

```
Bar Main
_+1 := NEW Bar1
param _+1
_+2 := call foo 1
PRINT _+2
```

```
Element sum
+1 := ADD a b
RETURN _+1
```

```
Bar1_foo
param THIS
param $1
param $2
aux := call sum 3
```

```
Bar1_sum
+1 := ADD a b
RETURN _+1
```

