

# 61A Lecture 3

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Wednesday, August 29

# Life Cycle of a User-Defined Function

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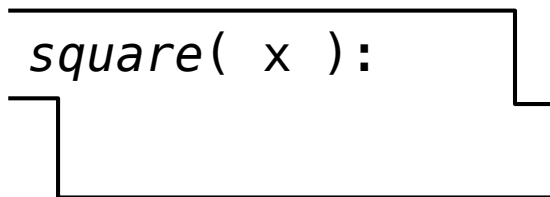
What happens?

**Def statement:**

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

**Call expression:** square(2+2)

**Calling/Applying:**



The diagram shows a rectangular frame representing a function call. The top-left corner is open. Inside the frame, the text `square( x ):` is written. The frame is drawn with black lines.

# Life Cycle of a User-Defined Function

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What happens?

**Def statement:**

```
>>> def square( x ):
```

Def  
statement

```
    return mul(x, x)
```

**Call expression:**    `square(2+2)`

**Calling/Applying:**

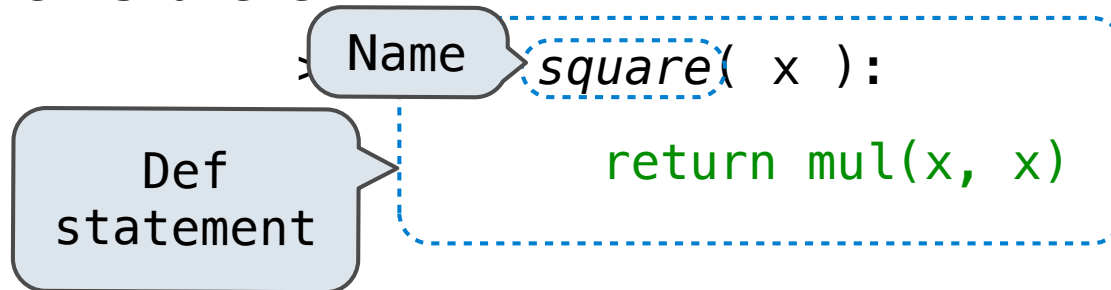
```
square( x ):
```

# Life Cycle of a User-Defined Function

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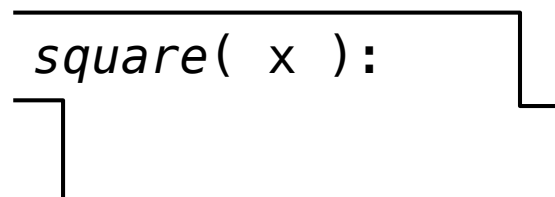
What happens?

