

```
ILabel {iLabel = wacc_main}
IFunctionBegin {iSavedRegs = [r4,r5,r6,r7,r8,r9,r10,r11,lr], iArgs = []}
  IFrameAllocate {iSize = 0}
  ILiteral {iDest = temp_0, iLiteral = LitInt 0}
  IMove {iDest = local_0, iValue = temp_0}
  ILiteral {iDest = temp_1, iLiteral = LitInt 10}
  IMove {iDest = local_1, iValue = temp_1}
  ILiteral {iDest = temp_2, iLiteral = LitInt 17}
  IMove {iDest = local_2, iValue = temp_2}
  IJump {iLabel = .L1}
```

```
ILabel {iLabel = .L1}
  ILiteral {iDest = temp_14, iLiteral = LitInt 0}
  IBinOp {iDest = temp_15, iBinOp = >, iLeft = local_1, iOperand = temp_14}
  ILiteral {iDest = temp_17, iLiteral = LitInt 0}
  IBinOp {iDest = temp_18, iBinOp = >, iLeft = local_2, iOperand = temp_17}
  IBinOp {iDest = temp_19, iBinOp = ||, iLeft = temp_18, iOperand = temp_15}
  ICompare {iValue = temp_19, iOperand = #0}
  ICondJump {iLabel = .L0, iCondition = NE}
```

```
ILabel {iLabel = .L0}
  ILiteral {iDest = temp_4, iLiteral = LitInt 1}
  IBinOp {iDest = temp_5, iBinOp = -, iLeft = local_1, iOperand = temp_4}
  IMove {iDest = local_1, iValue = temp_5}
  ILiteral {iDest = temp_7, iLiteral = LitInt 1}
  IBinOp {iDest = temp_8, iBinOp = -, iLeft = local_2, iOperand = temp_7}
  IMove {iDest = local_2, iValue = temp_8}
  ILiteral {iDest = temp_10, iLiteral = LitInt 1}
  IBinOp {iDest = temp_11, iBinOp = +, iLeft = local_0, iOperand = temp_10}
  IMove {iDest = local_0, iValue = temp_11}
```

```
ILiteral {iDest = temp_20, iLiteral = LitString "max value = "}
  IMove {iDest = r0, iValue = temp_20}
  ICall {iLabel = p_print_string, iArgs = [r0]}
  IClearArgs {iSize = 0}
  IMove {iDest = r0, iValue = local_0}
  ICall {iLabel = p_print_int, iArgs = [r0]}
  IClearArgs {iSize = 0}
  ICall {iLabel = p_print_ln, iArgs = []}
  IClearArgs {iSize = 0}
  ILiteral {iDest = temp_21, iLiteral = LitInt 0}
  IMove {iDest = r0, iValue = temp_21}
  IFrameFree {iSize = 0}
  IReturn {iSavedRegs = [], iArgs = [r0]}
```