```
int->int filter AssignPictureType(
                int width,
                int height,
                int numpictures) {

    int frameno;
    init {
        frameno = 0;
    }

    work pop (width*height*3)
        push 2 {
            ...                    int frameno = iter();

        int framecount = frameno % 12;
        if (framecount == 0) {
                ...
        }
                ...

        frameno++;
    }
}
```