Part 2: Environment Model

2.2 Given the following diagram, complete the code below:

```
(define arg 0)
(define foo
  (lambda (goo)
    (let ((return 0))
      (lambda (arg) (set! return (goo arg)) return)
      )))
(define oddball (foo (lambda ( y ) (+ y arg))))
(oddball 5) ;5
```

GE

even?

P: (n c)
B: (if (= n 0)..)

odd?

P: (n c)
B: (if (= n 0)..)

E1   #F   GE

(even? 3..)   n: 3   c:

P: (x)
B: x

E2   #F   E1

(odd? 2 c)   n: 2   c:

E3   #F   E2

(even? 1..)   n: 1   c:

P: (x)
B: (c x)

E4   #F   E3

(odd? 0 c)   n: 0   c:

E5   #F   E4

x: #f

(c #F)

E6   #F   E5

x: #f

(c #F)