

# Code

# Frames

# Trace

```
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)
```

```
★ if n & 1 == 0:
```

```
    return Even(n)
```

```
else:
```

```
    return Odd(n)
```

```
a = a1
```

```
j = j2
```

```
n = i2
```

```
self = a1
```

```
n = i2
```

```
[j1, a1]
```

```
j2 = int_add(j1, 1)
```

```
guard_nonnull(a1)
```

```
guard_class(a1, Even)
```

```
i1 = getfield_gc(a1, descr='value')
```

```
i2 = int_rshift(i1, 2)
```

```
b1 = int_eq(i2, 1)
```

```
guard_false(b1)
```

```
i3 = int_and(i2, 1)
```

```
i4 = int_is_zero(i3)
```

```
guard_true(i4)
```