

```
} // extra code  
    allocations = 0;  
}
```

```
// before a constructor call  
// control flow of play, not
```

```
before() :
```

```
    cflow(call(* World.play  
    && call(*.new(..))  
    && !within(NoNewInR  
    System.err.println("allo  
    allocations++ ;  
}
```

```
// after playing, report allo
```

```
after() returning():
```

```
    call(* World.play(..)) {  
    if (allocations > 0)  
    System.err.println("alloc  
        +alloc  
    }  
}
```