```
int main() {
                                                         void compute(struct point *p, int k) {
                                           Recovery
                                                          if (k > 0)
struct point p; p.x = 0, p.y = 0;
int k,j; // symbolic
                                                           p->x++;
                             Snapshot
compute(&p, k);
                                                          else
if (i > 0)
                                                           p->y++;
 if (p.y < 5) → Dependent .....
  fail();
```