**Def statement:**



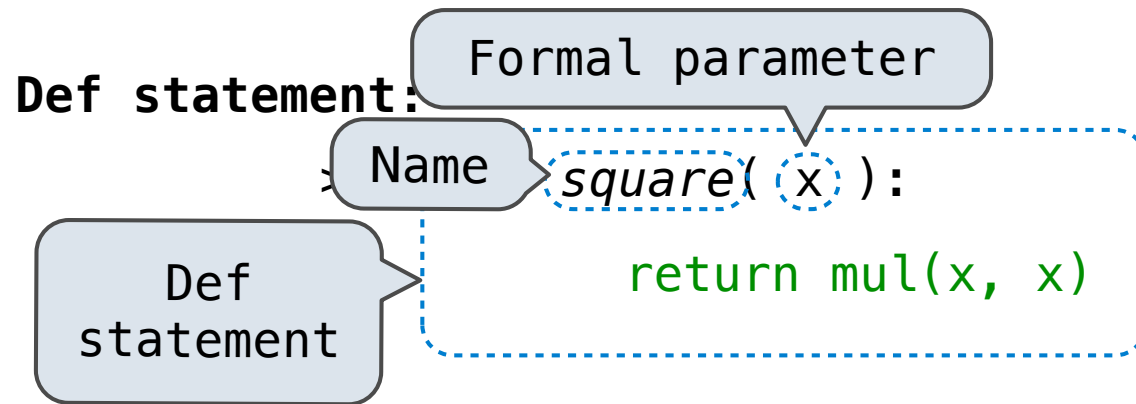
**Call expression:** `square(2+2)`

**Calling/Applying:**



# Life Cycle of a User-Defined Function

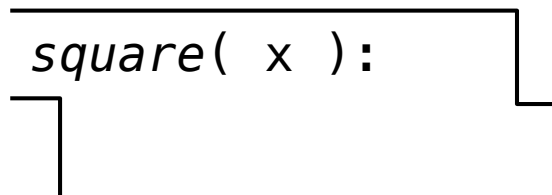
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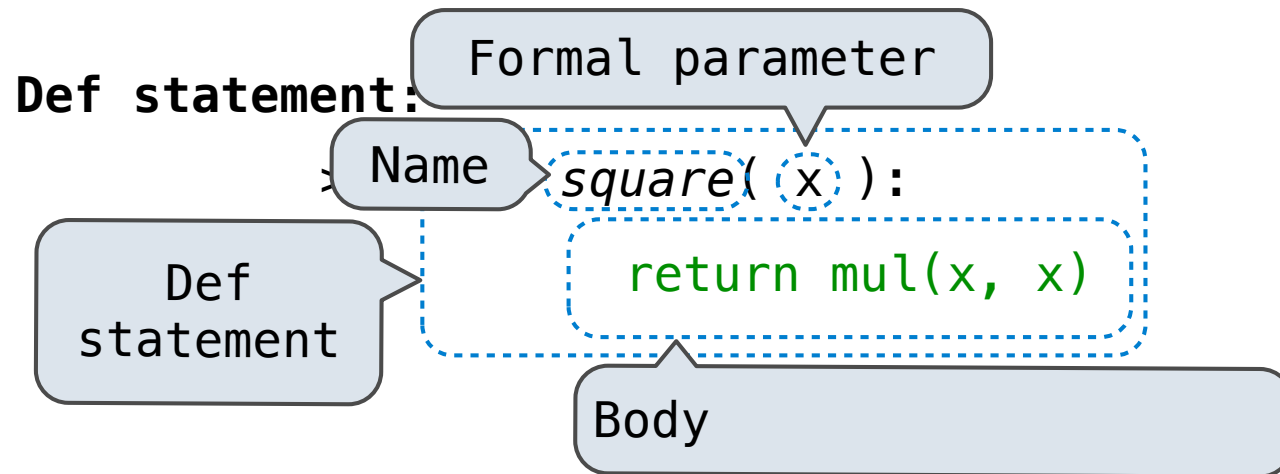
**What happens?**

**Call expression:** `square(2+2)`

**Calling/Applying:**



# Life Cycle of a User-Defined Function



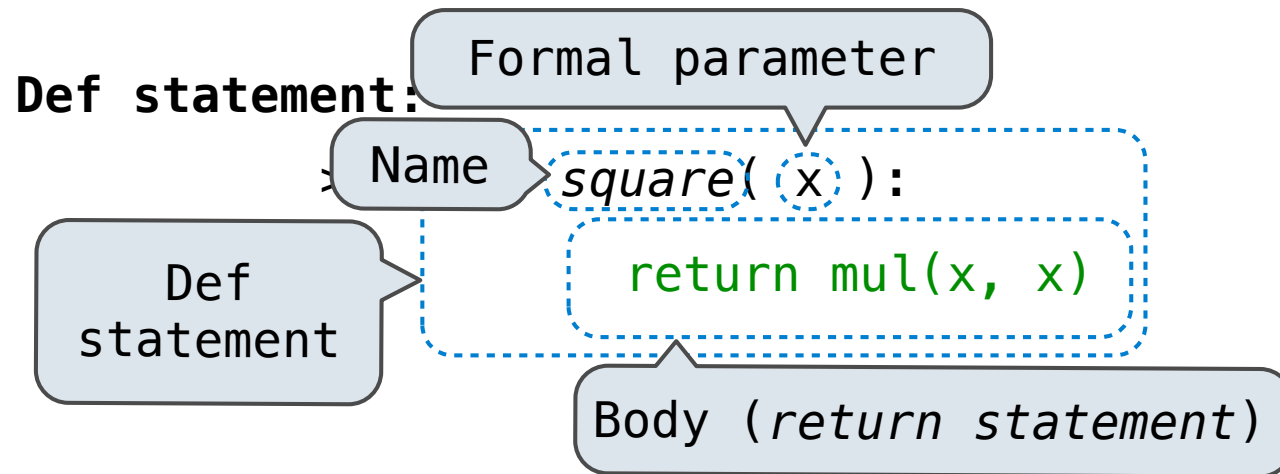
What happens?

