while i < 100:

j += 1

if n & 1 == 0:

else:

return Even(n)

return Odd(n)

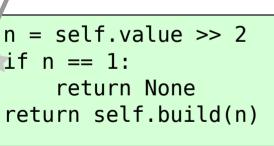
 $a = a_1$

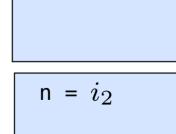
 $j = j_2$

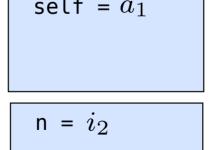
Frames

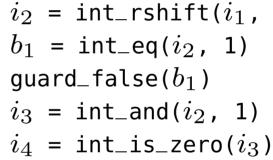
if a is None: break a = a.f()

 $n = i_2$ $self = a_1$







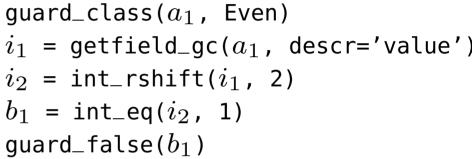


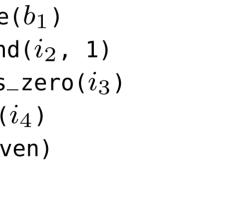
Trace

 $j_2 = int_add(j_1, 1)$

 $quard_nonnull(a_1)$

 $[j_1, a_1]$





 $quard_true(i_4)$ $a_2 = \text{new(Even)}$