

# 61A Lecture 2

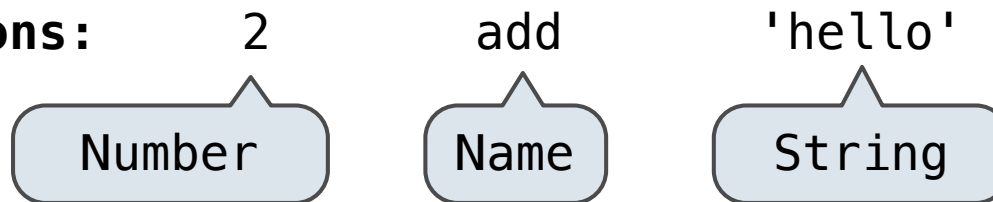
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Monday, August 27, 2012

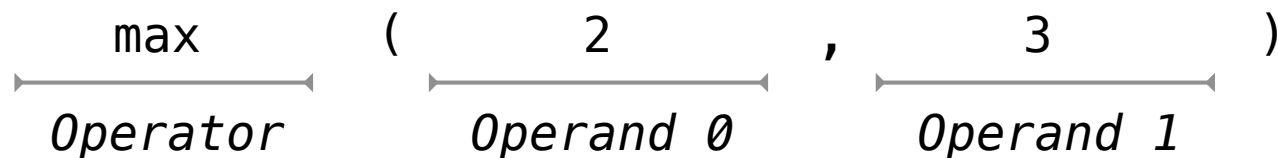
# Lightning Review: Types of Expressions

