1 (If full, go to #2)  

1A  

If 1A full, to 1B:  

If 1AA full:  

1AA  

1AB  

1B  

If 1BA full:  

1BA  

1BB  

1st pass  

2nd pass  

3rd pass  

4th pass and fill-in  

(Order is left to right)  

Trees 2 and 3 operate just like tree 1. If course #2 is full, the program shifts to course (and tree) #3. Except for tree 4, the general fill-in group, once the program starts down a certain path (e.g. 1, 2, or 3; 1A or 1B), it stays on that path. It doesn't jump, for instance, from 2A to 1B.