

```
x: 0
y: 0
length: 5
width: 5
rectangle: [0, 0, 5, 5]
dispatch: f(action) {
  if((action == 0)) { [object Object] } ;
  if((action == 1)) { [object Object] } ;
  if((action == 2)) { [object Object] } ;
  if((action == 3)) { [object Object] }
}
```

Env1

```
make_rectangle: f(x,y,length,width) {
  rectangle rectangle = ([x, y, length, width]);
  dispatch dispatch = f(action) { if((action == 0)) { [object Object] } ;
    if((action == 1)) { [object Object] } ;
    if((action == 2)) { [object Object] } ;
    if((action == 3)) { [object Object] } } ;
  return dispatch
}

rec1: f(action) {
  if((action == 0)) { [object Object] } ;
  if((action == 1)) { [object Object] } ;
  if((action == 2)) { [object Object] } ;
  if((action == 3)) { [object Object] }
}
```