

```
L_58:  
  x_49 = 2 * j;  
  aux01 = x_49;  
  x_50 = k - 3;  
  aux02 = x_50;  
  x_51 = aux01 + aux02;  
  number[j] = x_51;  
  x_52 = j + 1;  
  j = x_52;  
  x_53 = k - 1;  
  k = x_53;  
  goto L_57;
```

```
L_56:  
  size = sz;  
  x_46 = (int *)Tiger_new_array(sz);  
  number = x_46;  
  j = 1;  
  x_47 = size + 1;  
  k = x_47;  
  goto L_57;
```

```
L_57:  
  x_48 = j < size;  
  if (x_48)  
    goto L_58;  
  else  
    goto L_59;
```

```
L_59:  
  return 0;
```

