```
1 Math = {
2 …
3 mul: (a, b) => a * b,
4 div: (a, b) => {
5   import("info").info(b);
6   return a / b,
7 } };
```

(a) a Math object

```
1 let _ = Math, Math = {};
2   …
3 Math.div = (…args) => {
4   let p = lya.prologue(args);
5   let v = _.div(args);
6   return lya.epilogue(p, v);
7 }
8 …
```

(b) Object transformation

```
1 var ctx = {
2   print:  lya.print,
3   import: lya.txf(
4             import,
5             lya.a.prologue,
6             lya.a.epilogue),
7 (…150 ES6 entries…)
8 }
```

(c) Custom context creation

```
1 function (cxt) {
2   var print = cxt.print;
3   var import = ctx.import;
4   (…original Math code…)
5   div: (a, b) => {
6     log.info.(b);
7     return a / b,
8   }
9 }
```

(d) Context rebinding