

Sheet1

lvl		opcode	am	op1	am	op2	am	op3	BasicBlockExample.cl
	1	27	0	0	0	0	0	0	
foo									
	2 fb	22	0	2	0	0	0	0	
	2 assign	26	3	1	0	0	3	2	
	2 push	20	4	2	0	0	0	0	
	2 input	24	0	1	0	0	0	0	
	2 bnot	18	4	1	0	0	0	9	
	2 push	20	4	1	0	0	0	0	
	2 output	25	0	1	0	0	0	0	
	2 bra	19	0	0	0	0	0	9	
	2 push	20	2	1	0	0	0	0	
	2 output	25	0	1	0	0	0	0	
	2 assign	26	0	0	0	0	1	0	
	2 return	23	0	0	0	0	0	0	
bar									
	2 fb	22	0	2	0	0	0	0	
	2 assign	26	3	1	0	0	3	2	
	2 push	20	4	2	0	0	0	0	
	2 input	24	0	1	0	0	0	0	
	2 bnot	18	4	1	0	0	0	21	
	2 push	20	4	1	0	0	0	0	
	2 output	25	0	1	0	0	0	0	
	2 bra	19	0	0	0	0	0	23	
	2 push	20	2	2	0	0	0	0	
	2 output	25	0	1	0	0	0	0	
	2 push	20	2	1	0	0	0	0	
	2 output	25	0	1	0	0	0	0	
	2 assign	26	0	0	0	0	1	0	
	2 return	23	0	0	0	0	0	0	

oof								
2 fb	22	0	4	0	0	0	0	0
2 assign	26	3	1	0	0	0	3	2
2 push	20	4	2	0	0	0	0	0
2 input	24	0	1	0	0	0	0	0
2 blt	10	4	1	2	3	0	34	
2 assign	26	0	0	0	0	0	3	3
2 bra	19	0	0	0	0	0	0	35
2 assign	26	0	1	0	0	0	3	3
2 bnot	18	4	3	0	0	0	0	39
2 push	20	4	1	0	0	0	0	0
2 output	25	0	1	0	0	0	0	0
2 bra	19	0	0	0	0	0	0	47
2 bgt	11	4	1	2	4	0	42	
2 assign	26	0	0	0	0	0	3	4
2 bra	19	0	0	0	0	0	0	43
2 assign	26	0	1	0	0	0	3	4
2 bnot	18	4	4	0	0	0	0	47
2 push	20	2	2	0	0	0	0	0
2 output	25	0	1	0	0	0	0	0
2 bra	19	0	0	0	0	0	0	47
2 push	20	2	1	0	0	0	0	0
2 output	25	0	1	0	0	0	0	0
2 assign	26	0	0	0	0	0	1	0
2 return	23	0	0	0	0	0	0	0
main								
2	22	0	0	0	0	0	0	0
2	26	0	0	0	0	0	1	0
2	23	0	0	0	0	0	0	0
1	21	0	0	0	0	0	0	51
1	28	0	0	0	0	0	0	0
5								
0								
2								
0								
100								
202								