


Code

Frames

Trace

```
while j < 100:  
    j += 1  
    ★ if a is None:  
        break  
    ★ a = a.f()
```



```
a = a1  
j = j2
```

```
[j1, a1]  
j2 = int_add(j1, 1)  
guard_nonnull(a1)  
guard_class(a1, Even)
```

```
n = self.value >> 2  
if n == 1:  
    return None  
return self.build(n)
```

```
n =  
self = a1
```