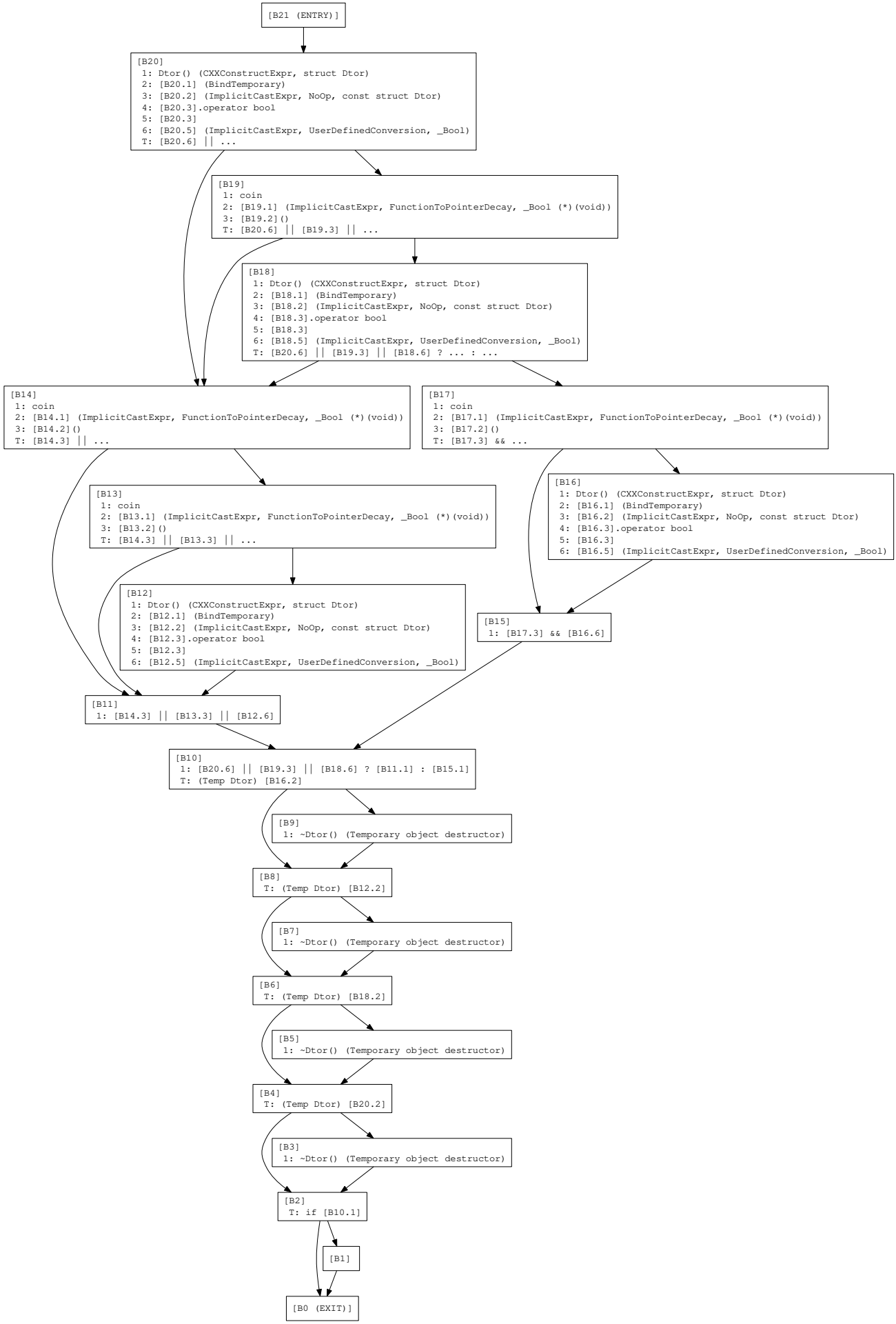
[B21 (ENTRY)]
[B20]
1: Dtor() (CXXConstructExpr, struct Dtor)
2: [B20.1] (BindTemporary)
3: [B20.2] (ImplicitCastExpr, NoOp, const struct Dtor)
4: [B20.3].operator bool
5: [B20.3]
6: [B20.5] (ImplicitCastExpr, UserDefinedConversion, _Bool)
T: [B20.6] || ...
[B19]
1: coin
2: [B19.1] (ImplicitCastExpr, FunctionToPointerDecay, _Bool (*)(void))
3: [B19.2]()
T: [B20.6] || [B19.3] || ...
[B18]
1: Dtor() (CXXConstructExpr, struct Dtor)
2: [B18.1] (BindTemporary)
3: [B18.2] (ImplicitCastExpr, NoOp, const struct Dtor)
4: [B18.3].operator bool
5: [B18.3]
6: [B18.5] (ImplicitCastExpr, UserDefinedConversion, _Bool)
T: [B20.6] || [B19.3] || [B18.6] ? ... : ...
[B14]
1: coin
2: [B14.1] (ImplicitCastExpr, FunctionToPointerDecay, _Bool (*)(void))
3: [B14.2]()
T: [B14.3] || ...
[B17]
1: coin
2: [B17.1] (ImplicitCastExpr, FunctionToPointerDecay, _Bool (*)(void))
3: [B17.2]()
T: [B17.3] && ...
[B13]
1: coin
2: [B13.1] (ImplicitCastExpr, FunctionToPointerDecay, _Bool (*)(void))
3: [B13.2]()
T: [B14.3] || [B13.3] || ...
[B16]
1: Dtor() (CXXConstructExpr, struct Dtor)
2: [B16.1] (BindTemporary)
3: [B16.2] (ImplicitCastExpr, NoOp, const struct Dtor)
4: [B16.3].operator bool
5: [B16.3]
6: [B16.5] (ImplicitCastExpr, UserDefinedConversion, _Bool)
[B12]
1: Dtor() (CXXConstructExpr, struct Dtor)
2: [B12.1] (BindTemporary)
3: [B12.2] (ImplicitCastExpr, NoOp, const struct Dtor)
4: [B12.3].operator bool
5: [B12.3]
6: [B12.5] (ImplicitCastExpr, UserDefinedConversion, _Bool)
[B15]
1: [B17.3] && [B16.6]
[B11]
1: [B14.3] || [B13.3] || [B12.6]
[B10]
1: [B20.6] || [B19.3] || [B18.6] ? [B11.1] : [B15.1]
T: (Temp Dtor) [B16.2]
[B9]
1: ~Dtor() (Temporary object destructor)
[B8]
T: (Temp Dtor) [B12.2]
[B7]
1: ~Dtor() (Temporary object destructor)
[B6]
T: (Temp Dtor) [B18.2]
[B5]
1: ~Dtor() (Temporary object destructor)
[B4]
T: (Temp Dtor) [B20.2]
[B3]
1: ~Dtor() (Temporary object destructor)
[B2]
T: if [B10.1]
[B1]
[B0 (EXIT)]