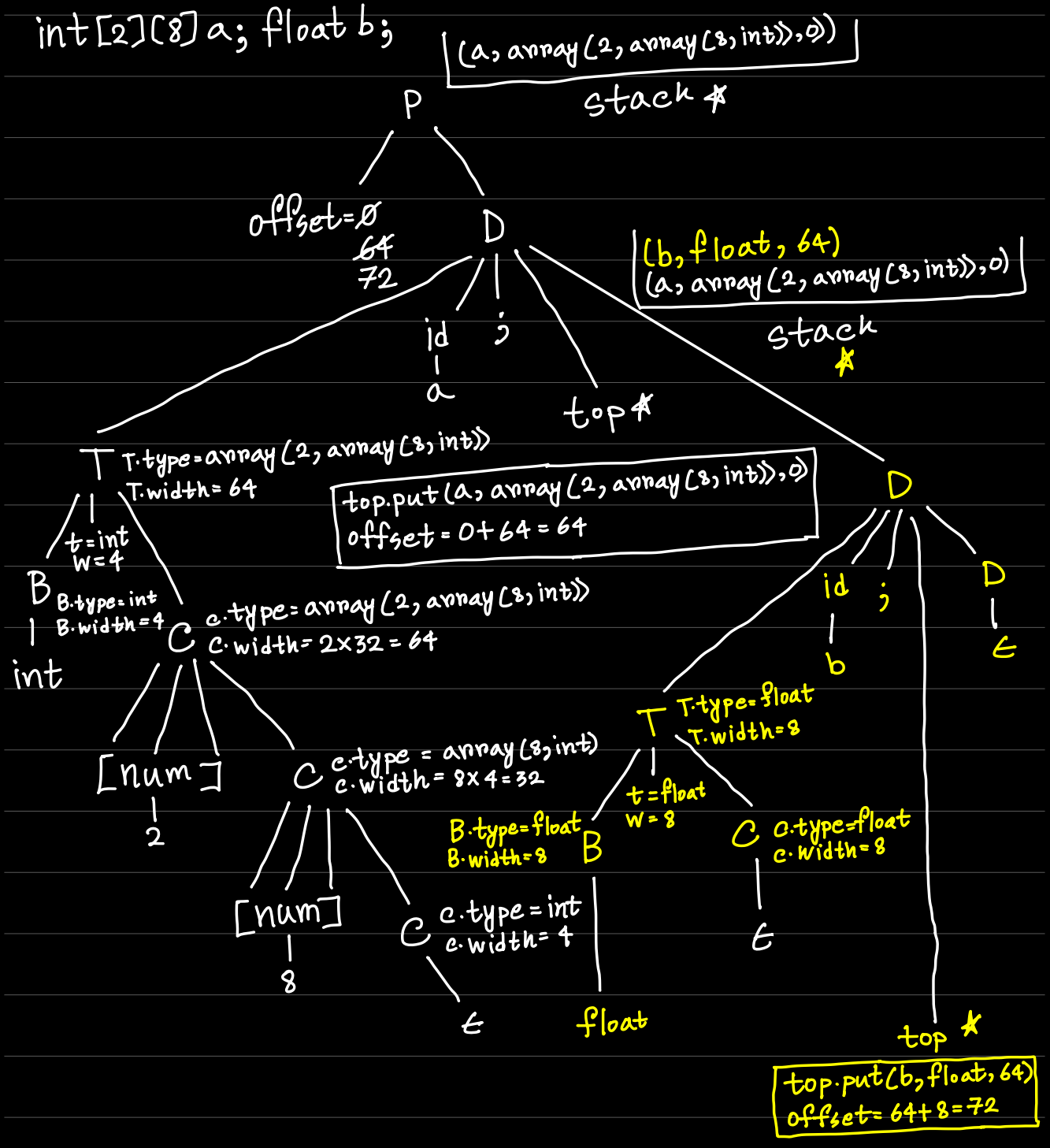

int [2][8] a; float b;
(a, array(2, array(8, int)), 0)
stack
P
offset=0
64
72
D
(b, float, 64)
(a, array(2, array(8, int)), 0)
stack
id
a
;
top
T
T.type=array(2, array(8, int))
T.width=64
top.put(a, array(2, array(8, int)), 0)
offset = 0+64 = 64
D
t=int
w=4
B
B.type=int
B.width=4
int
C
c.type=array(2, array(8, int))
c.width=2x32=64
id
b
;
D
ε
[num]
2
C
c.type = array(8, int)
c.width = 8x4=32
T
T.type=float
T.width=8
t=float
w=8
B.type=float
B.width=8
B
C
c.type=float
c.width=8
ε
[num]
8
C
c.type=int
c.width=4
ε
float
top
top.put(b, float, 64)
offset=64+8=72

```
a = ((c-d)*(-b)+(c+b))-(d*c)+b;
```

```
t1 = c - d
t2 = -b
t3 = t1 * t2
t4 = c + b
t5 = t3 + t4
t6 = d * c
t7 = t5 - t6
t8 = t7 + b
a = t8
```

