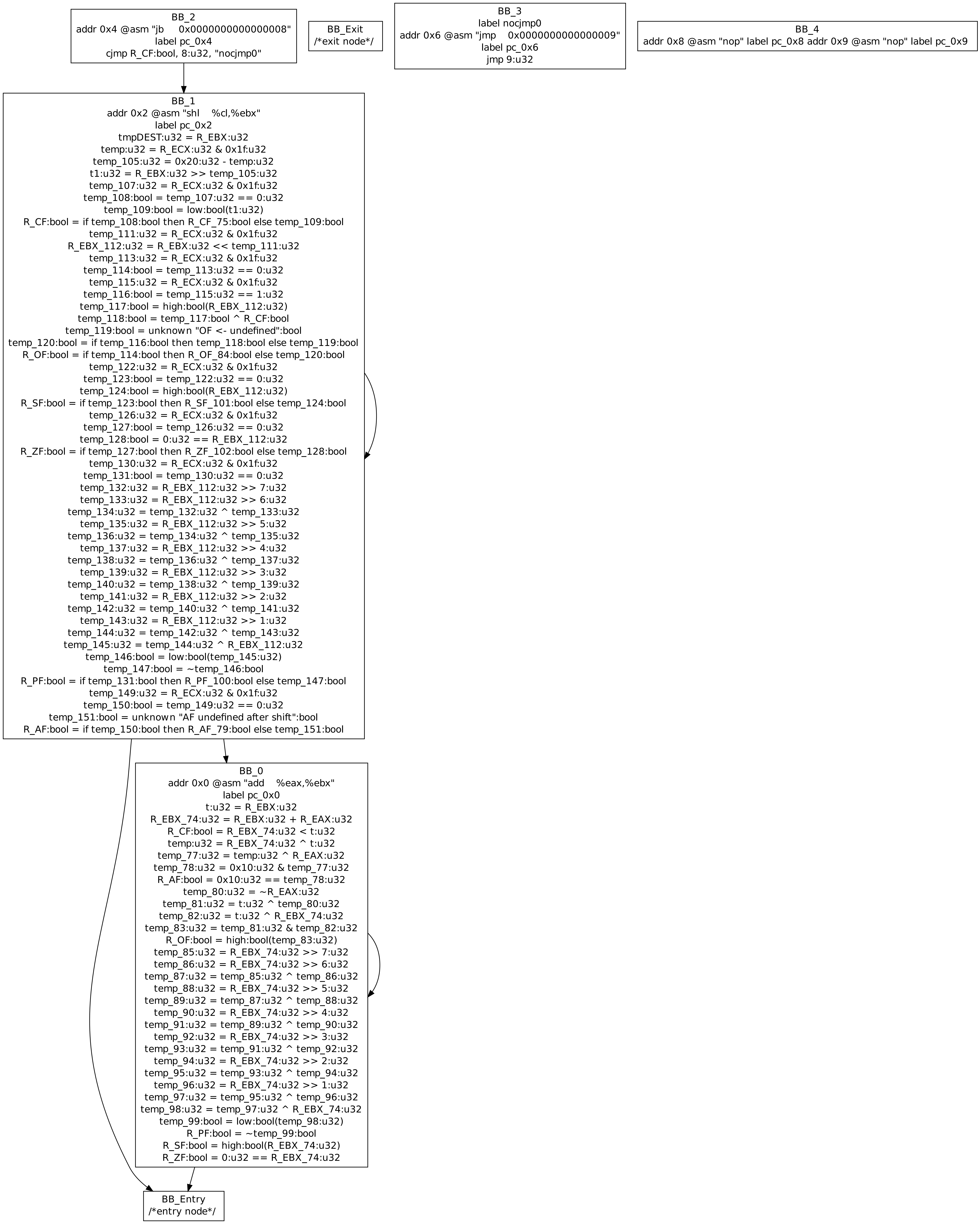

```
BB_2
addr 0x4 @asm "jb     0x0000000000000008"
label pc_0x4
cjmp R_CF:bool, 8:u32, "nocjmp0"
```

```
BB_Exit
/*exit node*/
```

```
BB_3
label nocjmp0
addr 0x6 @asm "jmp    0x0000000000000009"
label pc_0x6
jmp 9:u32
```

```
BB_4
addr 0x8 @asm "nop" label pc_0x8 addr 0x9 @asm "nop" label pc_0x9
```

```
BB_1
addr 0x2 @asm "shl    %cl,%ebx"
label pc_0x2
tmpDEST:u32 = R_EBX:u32
temp:u32 = R_ECX:u32 & 0x1f:u32
temp_105:u32 = 0x20:u32 - temp:u32
t1:u32 = R_EBX:u32 >> temp_105:u32
temp_107:u32 = R_ECX:u32 & 0x1f:u32
temp_108:bool = temp_107:u32 == 0:u32
temp_109:bool = low:bool(t1:u32)
R_CF:bool = if temp_108:bool then R_CF_75:bool else temp_109:bool
temp_111:u32 = R_ECX:u32 & 0x1f:u32
R_EBX_112:u32 = R_EBX:u32 << temp_111:u32
temp_113:u32 = R_ECX:u32 & 0x1f:u32
temp_114:bool = temp_113:u32 == 0:u32
temp_115:u32 = R_ECX:u32 & 0x1f:u32
temp_116:bool = temp_115:u32 == 1:u32
temp_117:bool = high:bool(R_EBX_112:u32)
temp_118:bool = temp_117:bool ^ R_CF:bool
temp_119:bool = unknown "OF <- undefined":bool
temp_120:bool = if temp_116:bool then temp_118:bool else temp_119:bool
R_OF:bool = if temp_114:bool then R_OF_84:bool else temp_120:bool
temp_122:u32 = R_ECX:u32 & 0x1f:u32
temp_123:bool = temp_122:u32 == 0:u32
temp_124:bool = high:bool(R_EBX_112:u32)
R_SF:bool = if temp_123:bool then R_SF_101:bool else temp_124:bool
temp_126:u32 = R_ECX:u32 & 0x1f:u32
temp_127:bool = temp_126:u32 == 0:u32
temp_128:bool = 0:u32 == R_EBX_112:u32
R_ZF:bool = if temp_127:bool then R_ZF_102:bool else temp_128:bool
temp_130:u32 = R_ECX:u32 & 0x1f:u32
temp_131:bool = temp_130:u32 == 0:u32
temp_132:u32 = R_EBX_112:u32 >> 7:u32
temp_133:u32 = R_EBX_112:u32 >> 6:u32
temp_134:u32 = temp_132:u32 ^ temp_133:u32
temp_135:u32 = R_EBX_112:u32 >> 5:u32
temp_136:u32 = temp_134:u32 ^ temp_135:u32
