

```
def double(x):  
    return x + x
```

double (2+1)

```
def quadruple_plus(y, extra):  
    # Location B  
    quad = double(double(y))  
    # Location C  
    return quad + extra
```

```
def foo(z, extra):  
    # Location A  
    return double(z) + quadruple_plus(z, extra)
```

x = 100
y = 3

→ print foo(y, x)

118

Output

118

Global

x = 100

y = 3

double → code

quad_plus → code

foo → code

foo

z = 3

extra = 100

Return 118

double

x = 3

Returns 6

quad_plus

y = 3

extra = 100

quad = 12

Return 112

double

x = 3

Returns 6

double

x = 6

Returns 12