Code

```
while j < 100:
    j += 1
   ☆if a is None:
        break
   ☆a = a.f()
```

```
  n = self.value >> 2
☆if n == 1:
      return None
  return self.build(n)
```

Frames

$a = a_1$
$j = j_2$

$n = i_2$
$self = a_1$

Trace

$[j_1, a_1]$
$j_2 = \text{int\_add}(j_1, 1)$
$\text{guard\_nonnull}(a_1)$
$\text{guard\_class}(a_1, \text{Even})$
$i_1 = \text{getfield\_gc}(a_1, \text{descr='value'})$
$i_2 = \text{int\_rshift}(i_1, 2)$
$b_1 = \text{int\_eq}(i_2, 1)$
$\text{guard\_false}(b_1)$