

Code

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

Frames

```
a = a1  
j = j2
```

Trace

```
[j1, a1]  
j2 = int_add(j1, 1)  
guard_nonnull(a1)
```