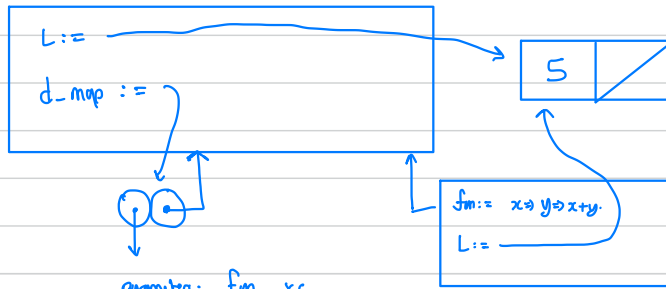


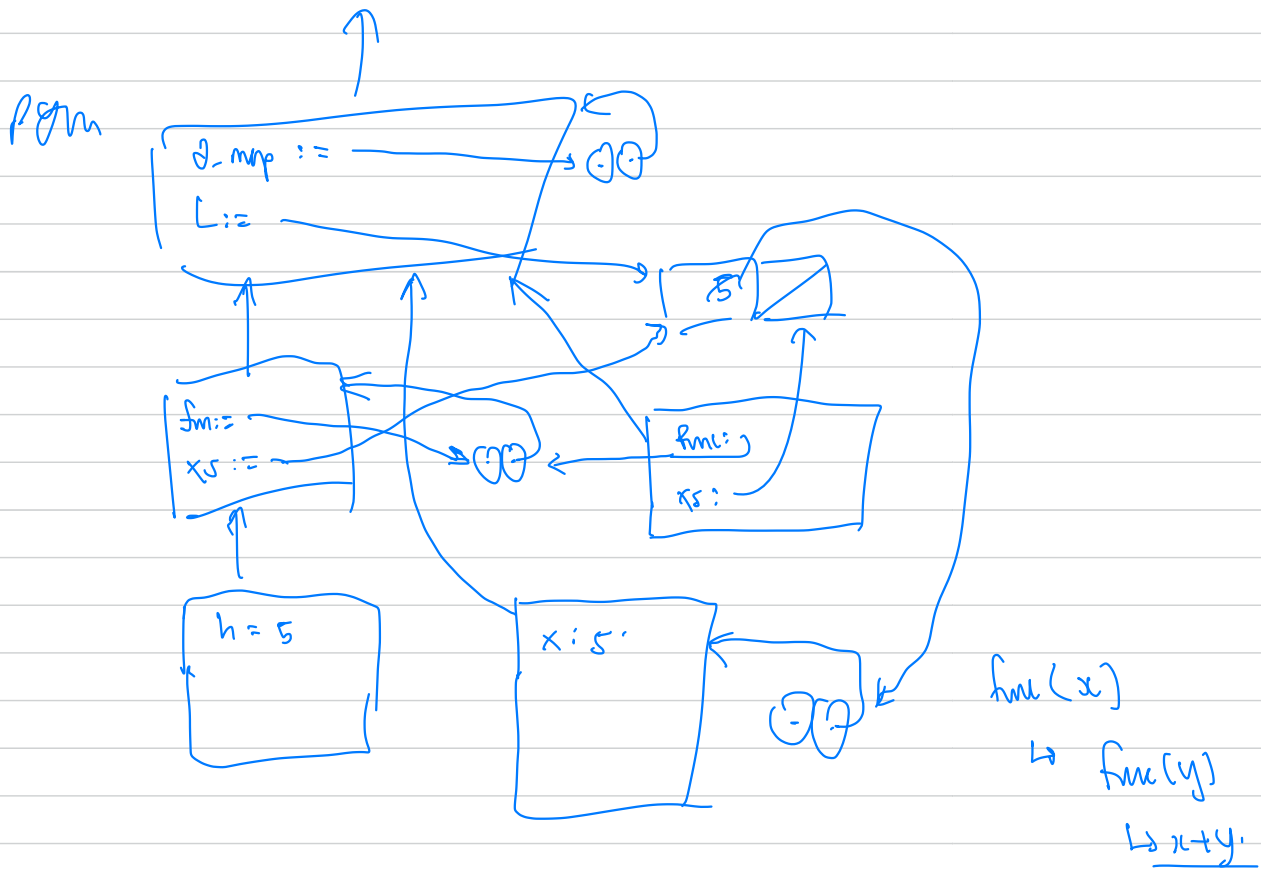
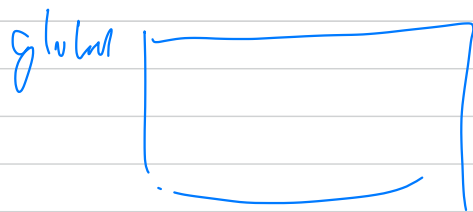
Global
environment →



Program
environment →



parameters: f_m, xs
body: $\text{if } (!\text{is_null}(xs)) \{$
 $\text{const } h = \text{head}(xs)$
 $\text{set_head}(xs, f_m(h))$
 $\text{d_map}(f_m, \text{tail}(xs));$
}



```

1 function d_map(fun, xs) {
2   if (!is_null(xs)) {
3     const h = head(xs);
4     set_head(xs, fun(h));
5     d_map(fun, tail(xs));
6   }
7 }
8 const L = list(5);
9 d_map(x => y => x + y, L);

```

Const point to primitive.

