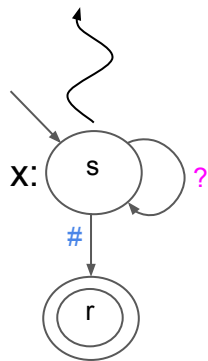


Materialisation



1. `list* x = new { .next=NULL, .data=#};`
2. `while (nondet())`
3. `y = x; x = new { .next=y, .data=?};`
4. `while (x->data != #)`
5. `x = x->next; assert(x != NULL);`

Predicates

