A "scope" is a program region of maximal size in which no bindings are active. The part of the program (textually) in a scope is also termed its "scope of bindings." We create bindings for new local variables, deactivate bindings for global variables, and re-enable bindings for nonlocal variables that were deactivated. Variables that will be hidden by local ones (the "shadowing" or "hiding" variables) do not get deleted until the latter die.

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