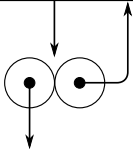
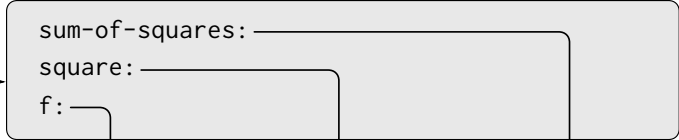
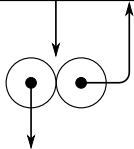


global
env



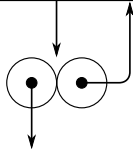
parameters: a

body: (sum-of-squares
 (+ a 1)
 (* a 2))



parameters: x

body: (* x x)



parameters: x, y

body: (+ (square x)
 (square y))