



```
let mut _15: *mut i32;
let _16: ();
let mut _17: bool;
let mut _18: i32;
let mut _19: !;
let mut _20: *mut i32;
let mut _21: isize;
let mut _22: bool;
let mut _23: i32;
let mut _24: !;
let mut _25: !;
let _26: ();
let mut _27: !;
debug x => _1;
debug y => _2;
debug choice => _3;
debug r => _4;
debug p => _9;
debug q => _12;
```