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**Primitive expressions:**



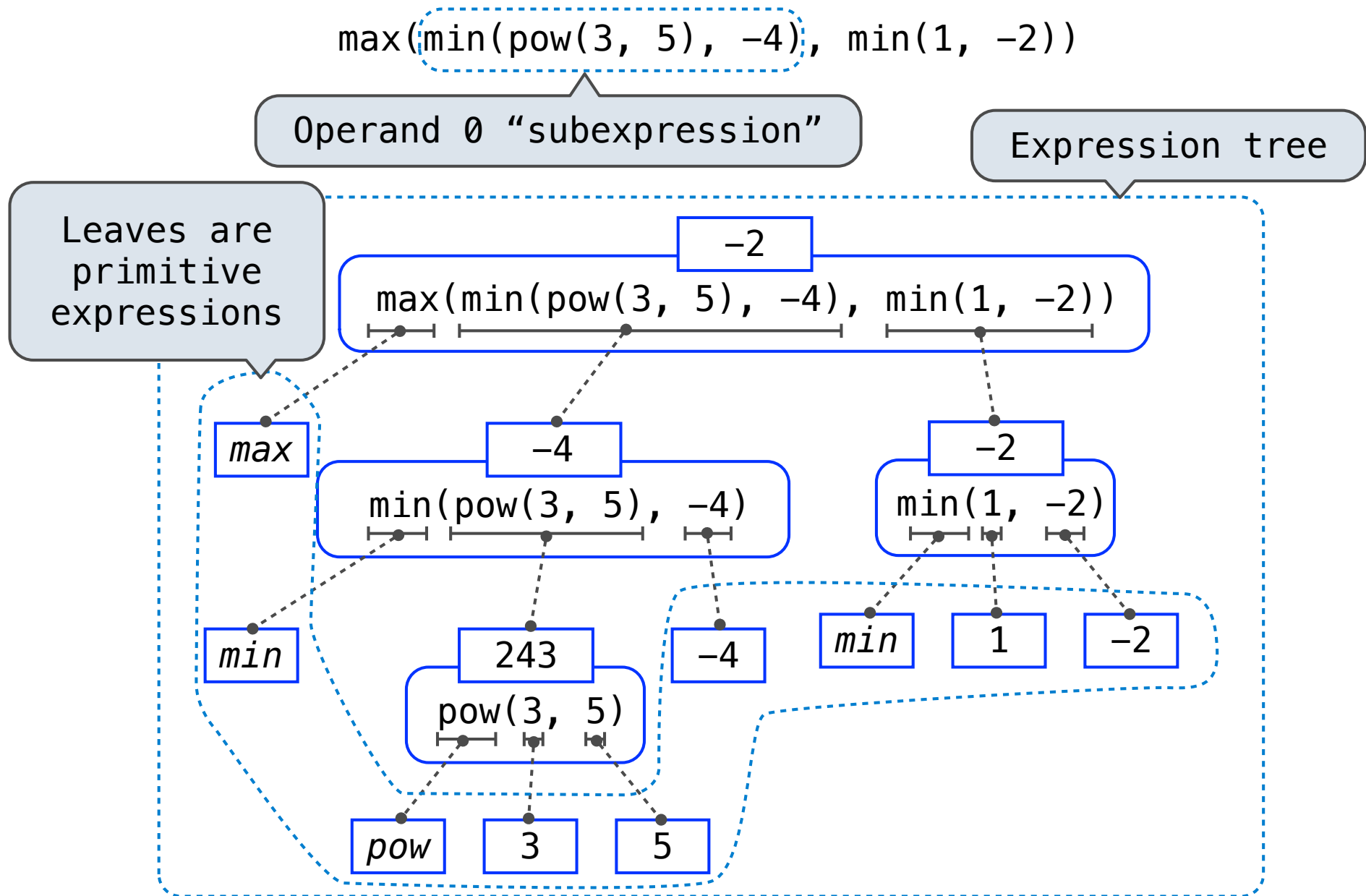
**Call expressions:**



One big  
nested call  
expression

`max(min(pow(3, 5), -4), min(1, -2))`

# Lightning Review: Expression Trees



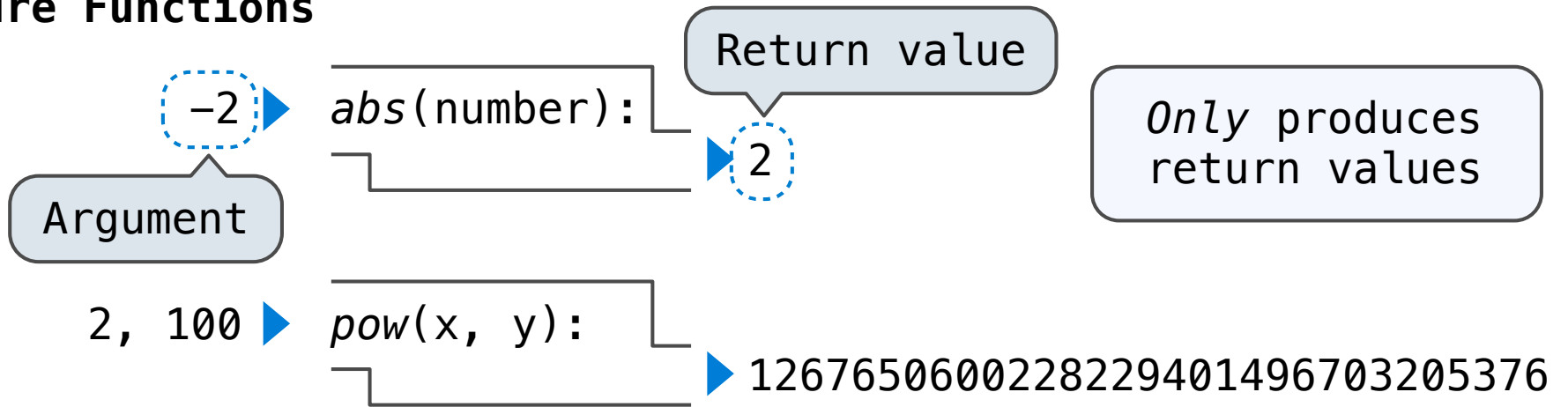
# The Print Function

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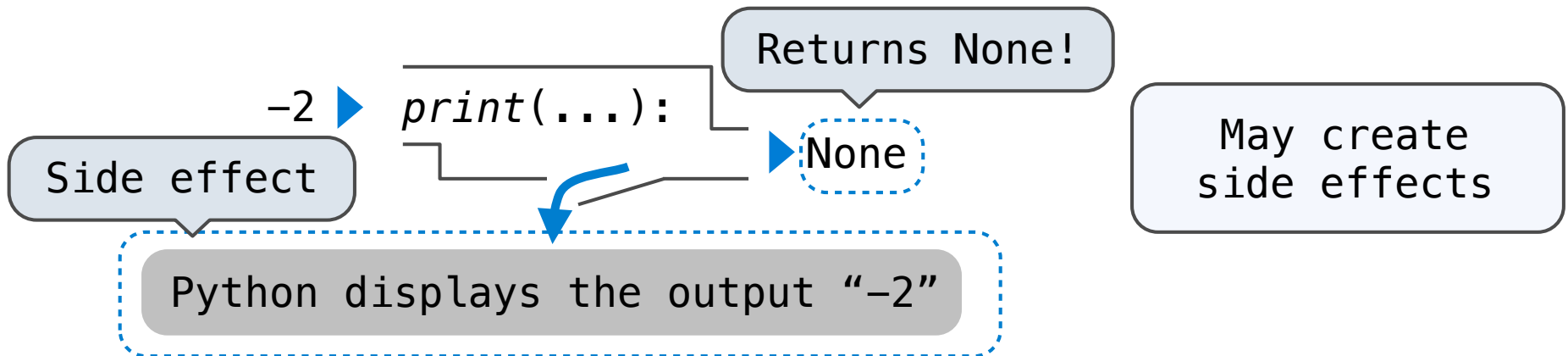
