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