**Call expression:** `square(2+2)`

**Calling/Applying:**

```
square( x ):  
      
    
```

# Life Cycle of a User-Defined Function



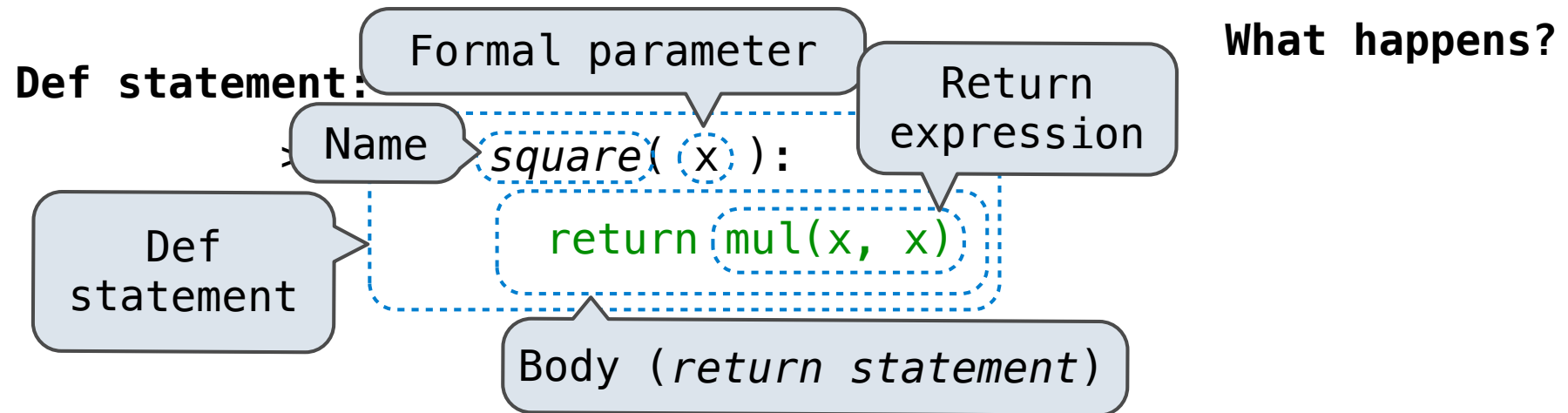
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square( x ):  
      
    
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# Life Cycle of a User-Defined Function



