

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()

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()