

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

Level 2

```
proc {Level2 B A Extra1 ?Result}
  if CB then
    local Next in
      if A+B > 4 then
        local Next1 Next2 in
          Result.1 = A+BNext1
          Result.2 = A-BNext2
          Next = '#'(1:Next1 2:Next2)
        end
      else
        Next = Result
      end
      {Level2 B+SB A Arg1 Next}
    end
  else
    {Level1 Extra1.2 Result}
  end
end
```

