

forEachTrampoline(a, c, s)



trampoline(~~forEachTR~~ (a, s, c))

aplica c a (a[s], s, a)



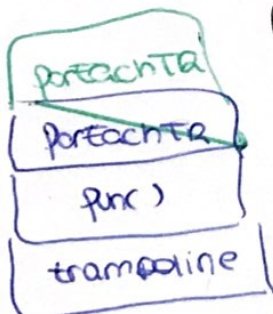
trampoline (function ()

{

return ~~forEachTR~~ (a, c, s+1)

}

aplica
c (a[s], s, a)



→ Acabas la cñda, esborro, torno a cñdar