The `if_icmpe` instruction pops two elements off the stack. After executing it, the stack is empty. Control will go to either `body` (if the test fails) or `end` (if it succeeds). You have to annotate both instructions with the new stack picture:

**Stack picture**

```
0  1  2
```

- `body: aload_0`  
- `iload_2`  
- `iaload`  
- `iload_1`  
- `iadd`  
- `istore_1`  
- `iinc 2 1`  
- `goto loop`  

**Local variable picture**

```
0  1  2
```

- `body: aload_0`  
- `iload_2`  
- `iaload`  
- `iload_1`  
- `iadd`  
- `istore_1`  
- `iinc 2 1`  
- `goto loop`  

- `end: return`  

**Instructions to check:**

- `: instruction to check`
- `✓: already checked instructions`