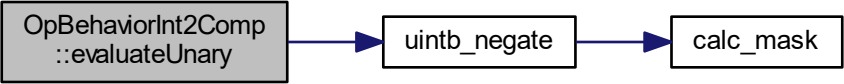


OpBehaviorInt2Comp
::evaluateUnary



```
graph LR; A[OpBehaviorInt2Comp::evaluateUnary] --> B[uintb_negate]; B --> C[calc_mask];
```

uintb_negate

calc_mask