

I revised BddMgr.cpp and BddMgr.h, and then changed their name to p7a.cpp and p7a.h. Below is my restrict function.

```
class BddNode;

BddNode
BddMgr::restrict(const BddNode& f, const BddNode &g)
{
    BddNode error;
    if (g==BddNode::_zero){cout<< "Error happened "<<endl;return BddNode::_zero;}
    if (g==BddNode::_one){return f;}
    if ((f==BddNode::_zero)or(f==BddNode::_one)){return f;}
    int i=1;
    while (g==g.getLeftCofactor(i))
    {i+=1;}
    BddNode aa=f.getLeftCofactor(i);
    BddNode bb=f.getRightCofactor(i);
    BddNode cc=g.getLeftCofactor(i);
    BddNode dd=g.getRightCofactor(i);
    if (dd==BddNode::_zero){return restrict(aa, cc);}
    if (cc==BddNode::_zero){return restrict(bb, dd);}
    if (aa==bb){return restrict(f, dd|cc);}
    return (~g&restrict(bb, dd))| (g&restrict(aa, cc));
}
```