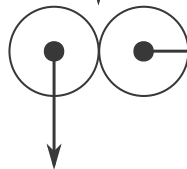


global
env

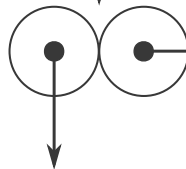
sum-of-squares:

square:

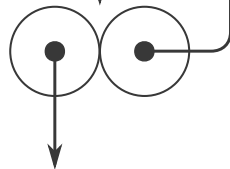
f:



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



parameters: x
body: (* x x)



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