Environment diagrams:

frames: A x A a

objects: class

instance of

1. GF
   x
   A
   A
   a
   str "dog"

2. GF
   x
   A
   A
   a
   str "dog"
   str "cat"

3. GF
   x
   A B B
   A
   str "dog"
   str "cat"
   class
   subclass of

4. GF
   x
   A B B
   A
   str "dog"
   str "cat"
   class
   subclass of
   str "ferret"