(Demo)

# Pure Functions & Non-Pure Functions

## Pure Functions

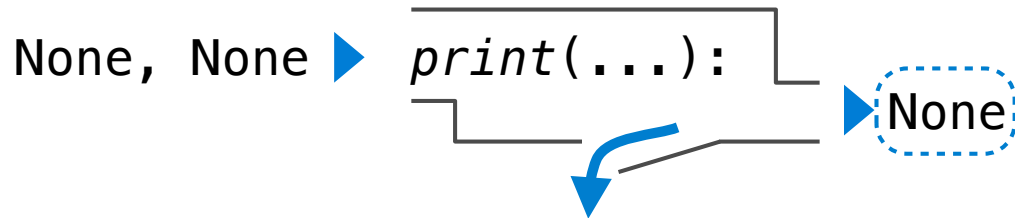


## Non-Pure Functions



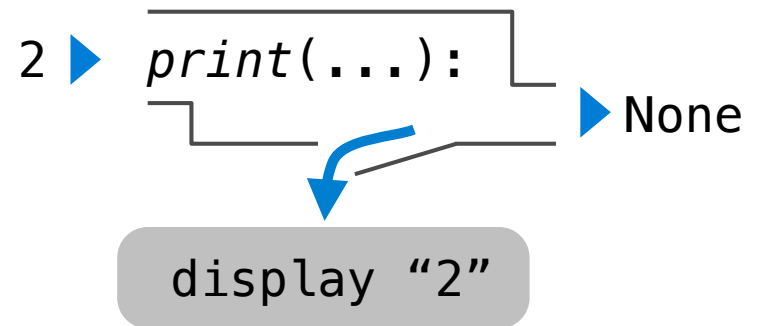
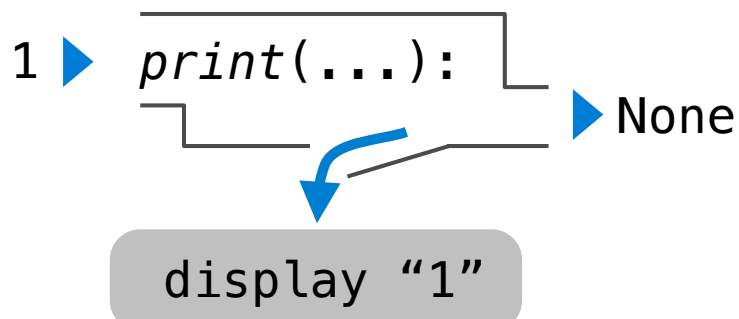
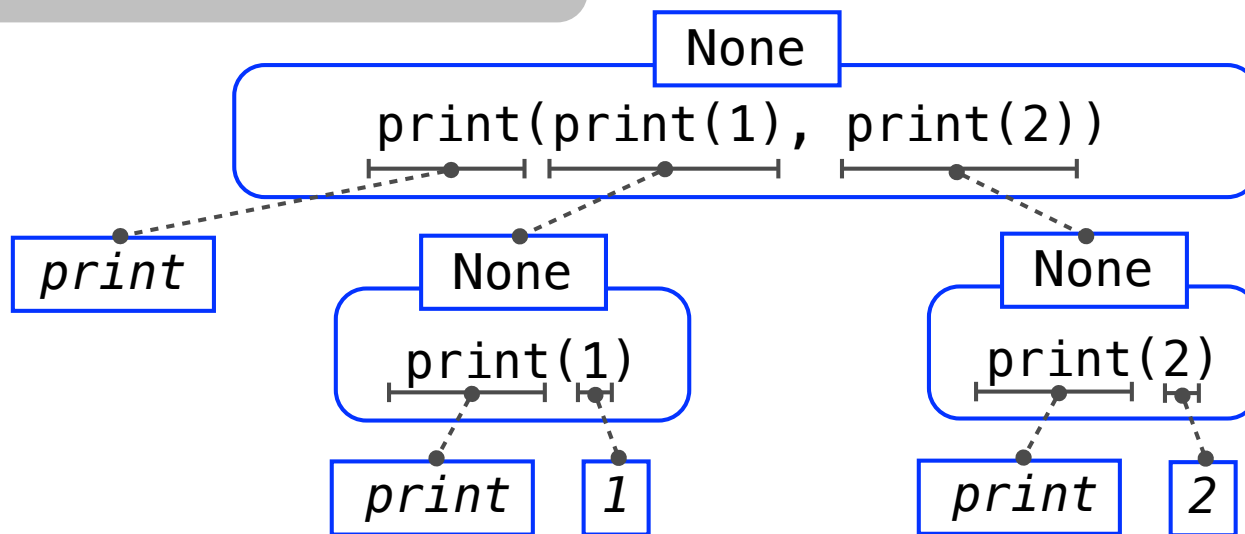
*The Interactive interpreter displays all return values except None.*

