1. The declaration of an object associates an object of type T with an identifier x. If a box is created for some object, the name of the box is the identifier. There may be many boxes whose name share an identifier. The box the identifier references is dependent on the environment. Boxes need not be explicitly referenced by identifiers, an expression like `A[0]` is a name for the box that is the 0th box in `A`.

2. A data object that is referenced by an identifier and also by indexing an array has more than one name.

3. Some primitive elements of Scheme are numbers and symbols. We shall say that these are the types. Some operations are for arithmetic, logic, or comparison. We may also take `cons` as a primitive operation. Then we can combine data objects to form compound data objects. With `car` and `cdr` we access elements of compound data objects. With `set!` we mutate data objects.