

make Obj = class

act x = action

s ← d x

req = request

...

d 0 = do

result 0

d a = do

tmp ← d(a-1)

result tmp + 1

result (act, req)

d = forall x ← [1..10] do
result x * x

res ← d

↑

[1, 4, ..., 100]