

## 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

