

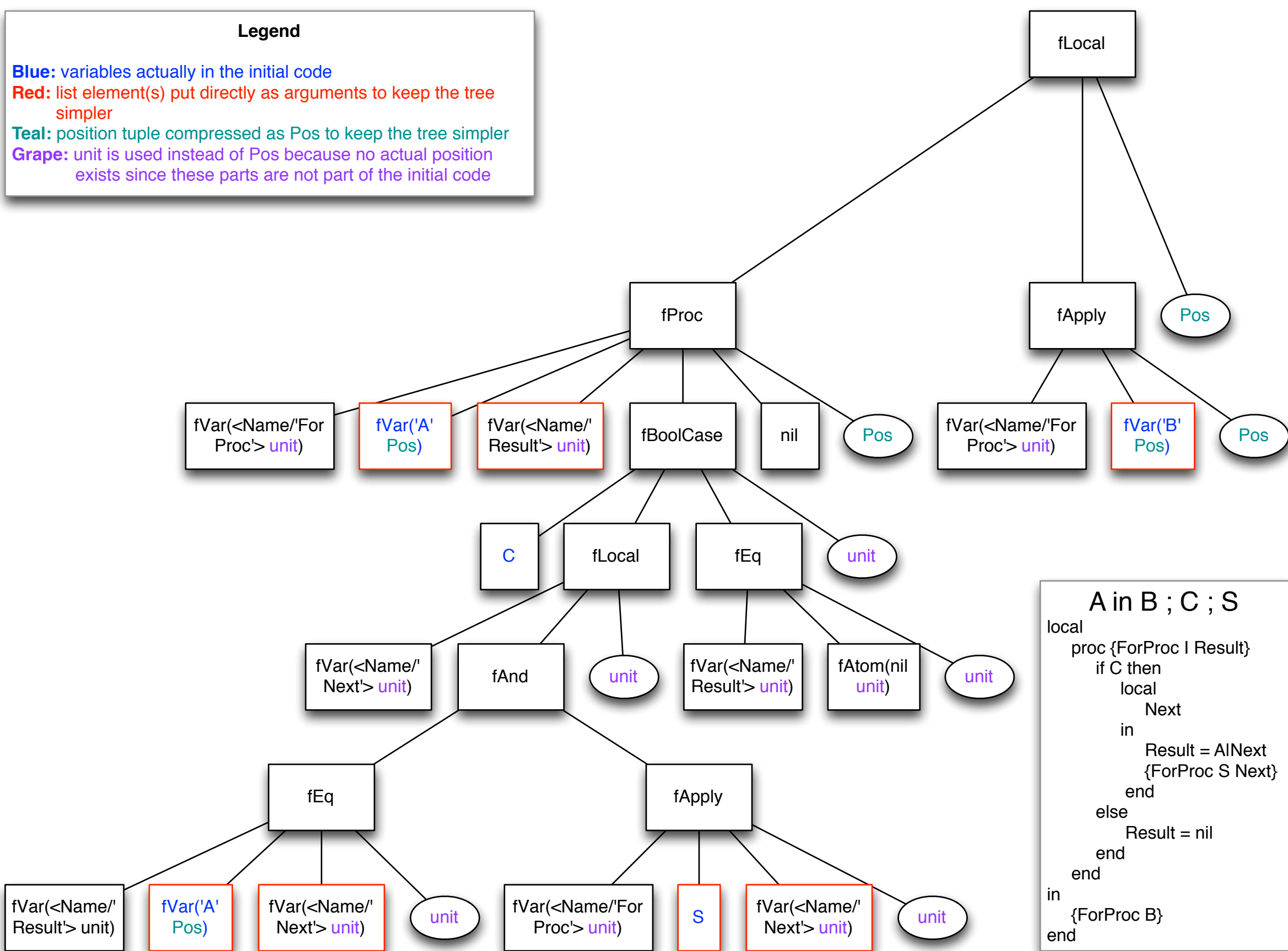
## Legend

**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



**A in B ; C ; S**

```

local
  proc {ForProc I Result}
    if C then
      local
        Next
      in
        Result = AInNext
        {ForProc S Next}
      end
    else
      Result = nil
    end
  end
in
  {ForProc B}
end
  
```