Terminology:

State: the current status of all names and bindings in our program

Environment: the names and bindings in scope at a point in the code

The closure of a function is the attributes needed to properly evaluate the function call

A closure is a mathematical object that captures all info needed for some operation

Function closure must contain:

1. The parameters
2. The body of the function
3. The environment / state for the function

When we see a function definition in the code, we will add a binding between the function name and its closure. The closure is a tuple of the (parameters, body, state\*)

For c like languages with recursion, state\* will need to be a placeholder. We don’t know the state at the time of its use, because it uses itself which hasn’t been defined yet. So the placeholder will allow us to get the function environment by using a dummy state at first.