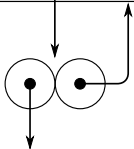
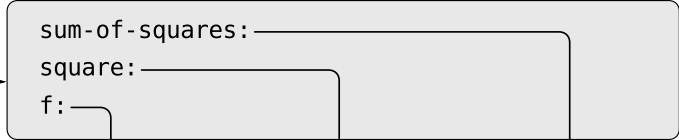
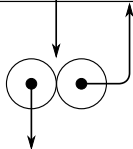


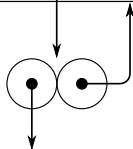
global
env



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



parameters: x
body: (* x x)



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