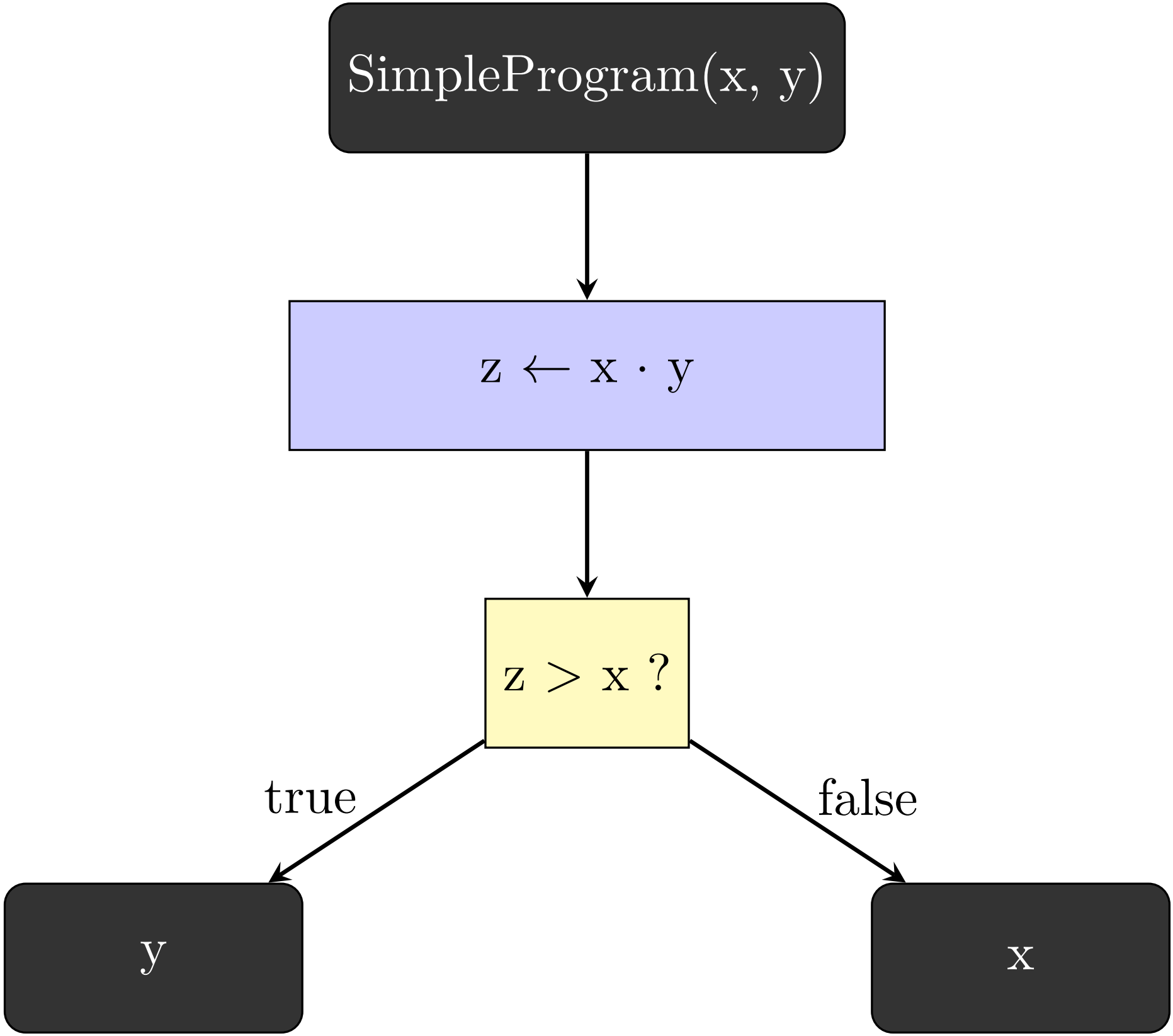
SimpleProgram(x, y)
z ← x · y
z > x ?
true
false
y
x