

```
functions.add('map-keys', function ({ ruleset: { rules } } = { ruleset: { rules: [] } }) {
  const keys = []

  rules.forEach(rule => {
    // Not exactly sure how to handle other types (or if they should be handled at all).
    if (! (rule instanceof tree.Declaration))
      return

    const { name: key } = rule.eval(this.context)

    keys.push(new tree.Anonymous(key))
  })

  return new tree.Value(keys)
})
```