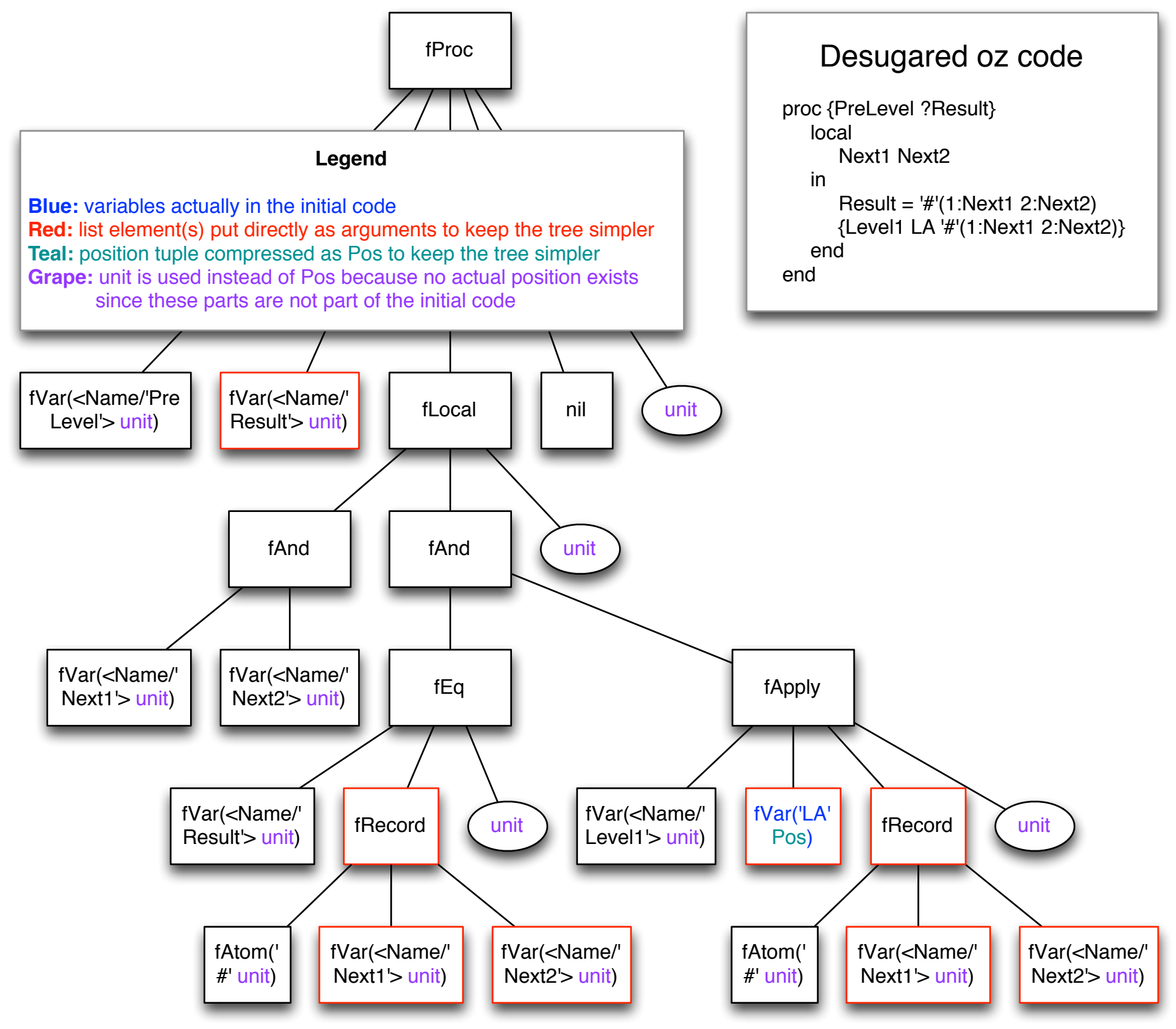
fProc
Legend
Blue: variables actually in the initial code
Red: list element(s) put directly as arguments to keep the tree simpler
Teal: position tuple compressed as Pos to keep the tree simpler
Grape: unit is used instead of Pos because no actual position exists since these parts are not part of the initial code
Desugared oz code
proc {PreLevel ?Result}
local
Next1 Next2
in
Result = '#'(1:Next1 2:Next2)
{Level1 LA '#'(1:Next1 2:Next2)}
end
end
fVar(<Name/'PreLevel'> unit)
fVar(<Name/'Result'> unit)
fLocal
nil
unit
fAnd
fAnd
unit
fVar(<Name/'Next1'> unit)
fVar(<Name/'Next2'> unit)
fEq
fApply
fVar(<Name/'Result'> unit)
fRecord
unit
fVar(<Name/'Level1'> unit)
fVar('LA' Pos)
fRecord
unit
fAtom('#' unit)
fVar(<Name/'Next1'> unit)
fVar(<Name/'Next2'> unit)
fAtom('#' unit)
fVar(<Name/'Next1'> unit)
fVar(<Name/'Next2'> unit)