```
Bar_Main
_+1 := NEW_Bar1
param _+1
_+2 := call_foo 1
PRINT _+2
RETURN
```

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

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

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