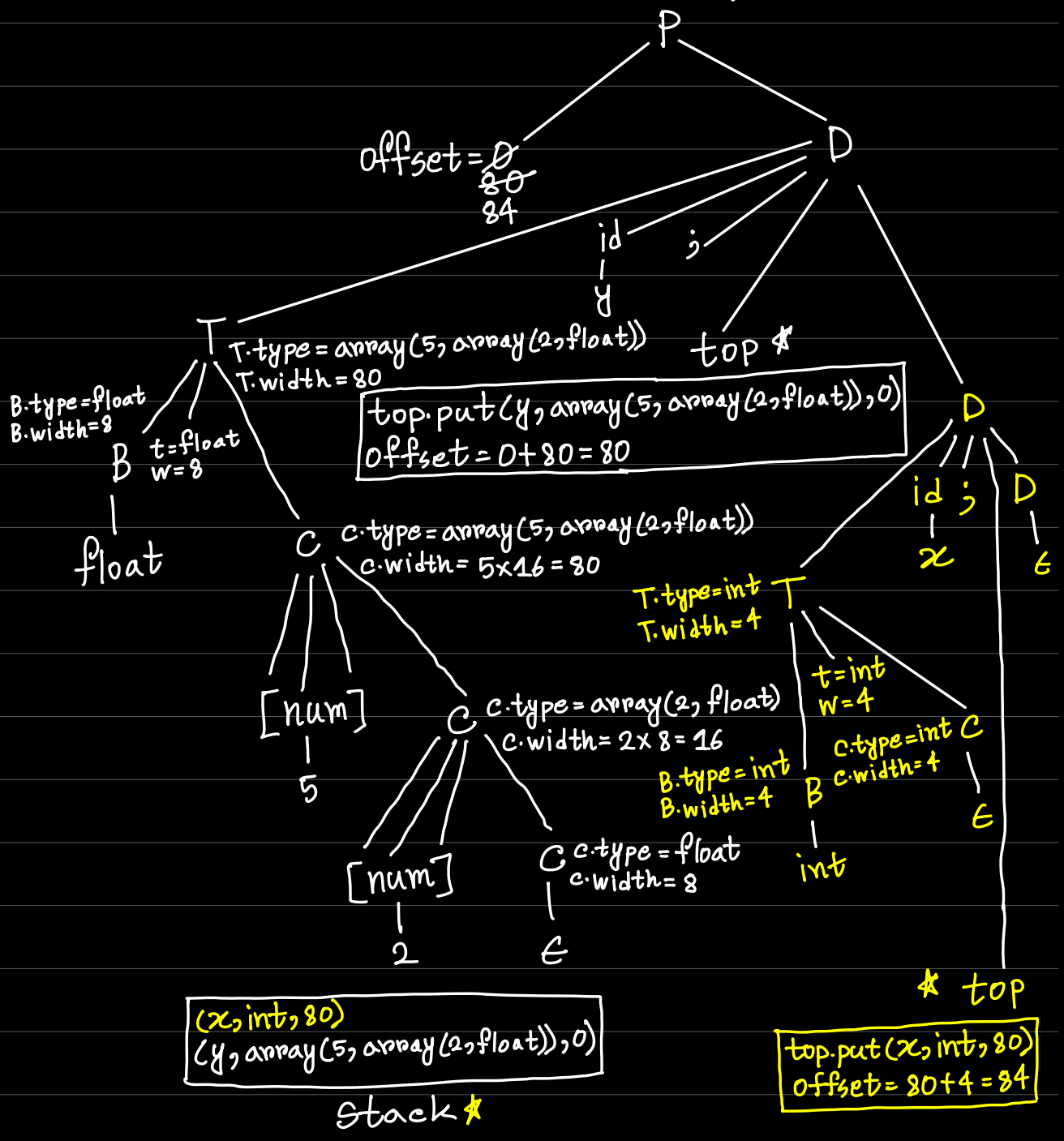
```
generateRandom(seed, seedMod5, seedMod9);
```

```
param seed
param seedMod5
param seedMod9
call generateRandom, 3
```

float[5][2]y; int x;

(y, array(5, array(2, float)), 0)

Stack ★



```
X= ((p-q)*(-r)+(p+r)) - (q*p)+r;
t1 = (p-q)
t2 = -r
t3 = t1 * t2
t4 = p+r
t5 = t3 + t4
t6 = q * p
t7 = t5 - t6
t8 = t7 + r
x = t8
generateRandom (seed, seedMod2, seedMod5);
param seed
param seedMod2
param seedMod5
call generateRandom, 3
```