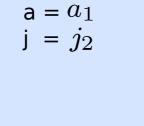
while j < 100:

i += 1



Frames

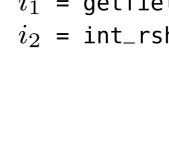
$[j_1, a_1]$ $j_2 = int_add(j_1, 1)$ $quard_nonnull(a_1)$ $guard_class(a_1, Even)$

```
if a is None:
    break
  a = a.f()
n = self.value >> 2
if n == 1:
```

return None

return self.build(n)

$$\begin{array}{c} \mathbf{n} = i_2 \\ \mathbf{self} = a_1 \end{array}$$



Trace

$$_1$$
 = getfield $_2$ = int $_{
m rshi}$

guard_class(
$$a_1$$
, Even)
 i_1 = getfield_gc(a_1 , descr='value')
 i_2 = int_rshift(i_1 , 2)

$$\mathsf{t}(i_1, \ \mathsf{2})$$