

```

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  if Arg1 \= nil then
    local
      A = Arg1.1
    in
      {Level2 BB A Arg1 Result}
    end
  else
    Result.1 = nil
    Result.2 = nil
  end
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- 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
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