## 1. Yes, No, but Sometimes Maybe?

Fill in the environment diagram that results from executing the code below until the entire program is finished, an error occurs, or all frames are filled. You may not need to use all of the spaces or frames. A complete answer will:

- (a) Add all missing names and parent annotations to all local frames.
- (b) Add all missing values created or referenced during execution.
- (c) Show the return value for each local frame.

You must list all bindings in the order they first appear in the frame.

<pre>def yes(no):     yes = 'no'</pre>	Global frame yes	
return no	Jes	
no = 'no'	no	<pre>func yes(no) [parent=Global]</pre>
def no(no): return no + yes(no)	f1:[parent=]	
yes = yes(yes)(no)('ok')		
	Return Value	func no(no) [parent=Global]
	f2:[parent=]	
	Return Value	
	f3:[parent=]	
	Return Value	
	f4:[parent=]	
	Return Value	