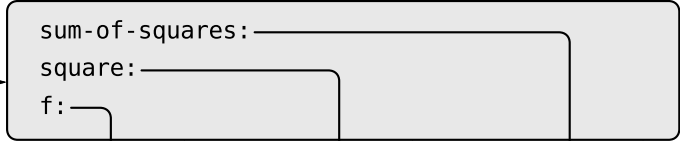


global  
env



parameters: a  
body: (sum-of-squares  
      (+ a 1)  
      (\* a 2))

parameters: x  
body: (\* x x)

parameters: x, y  
body: (+ (square x)  
         (square y))