# Nested Expressions with Print



display "None None"

```
>>> print(print(1), print(2))
1
2
None None
```



# The Elements of Programming

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- Primitive Expressions and Statements
  - *The simplest building blocks of a language*
- Means of Combination
  - *Compound elements are built from simpler ones*
- Means of Abstraction
  - *Compound elements can be named and manipulated as units*

# Names, Assignment, and User-Defined Functions

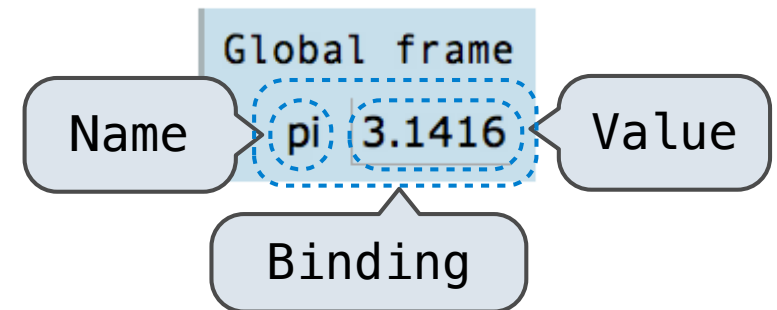
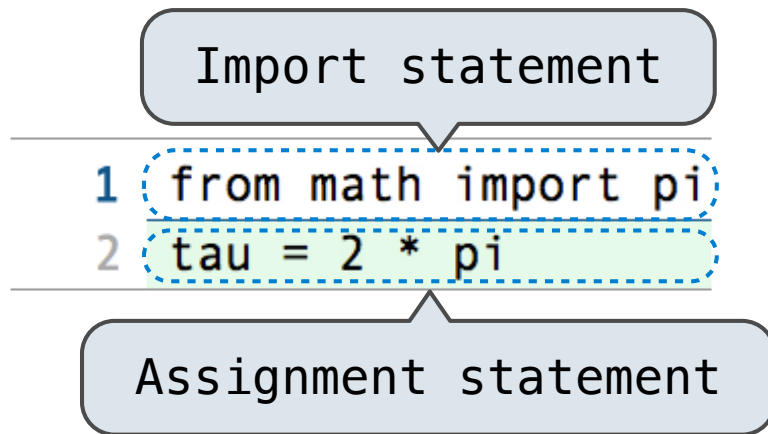
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(Demo)



# Environment Diagrams

Environment diagrams visualize the interpreter's process.



