

Desugared oz code

```
local
  proc {PreLevel ?Result}
    %% see Pre Level
  end
  proc {Level1 Arg1 ?Result}
    %% see Level 1
  end
  proc {Level2 B A Extra1 ?Result}
    %% see Level 2
  end
in
  {PreLevel}
end
```

fStepPoint

Legend

Blue: variables actually in the initial code

Red: list element(s) put directly as arguments to keep the tree simpler

Teal: position tuple compressed as Pos to keep the tree simpler

Grape: unit is used instead of Pos because no actual position exists since these parts are not part of the initial code

fLocal

'listComprehension'

Pos

fAnd

fApply

unit

PreLevel

fAnd

fVar(<Name/'Pre
Level'> unit)

nil

unit

Level1

Level2

Initial oz code

[A B for A in LA for B in BB ; CB ; SB if A+B > 4]