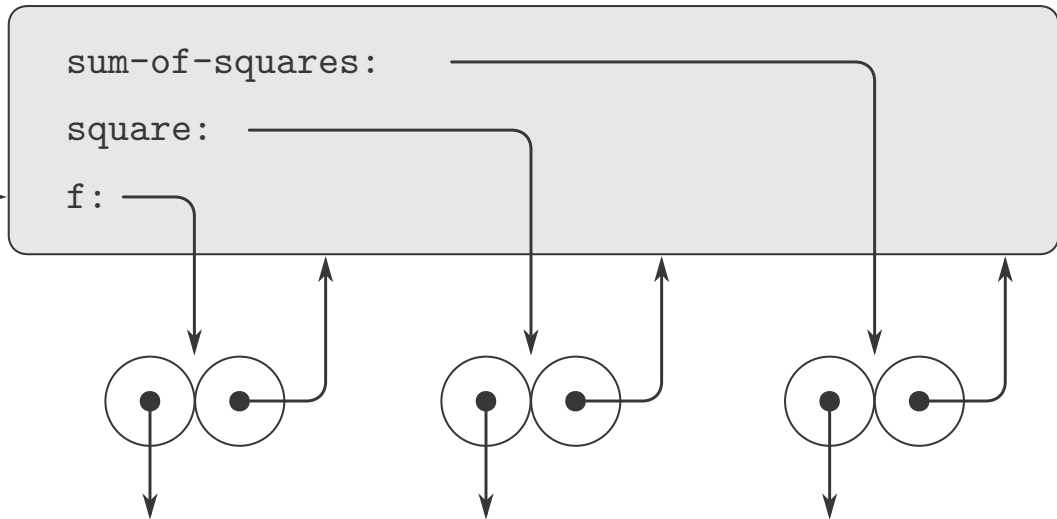


global  
env



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

parameters: x  
body: (\* x x)

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