## Code (left):

Statements and expressions

Next line is highlighted

## Frames (right):

A name is bound to a value

In a frame, there is at most one binding per name

(Demo)

# User-Defined Functions

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Named values are a simple means of abstraction

Named *expressions* are a more powerful means of abstraction

Function “signature” indicates how many parameters

```
>>> def <name>(<formal parameters>):  
    return <return expression>
```

Function “body” defines a computational process

## Execution procedure for def statements:

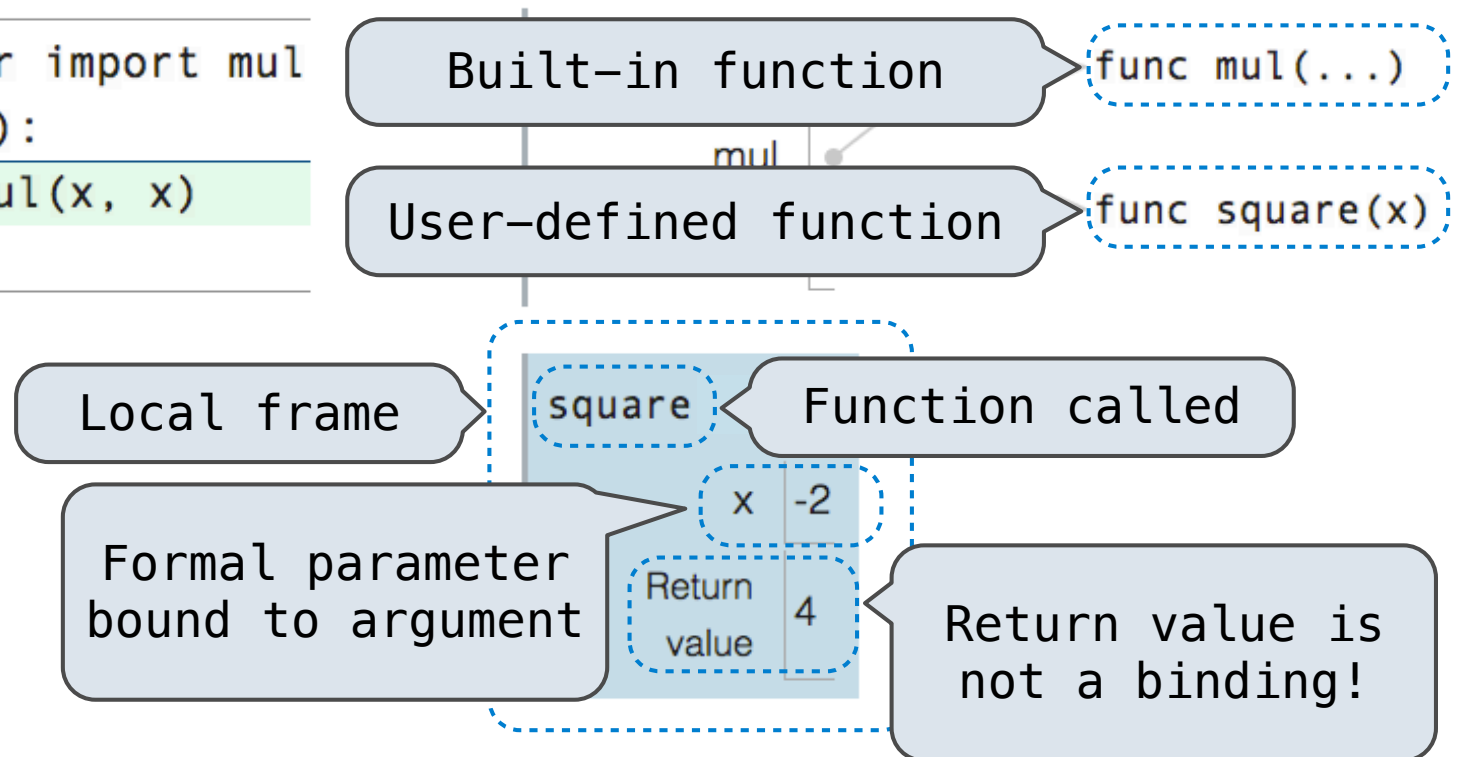
1. Create a function value with signature  
    <name>(<formal parameters>)
2. Bind <name> to that value in the current frame

# Calling User-Defined Functions

## Procedure for applying user-defined functions (version 1):

1. Add a local frame
2. Bind formal parameters to arguments in that frame
3. Execute the body of the function in the new environment

```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(-2)
```