temp_137:u32 = R_EBX_112:u32 >> 4:u32
temp_138:u32 = temp_136:u32 ^ temp_137:u32
temp_139:u32 = R_EBX_112:u32 >> 3:u32
temp_140:u32 = temp_138:u32 ^ temp_139:u32
temp_141:u32 = R_EBX_112:u32 >> 2:u32
temp_142:u32 = temp_140:u32 ^ temp_141:u32
temp_143:u32 = R_EBX_112:u32 >> 1:u32
temp_144:u32 = temp_142:u32 ^ temp_143:u32
temp_145:u32 = temp_144:u32 ^ R_EBX_112:u32
temp_146:bool = low:bool(temp_145:u32)
temp_147:bool = ~temp_146:bool
R_PF:bool = if temp_131:bool then R_PF_100:bool else temp_147:bool
temp_149:u32 = R_ECX:u32 & 0x1f:u32
temp_150:bool = temp_149:u32 == 0:u32
temp_151:bool = unknown "AF undefined after shift":bool
R_AF:bool = if temp_150:bool then R_AF_79:bool else temp_151:bool
```

```
BB_0
addr 0x0 @asm "add    %eax,%ebx"
label pc_0x0
t:u32 = R_EBX:u32
R_EBX_74:u32 = R_EBX:u32 + R_EAX:u32
R_CF:bool = R_EBX_74:u32 < t:u32
temp:u32 = R_EBX_74:u32 ^ t:u32
temp_77:u32 = temp:u32 ^ R_EAX:u32
temp_78:u32 = 0x10:u32 & temp_77:u32
R_AF:bool = 0x10:u32 == temp_78:u32
temp_80:u32 = ~R_EAX:u32
temp_81:u32 = t:u32 ^ temp_80:u32
temp_82:u32 = t:u32 ^ R_EBX_74:u32
temp_83:u32 = temp_81:u32 & temp_82:u32
R_OF:bool = high:bool(temp_83:u32)
temp_85:u32 = R_EBX_74:u32 >> 7:u32
temp_86:u32 = R_EBX_74:u32 >> 6:u32
temp_87:u32 = temp_85:u32 ^ temp_86:u32
temp_88:u32 = R_EBX_74:u32 >> 5:u32
temp_89:u32 = temp_87:u32 ^ temp_88:u32
temp_90:u32 = R_EBX_74:u32 >> 4:u32
temp_91:u32 = temp_89:u32 ^ temp_90:u32
temp_92:u32 = R_EBX_74:u32 >> 3:u32
temp_93:u32 = temp_91:u32 ^ temp_92:u32
temp_94:u32 = R_EBX_74:u32 >> 2:u32
temp_95:u32 = temp_93:u32 ^ temp_94:u32
temp_96:u32 = R_EBX_74:u32 >> 1:u32
temp_97:u32 = temp_95:u32 ^ temp_96:u32
temp_98:u32 = temp_97:u32 ^ R_EBX_74:u32
temp_99:bool = low:bool(temp_98:u32)
R_PF:bool = ~temp_99:bool
R_SF:bool = high:bool(R_EBX_74:u32)
R_ZF:bool = 0:u32 == R_EBX_74:u32
```

```
BB_Entry
/*entry node*/
```