

```
4:p=item
compare
if hit=0 then ->2
3:q=rq
r=rr
if ra=rp then ->7
rs=ra
A(r)=A(r)+1
ra=symbol(ra)
->1
8:hit=1
->9
7:hit=0
9:lvl=lvl-1
return
6:i=cc(q)
L(r)=lvl+1
->bip(item)
```