

```
#1 fs=0 entry-point nparams=1 ()
  if (##fx< r1 '2) jump fs=0 #6 else #4
```

```
#4 fs=0
  frame[1] = r0
  frame[2] = r1
  r1 = (##fx- r1 '1)
  jump fs=8 #5 r0=#2
```

```
#5 fs=8
  if (##fx< r1 '2) jump fs=8 #6 else #4
```

```
#6 fs=0
  jump fs=0 r0
```

```
#2 fs=8 return-point
  frame[3] = r1
  r1 = (##fx- frame[2] '2)
  jump fs=8 #3 r0=#7
```

```
#1 fs=0 entry-point nparams=0 ()
  r1 = '#!void
  jump fs=0 r0
```

```
#7 fs=8 return-point
  r1 = (##fx+ frame[3] r1)
  jump fs=0 frame[1]
```

