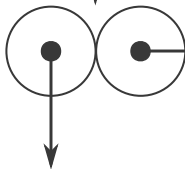


global
env

sum-of-squares:

square:

f:



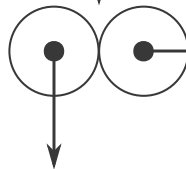
parameters: a

body:

(sum-of-squares

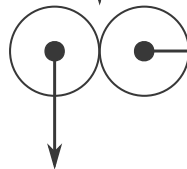
(+ a 1)

(* a 2))



parameters: x

body: (* x x)



parameters: x, y

body:

(+ (square x)

(square y))