

S1	SL=M	CL=M
	const	10
S2	SL = S1	CL = S1
	myfun	M1
S3	SL = S2	CL = S2
	checkApply	M2
S4	SL = S3	CL = S3
	ls1	[100;1000]
	ls2	[1;2;3;4]
	const	5
S5	SL= S1	CL = S5
	l	[100;1000]
	x	5
	Result	M3
	Retained	
S6	SL = S2	CL = S4
	l	[1;2;3;4]
	f	M3
S7	SL= S6	CL=S6
	aux	M4
SL	SL=S5	CL=S7
	y	5
	Result	x+y

M1	<code, S1>
M2	<code, S2>
M3	<fun y ->x+y, S5>
M4	<code, S7>