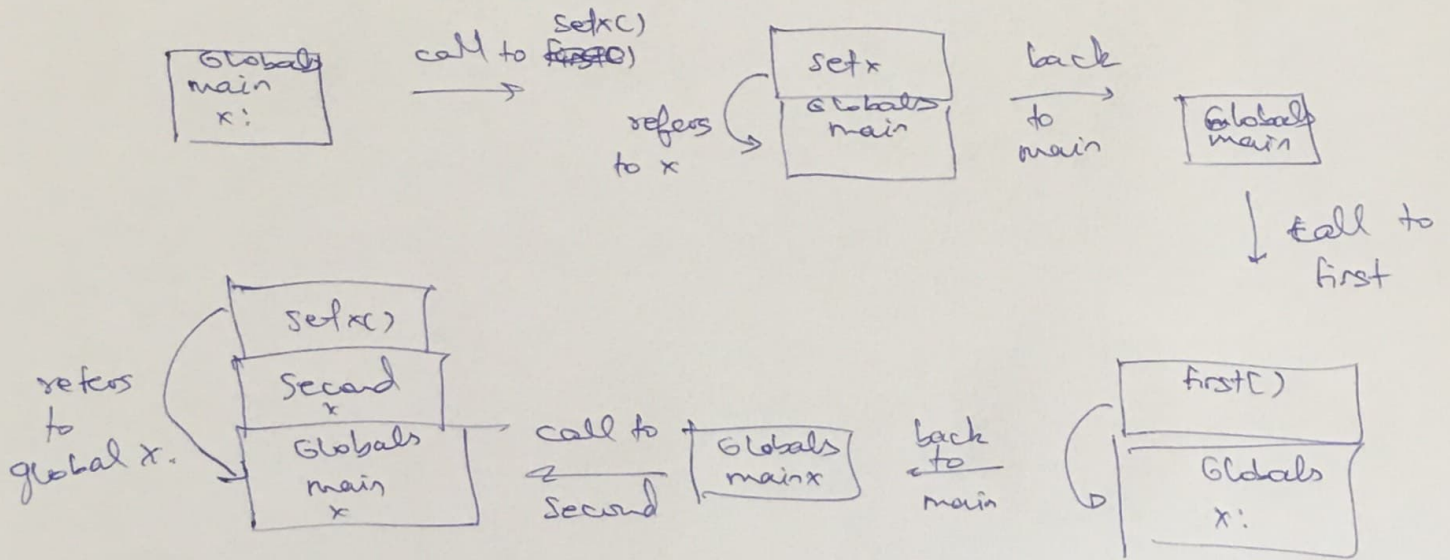


1. In static scoping the program will print 1 2 2.

The global var is the only variable that is changed since it is in the top level environment.



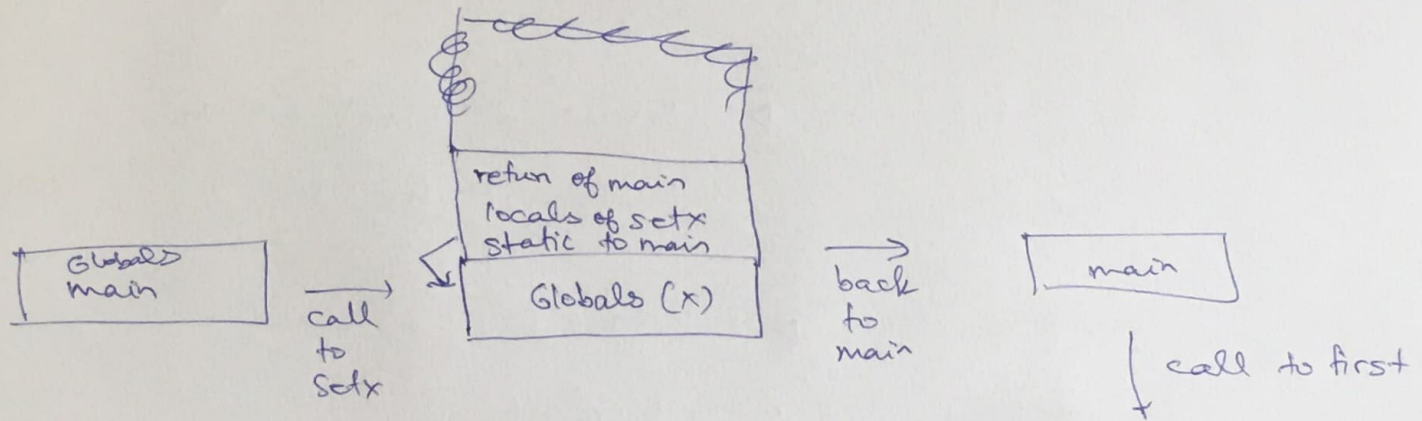
Dynamic

2. In ~~static~~ scoping rules, the program will print 1 2 1.

~~The runtime stack is~~ The variable accessed is in most recent environment.

The global var x is set to 0. It is then accessed in first() and changed to 1 before being printed.

Second() only ^{accessing} the local variable and changes it to 2. The global variable remains unchanged.



and so on

