```
Search Stack 1
         name ∈ frames
  Stack: name \rightarrow Stack: value
Search Stack 2
         name∉frames
  Stack: name \rightarrow Stack: skip
Update Stack
  Stack: name, value \rightarrow Stack; name \Rightarrow value; skip
clear_var_in_frame
  Stack \rightarrow Stack - Stack [name]; skip
push_frame
  Stack, frame \Rightarrow Stack + frame; skip
pop_frame
  S tatck \rightarrow head, tail
  Stack → head; skip
get_fn 1
          name∈ function table
  function table, name → function; skip
```

get_fn 2

name ∉ function tablefunction table , name → skip