

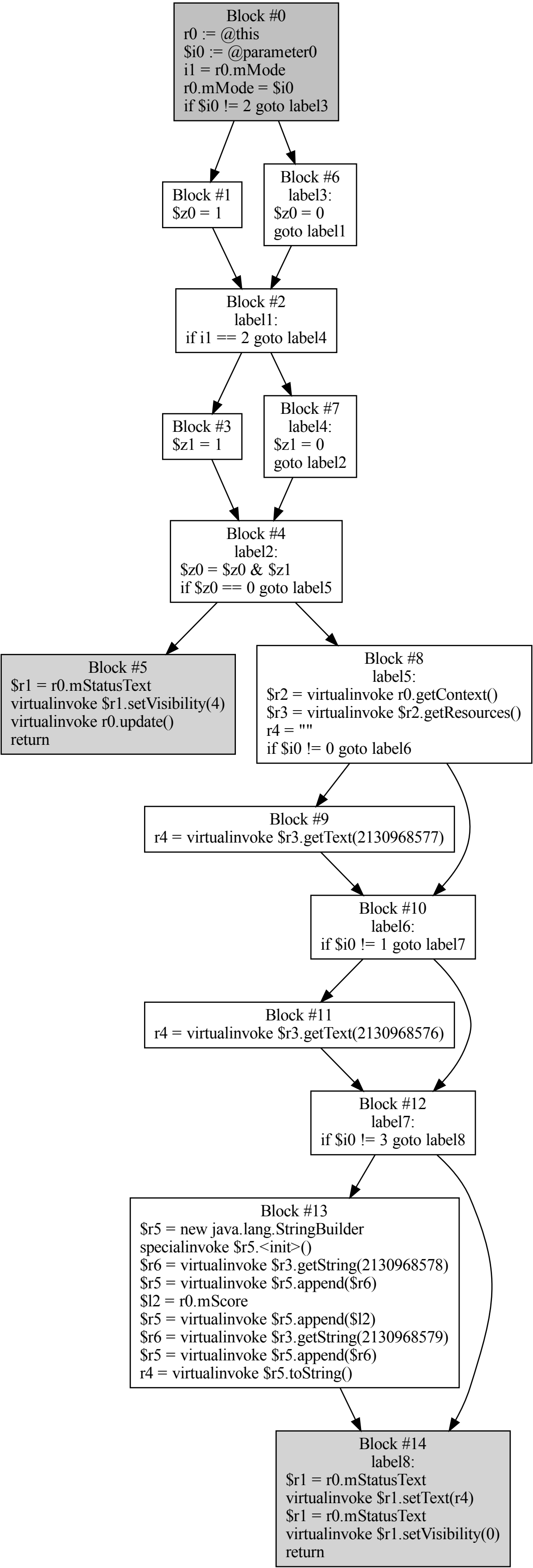
Block #0  
r0 := @this  
\$i0 = 0

Block #1  
label1:  
if \$i0 >= 10 goto label2

Block #2  
\$d0 = java.lang.Math.random()  
\$l1 = java.lang.Math.round(\$d0)  
\$r1 = java.lang.System.out  
\$r2 = newarray (java.lang.Object)[1]  
\$r3 = java.lang.Long.valueOf(\$l1)  
\$r2[0] = \$r3  
virtualinvoke \$r1.printf("Coin toss: %d%n", \$r2)  
\$i0 = \$i0 + 1  
goto label1

Block #3  
label2:  
return

void something()



void setMode(int)