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 =
self = a_1

Trace

$[j_1,\ a_1]$
j_2 = int_add(j_1, 1)
guard_nonnull(a_1)
guard_class(a_1, Even)