```
Ambiente inicial
(x,y,z,f)  (1,2,3, clousure (a,b) *(a,b) empty-env)
let
    x = (f x y)
    y = (f y z)
    z = (f x z)
    in
       letrec
              f(x,y) = if >(x,0) then +(2, (g sub1(x) y)) else
                    let x = 3 in +(x,y)
              g(x,y) = if >(x,0) then +(y, (f sub1(x) add1(y)))
                       else +(x,y)
              in
                 (f z +(x,y))
```