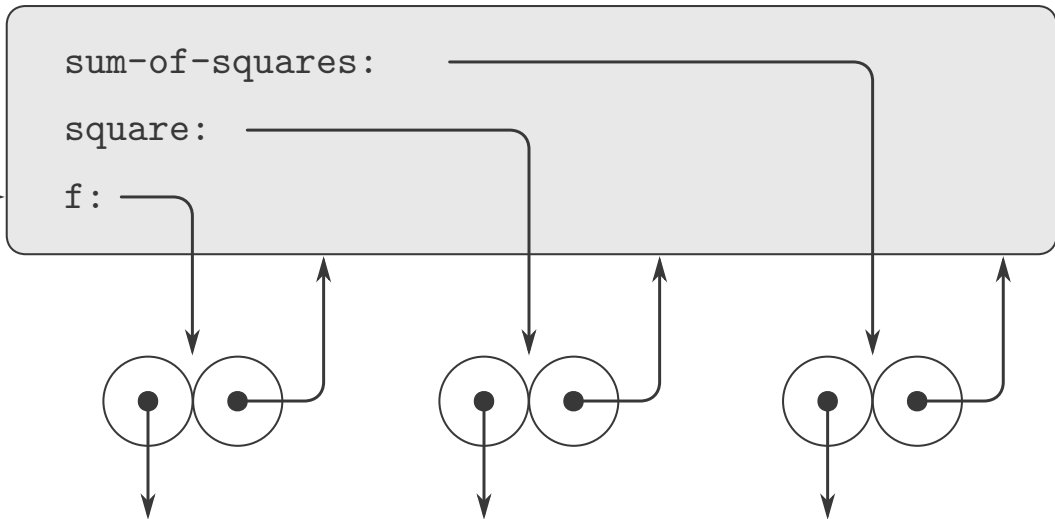


global  
env



parameters: a

body:

```
(sum-of-squares  
  (+ a 1)  
  (* a 2))
```

parameters: x

body: (\* x x)

parameters: x, y

body:

```
(+ (square x)  
   (square y))
```