01 02 00	.....1..9....
000002f2	08 00 21 00 1B 00 01 00 1C 00 00 00 35 00 01 00 00 00 00 00 15 04 B3 00 02 11	!.....5.....
0000030c	27 10 BC 0A B3 00 09 11 27 10 BC 0A B3 00 06 B1 00 00 00 01 00 1D 00 00 00 0E	'.....'.....
00000326	00 03 00 00 00 1F 00 04 00 20 00 0C 00 24 00 01 00 22 00 00 00 02 00 23	.....\$....".....#