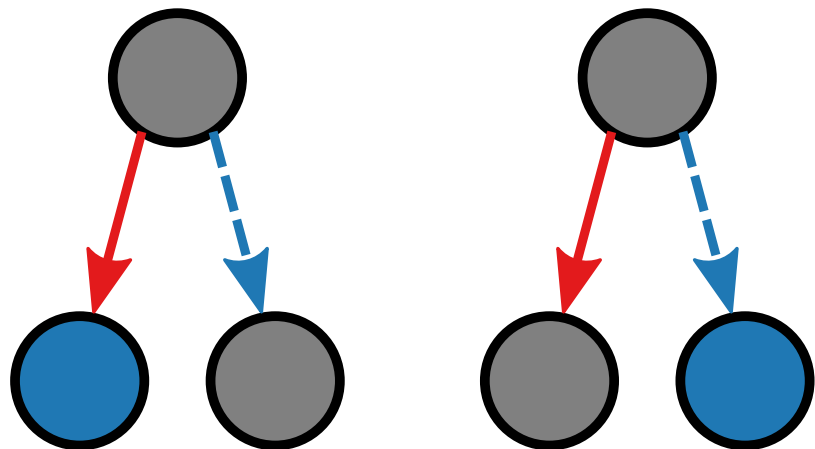


```

decode (node)
{
    f (node);
    decode (node_gauche);
    g (node);
    decode (node_droit);
    if (node.frozen)
        node.s = 0;
    else
        node.s = R1 (node);
}

```



```

decode ()
{
    f (n1);
    n2.s = 0;
    g (n1);
    n3.s = R1 (node);
}

```

