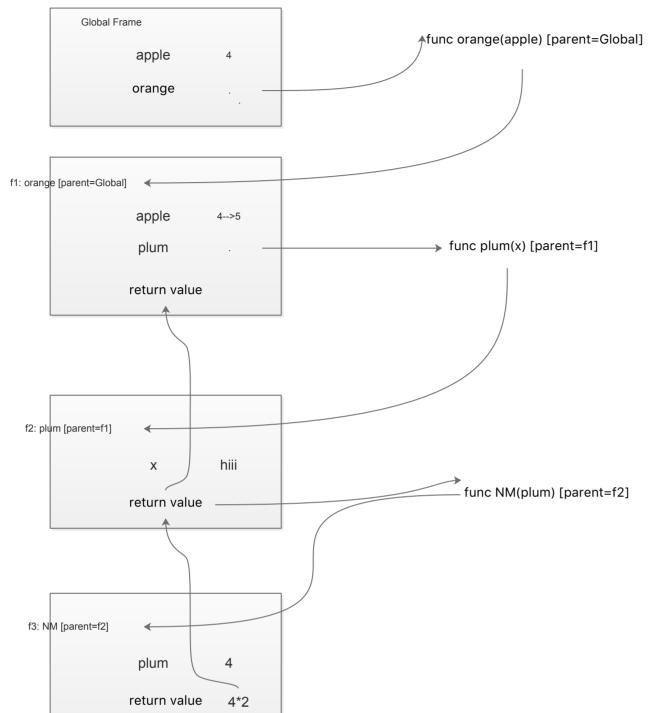
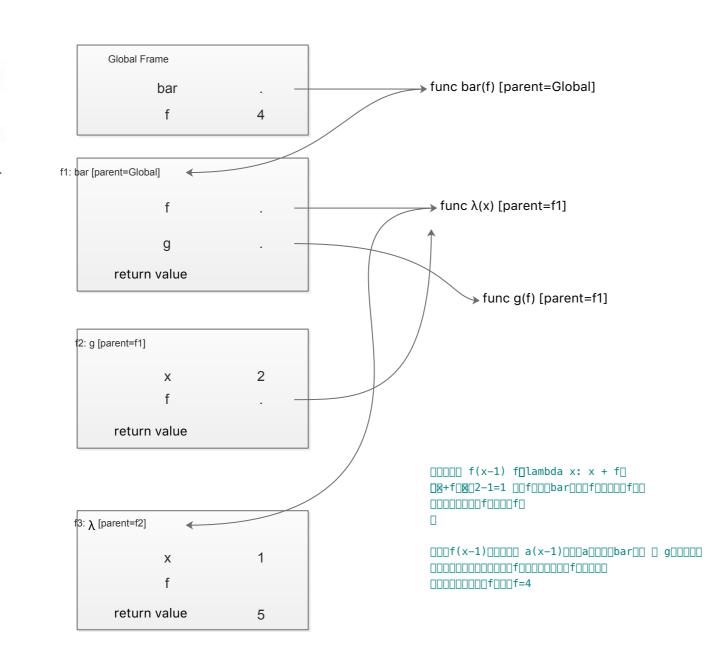
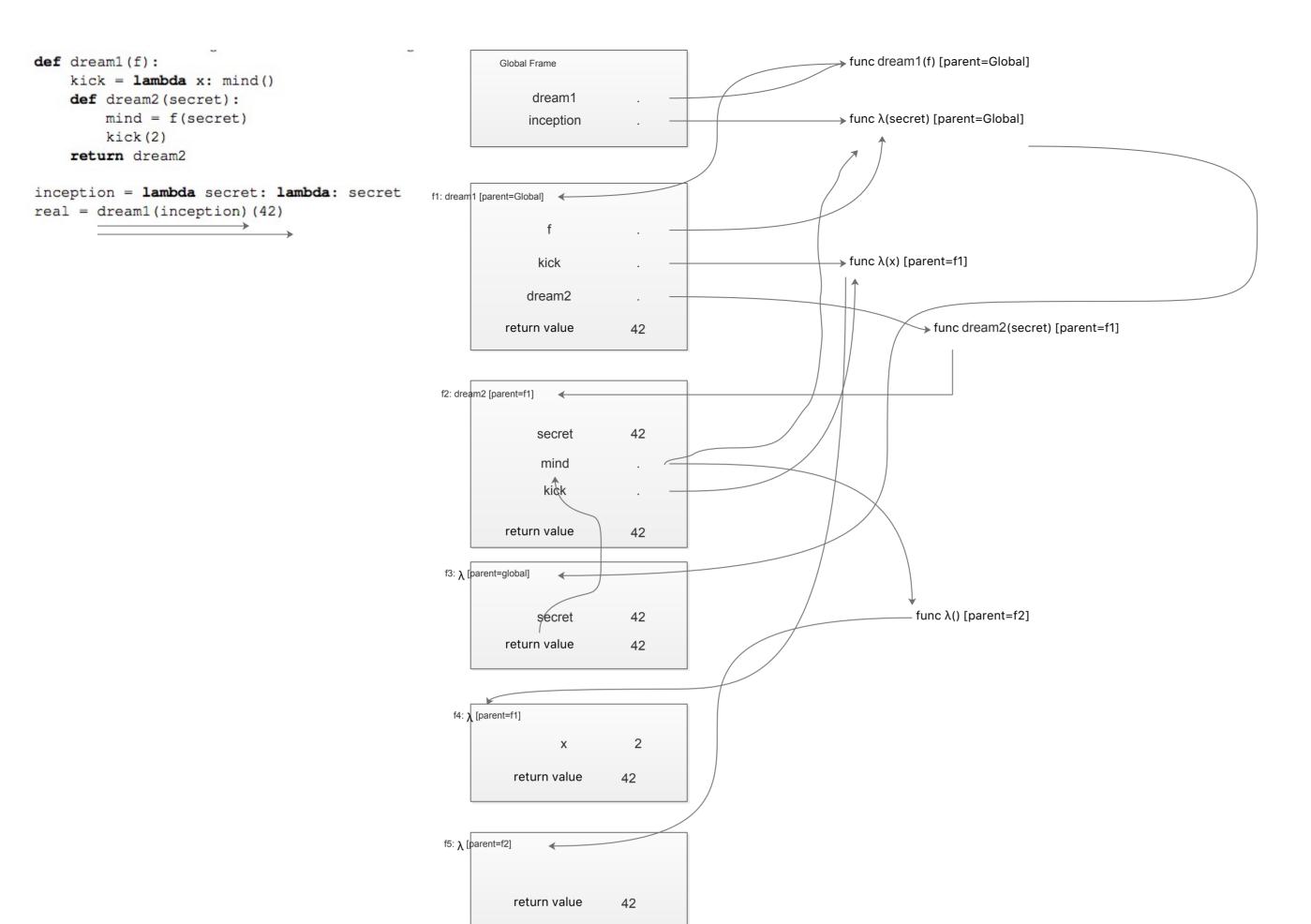
```
apple = 4
def orange(apple):
    apple = 5
    def plum(x):
        return lambda plum: plum * 2
    return plum

orange(apple)("hiii")(4)
```



```
def bar(f):
    def g(x):
        return f(x - 1)
    return g
f = 4
bar(lambda x: x + f)(2)
```





```
def mouse(n):
   if n >= 10:
                                           Global Frame
         squeak = n // 100
n = frog(squeak) + n % 10
                                                                                             func mouse(n)
                                                mouse
    return n
                                                 frog
def frog(croak):
   if croak == 0:
                                                                                            func frog(croak)
         return 1
    else:
         return 10 * mouse(croak+1)
                                          1 mouse[global] 	
mouse(357)
                                                             357-->7+frog(3)
                                                               3
                                                squeak
                                              return value 7+frog(3)=47
                                             f2 frog[global] ←
                                                               3
                                                 croak
                                              return value
                                                              10*mouse(4)=40
                                          f3 mouse[global]
                                                  n
                                                squeak
```

return value