while j < 100:

if a is None:

break

n = self.value >> 2

return None

return self.build(n)

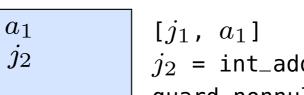
a = a.f()

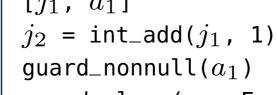
if n == 1:

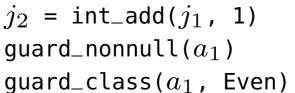
i += 1

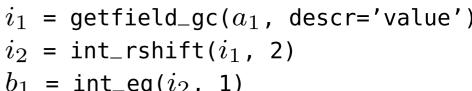
$\begin{array}{l} \mathbf{a} = a_1 \\ \mathbf{j} = j_2 \end{array}$

Frames











$$i_2$$
 = int_rshift(i_1 , i_2)
 b_1 = int_eq(i_2 , 1)
guard_false(b_1)



- $n = i_2$ $self = a_1$

- Trace