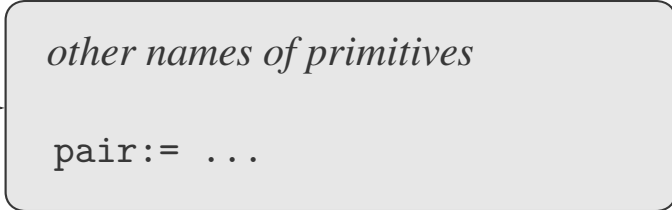
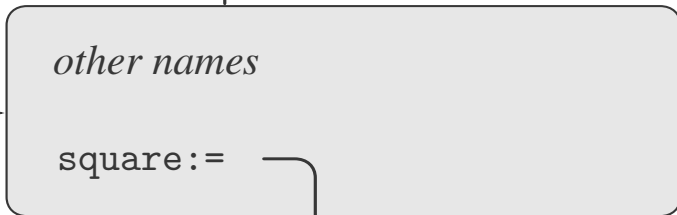


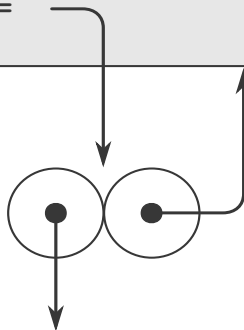
global
env



program
env



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



parameters: x

body: **return** x * x;