

global
env



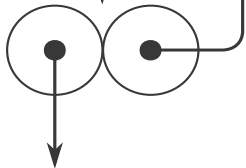
*other names of
primitives*
pair := ...

program
env



other names
square :=

```
function square(x) {  
  return x * x;  
}
```



parameters: x

body: return x * x;