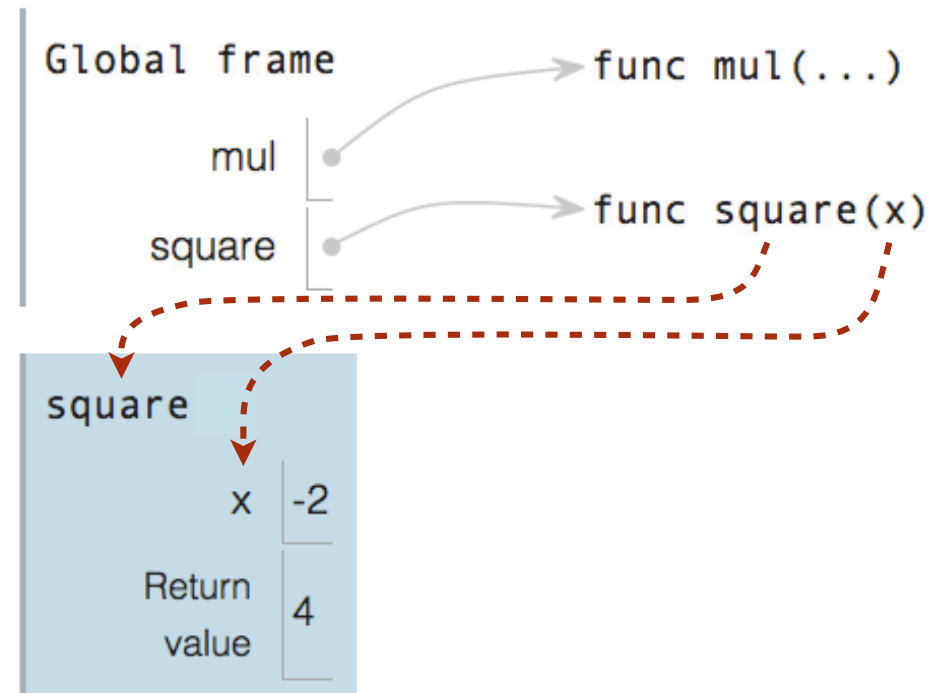
# Calling User-Defined Functions

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4 square(-2)
```

A function's *signature* has all the information to create a local frame



## Looking Up Names In Environments

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Every expression is evaluated in the context of an environment.

So far, the current environment is either:

- The global frame alone, *or*
- A local frame, followed by the global frame.

***Most important two things I'll say all day:***

An environment is a *sequence* of frames.

A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.

E.g., to look up some name in the body of the *square* function:

- Look up the name in the local frame.
- If not found, look it up in the global frame.  
(Built-in names like “print” are in the global frame too, but we don't draw them in environment diagrams.)

(Demo)

# Formal Parameters

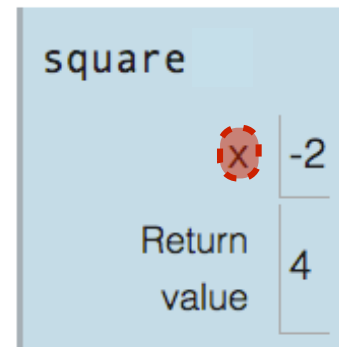
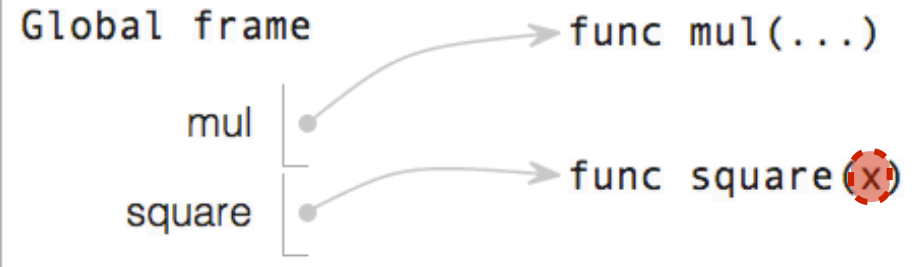
```
def square(x):  
    return mul(x, x)
```

vs

```
def square(y):  
    return mul(y, y)
```

```
1 from operator import mul  
2 def square(x):  
3     return mul(x, x)  
4 square(-2)
```

Formal  
parameters have  
local scope



(Demo)