```
type node = positive
        [@@ deriving show]
type instruction =
 Inop of node
  Iop of operation * reg list * reg * node
 Iload of memory chunk * addressing * reg list * reg * node
 Istore of memory chunk * addressing * reg list * reg * node
 Icall of signature * (reg, ident) sum * reg list * reg * node
  Itailcall of signature * (reg, ident) sum * reg list
 Ibuiltin of external function * reg builtin arg list * reg builtin res
   * node
 Icond of condition * reg list * node * node
  Ijumptable of req * node list
  Ireturn of reg option
        [@@ deriving show]
fonction test(x2, x1) {
    2: \overline{x3} = x2 + x1 + 0 (int)
    1: return x3
                                               Une opération
procedure test(x2, x1) {
    2: x\overline{3} = x^2 + 1 (int)
                                                              Le type
    1: return
                                                              d'opération
}
                                                                                "1" pour +1
main() {
   14: x5 = 5
   13: x5 = x5 + 5 (int)
   12: x4 = 6
                                              Some (RTL.Iop (
   11: x3 = 15
   10: x8 = "fonction test"(x5, x4)
                                                     (Op.Olea
    9: x7 = "fonction test"(x5, x3)
                                                        (Op.Aindexed (BinNums.Zpos BinNums.Cog xH))),
    8: x2 = "fonction test"(x5, x3)
    7: if (x5 == s x2) goto 6 else goto 4
                                                     [(BinNums.Cog xI
                                                                                                   "5" pour x5
    6: x1 = "fonction test"(x3, x4)
                                                         (BinNums.Cog x0 BinNums.Cog xH))
    5: x3 = x1
        goto 3
                                                                                                     "5" pour x5
    4: x5 = x5 + 1 (int)
                                                     (BinNums.Cog xI
    3: x6 = 0
                                                        (BinNums.Cog xO BinNums.Cog xH)),
                                                                                           "3" pour l'instruction
        goto 1
    2: x6 = 0
                                                     (BinNums.Cog xI BinNums.Cog xH)))),
                                                                                           suivante 3
    1: return x6
```