

```

1 Math = {
2   ...
3   mul: (a, b) => a * b,
4   div: (a, b) => {
5     log.info.(b);
6     return a / b,
7   }
8   ...
9 }

```

(a) a Math object

```

1 let _ = Math;
2 Math = {};
3 ...
4 Math.div = (...args) => {
5   let p = prologue(args);
6   let v = p ? _.div(args) : p;
7   return epilogue(p, args, v);
8 }
9 ...

```

(b) Object transformation

```

1 var ctx = {
2   fs: ux.local.fs,
3   log: ux.tf(ux.p3.log,
4             myPrlg,
5             myEplg),
6   ...
7 }

```

(c) Custom context creation

```

1 function (cxt) {
2   var fs = cxt.fs;
3   var log = ctx.log;
4   ...
5   div: (a, b) => {
6     log.info.(b);
7     return a / b,
8   }
9 }

```

(d) Context rebinding