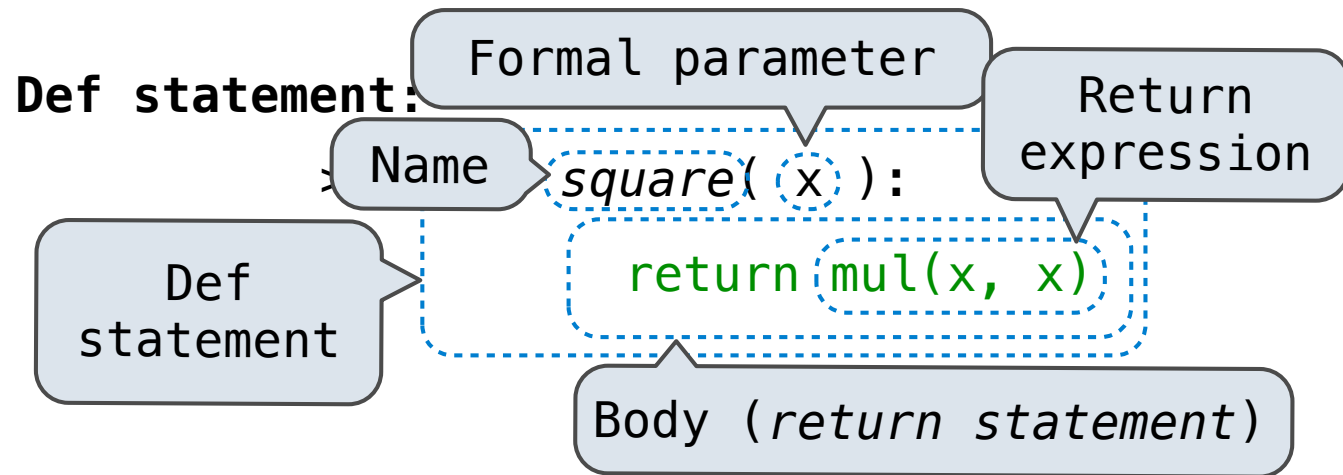
**Call expression:** `square(2+2)`

**Calling/Applying:**

```
square( x ):
```



# Life Cycle of a User-Defined Function



**What happens?**

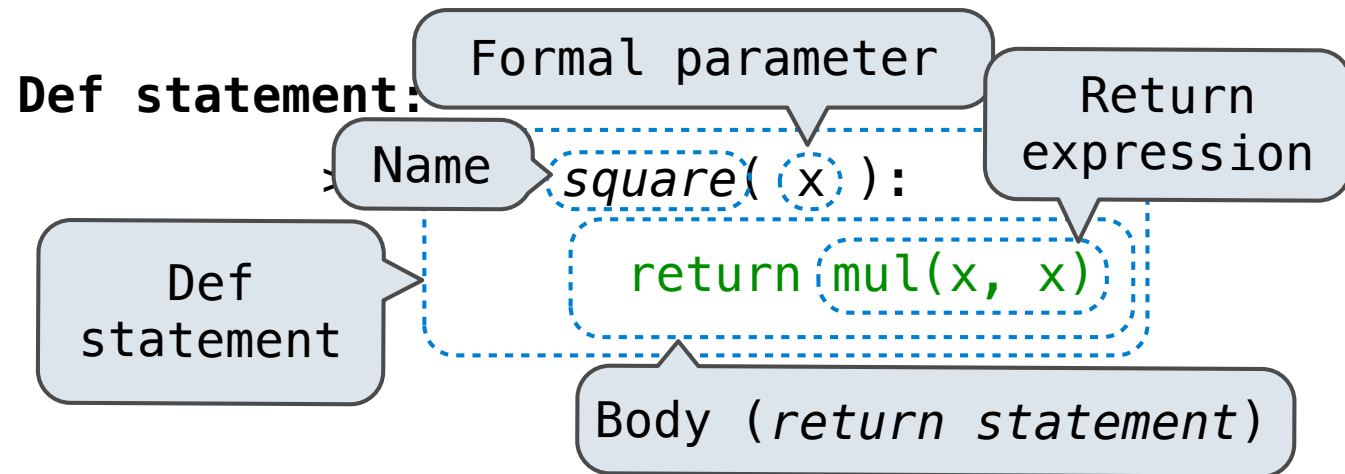
Function created

**Call expression:** `square(2+2)`

**Calling/Applying:**

```
square( x ):
```

# Life Cycle of a User-Defined Function



## What happens?

Function created

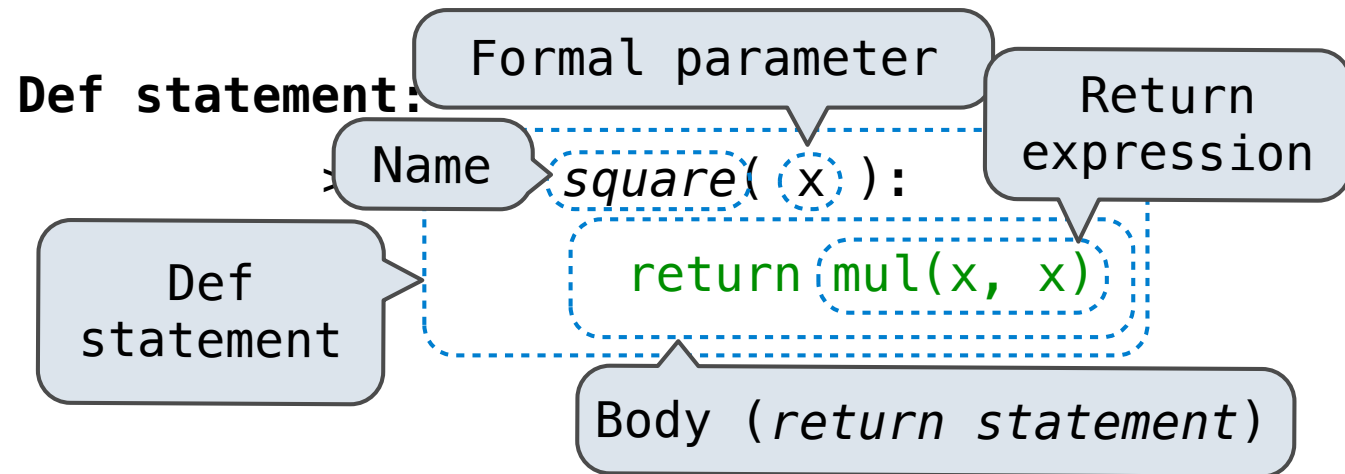
