

```

main()
{
  int s=1, q=2;

  int f()
  {
    int s=3;

    int g()
    {
      label_two:
      if ( s >= q )           In g: dv(s)=1, dv(q)=2
      {                       df(f)=2
        s = s - 1;
        q = q + 1;
        goto label_two;
      }
      else return f();
    }

    label_one:
    if ( s < q )
    {                       In f: dv(s)=0, dv(q)=1
                               df(g)=0

        q = q - 2;
        goto label_one;
    }
    else return g();
  }
  s = f()/3 + 2*s;      In main: dv(s)=0, dv(q)=0, df(f)=0
}

```

0 set 0, 2	Beginning of AR(main)
1 set 1, 7	End of AR(main)
2 set 5, 1	main: s
3 set 6, 2	main: q
4 set 1, D[1] + 1	space for ret. value
5 set D[1], 6 + 5	RP
6 set D[1]+1, D[0]	DL
7 set D[1]+2, fp(0)	SL
8 set 0, D[1]	CP
9 set 1, D[1] + 4	FP AR(f) =4
10 jump 13	jump to code for f
11 set 5, D[D[1]]/3 + 2 * D[5]	s = 2*s + f()/3
12 halt	STOP
13 set fp(0)+ 3, 3	Code for f(): s=3
14 jumt 17, D[fp(1)+3] >= D[fp(2)+4]	Jump if s >=q
15 set fp(1) + 4, D[fp(1)+4]-2	q = q-2
16 jump 14	Goto
17 set 1, D[1] + 1	space for ret. value
18 set D[1], 19 + 5	RP
19 set D[1]+1, D[0]	DL
20 set D[1]+2, fp(0)	SL
21 set 0, D[1]	CP
22 set 1, D[1] + 3	FP AR(g) =3
23 jump 28	jump to code for g
24 set D[0]-1, D[D[1]]	return from g: RV
25 set 1, D[0]-1	FP
26 set 0, D[D[0]+1]	CP
27 jump D[D[1]+1]	Return to caller
28 jumt 30, D[fp(1)+3] < D[fp(2)+4]	Jump if s < q
29 set fp(1) + 3, D[fp(1)+3]-1	s = s-1
30 set fp(2) + 4, D[fp(2)+4]+1	q = q+1
31 jump 28	Goto
32 set 1, D[1] + 1	space for ret. value
33 set D[1], 34 + 5	RP
34 set D[1]+1, D[0]	DL
35 set D[1]+2, fp(2)	SL
36 set 0, D[1]	CP
37 set 1, D[1] + 4	FP AR(f) =4
38 jump 13	jump to code for f
39 set D[0]-1, D[D[1]]	return from f: RV
40 set 1, D[0]-1	FP
41 set 0, D[D[0]+1]	CP
42 jump D[D[1]+1]	Return to caller