```c
 1 #include "nodes.h"
 2 #include "value.h"
 3 #ifndef ENVIRONMENT
 4 #define ENVIRONMENT
 5
 6 typedef struct binding {
 7   TOKEN* name;
 8   VALUE* value;
 9   struct binding* next;
10 } BINDING;
11
12 typedef struct frame {
13   BINDING* bindings;
14   struct frame* next;
15 }FRAME;
16
17
18 extern VALUE *lookup_name(TOKEN*, FRAME*);
19 extern VALUE *assign_to_name(TOKEN*, FRAME*,VALUE*);
20 extern VALUE *declare_name(TOKEN*, FRAME*);
21 #endif //ENVIRONMENT
```