

```
0
StorageLive(_1)
_1 = const 0_i32
FakeRead(ForLet, _1)
StorageLive(_2)
StorageLive(_3)
_3 = _1
_2 = Lt(move _3, const 1_i32)
StorageDead(_3)
FakeRead(ForMatchedPlace, _2)
switchInt(_2)
```

```
1
resume
```

otherwise

```
2
falseEdge
```

false

real

imaginary

```
4
_1 = const 10_i32
_0 = const ()
goto
```

```
3
_0 = const ()
goto
```

```
5
StorageDead(_1)
StorageDead(_2)
goto
```

```
6
return
```

