

```

...
loop_outer:
  loop_inner:
    inInd = inInd+1
    data = dataSrc[inInd]
    Odata = data * Odata
    if (data > 10)
      goto loop_inner;
    outInd = outInd+1
    indArr[outInd] = outInd
    if(outInd < 100)
      goto loop_outer
...

```

Process 1

Process 2

```

...
loop_outer:
  loop_inner:
    inInd = inInd+1
    data = dataSrc[inInd]
    push(dataQ, data)
    if (data > 10)
      goto loop_inner
    outInd = outInd+1
    push(outIndQ, outInd)
    if(outInd < 100)
      goto loop_outer
...

```

```

...
loop_outer:
  pop(outIndQ, outInd)
  indArr[outInd] = outInd
  loop_inner:
    pop(dataQ, data)
    Odata = data * Odata
    if (data > 10)
      goto loop_inner
    if(outInd < 100)
      goto loop_outer
...

```

Process 1

```

inInd = inInd+1
data = dataSrc[inInd]
push(dataQ, data)
inInd = inInd+1
data = dataSrc[inInd]
push(dataQ, data)
inInd = inInd+1
data = dataSrc[inInd]
push(dataQ, data)
inInd = inInd+1
data = dataSrc[inInd]
push(dataQ, data)
:
push(dataQ, data)
:
outInd = outInd+1
push(outIndQ, outInd)
:

```

Process 2

```

pop(outIndQ, outInd)
indArr[outInd] = outInd
...
pop(dataQ, data)
Odata = data * Odata
pop(dataQ, data)
Odata = data * Odata
pop(dataQ, data)
Odata = data * Odata
pop(dataQ, data)
Odata = data * Odata
pop(dataQ, data)
Odata = data * Odata
:

```

