

Codeerzeugung (while-Schleife):

...

BB0

Codeerzeugung (while-Schleife):

- ▶ Blöcke erstellen
 - ▶ BB1: Loop-Header Block
 - ▶ BB2: Loop-Body Block
 - ▶ BB3: Sequenzierungsblock

...

BB0

BB1

BB2

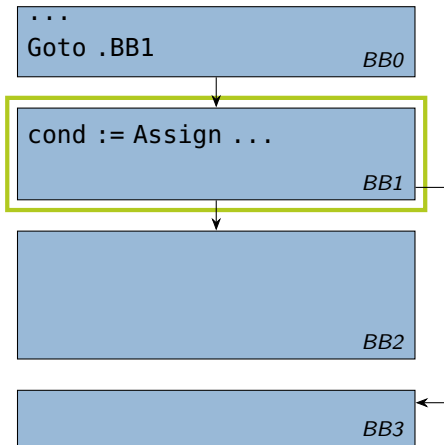
BB3

...
Goto .BB1 BB0

```
graph TD; BB0[BB0: ... Goto .BB1] --> BB1[BB1]; BB1 --> BB2[BB2]; BB2 --> BB3[BB3];
```

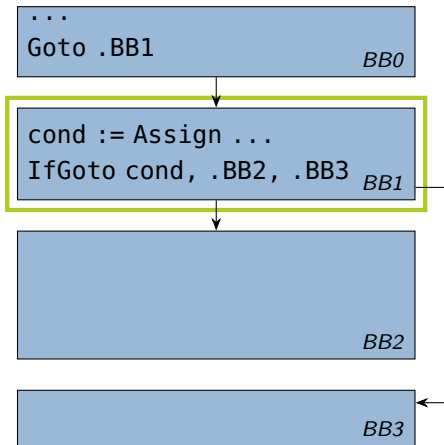
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- ▶ Eintritt in die Schleife



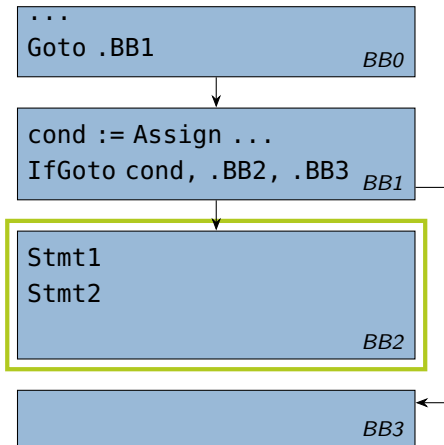
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- ▶ Eintritt in die Schleife
- ▶ Bedingung generieren
`self.rvalue(whileStmt.cond)`



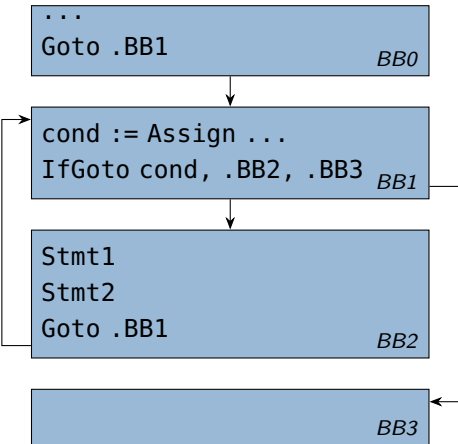
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`self.rvalue(whileStmt.cond)`
- ▶ Bedingte Kontrollflussverzweigung



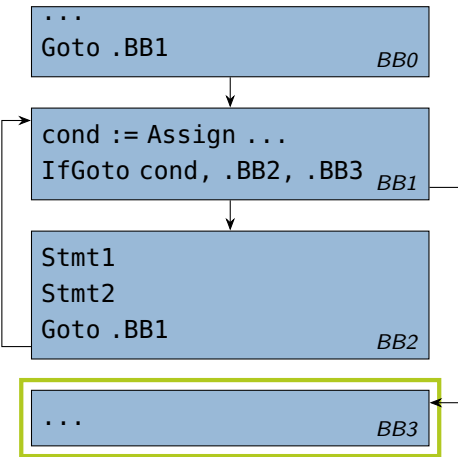
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- ▶ Loop-Body generieren
`self.visit(whileStmt.body)`



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- ▶ Rücksprungkante



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`self.rvalue(whileStmt.cond)`
- ▶ Bedingte Kontrollflussverzweigung
- ▶ Loop-Body generieren
`self.visit(whileStmt.body)`
- ▶ Rücksprungkante
- ▶ `current_block`-Invariante wiederherstellen