

Code

Frames

Trace

```
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)
```

```
a =  $a_1$ 
```

```
j =  $j_2$ 
```

```
n =  $i_2$ 
```

```
self =  $a_1$ 
```

```
[ $j_1$ ,  $a_1$ ]
```

```
 $j_2$  = 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( $b_1$ )
```