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 = int_add(j_1, 1)
guard_nonnull(a_1)
guard_class(a_1, Even)
i_1 = getfield_gc(a_1, descr='value')
i_2 = int_rshift(i_1, 2)
b_1 = int_eq(i_2, 1)
guard_false(b_1)