

global  
env



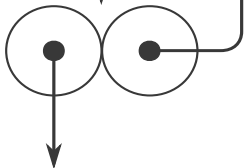
*other names of  
primitives*  
pair := ...

program  
env



*other names*  
square :=

```
function square(x) {  
  return x * x;  
}
```



parameters: x  
body: **return** x \* x;