

```
int this_currentSize = _this.getCurrentSize();
int this_currentSize_prime;
this_currentSize_prime = this_currentSize - 1;
int previousPartition_currentSize = previousPartition.getCurrentSize();
int newPrevCurrentSize;
newPrevCurrentSize = previousPartition_currentSize + 1;
    if (newPrevCurrentSize < previousPartition_currentSize)
    {
        int previousPartition_currentSize_prime;
        previousPartition_currentSize_prime = newPrevCurrentSize;
        ...
    }
```