

An environment diagram for this program == mental masturbation, I am writing the relevant bindings on the right of each line, and the final result at the end.

let ctr = ref 0 in	
let y = 3 + !ctr in	(* y = 3 *)
let f = (let y = 5 in (fun x -> x + (!ctr) + y)) in	(* f = fun x -> x + 5 *)
let ctr = ref 1 in	
ctr := !ctr + 2; f !ctr	(* ctr := 3; 8 *)