Name bound

**Call expression:** `square(2+2)`

## Calling/Applying:

```
square( x ):
```

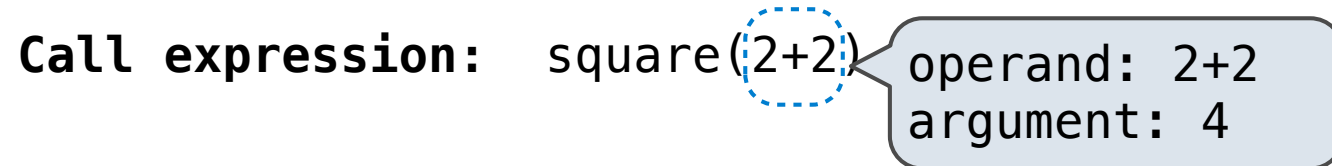
# Life Cycle of a User-Defined Function



**What happens?**

Function created

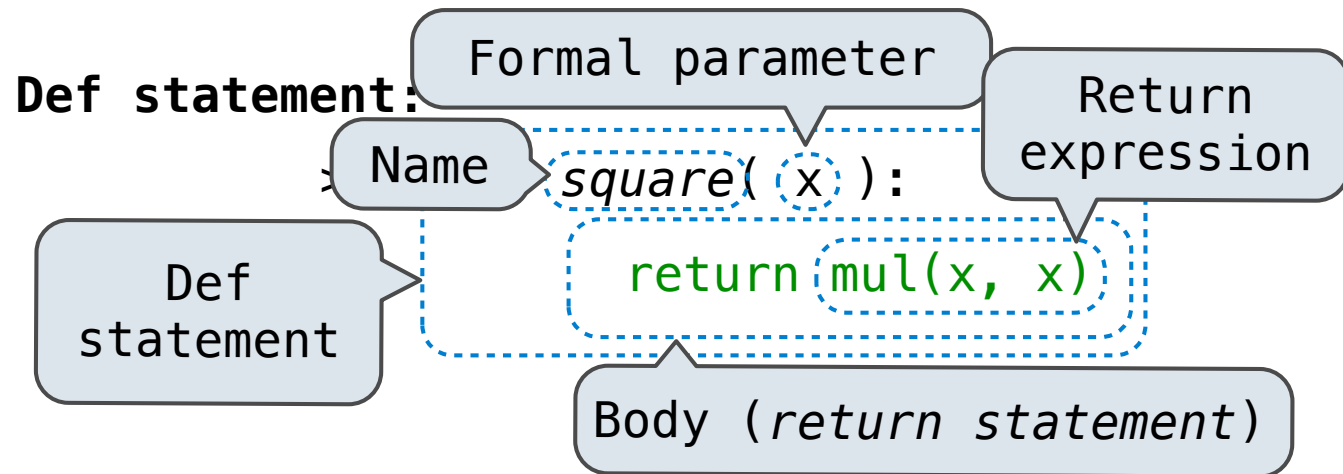
Name bound



**Calling/Applying:**

```
square( x ):
```

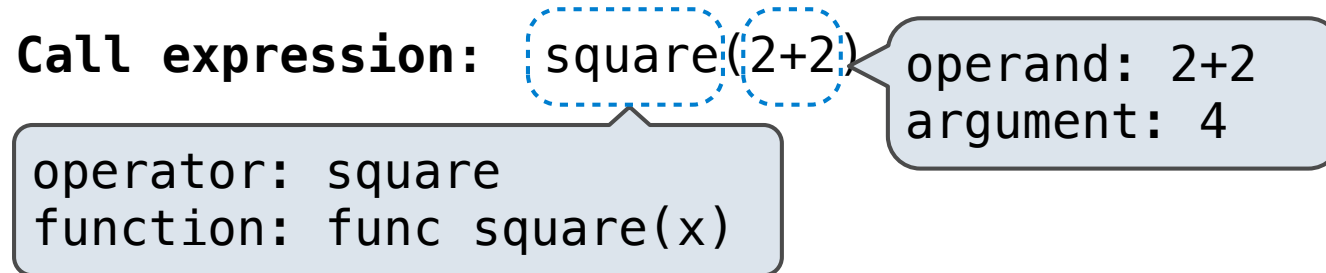
# Life Cycle of a User-Defined Function



**What happens?**

Function created

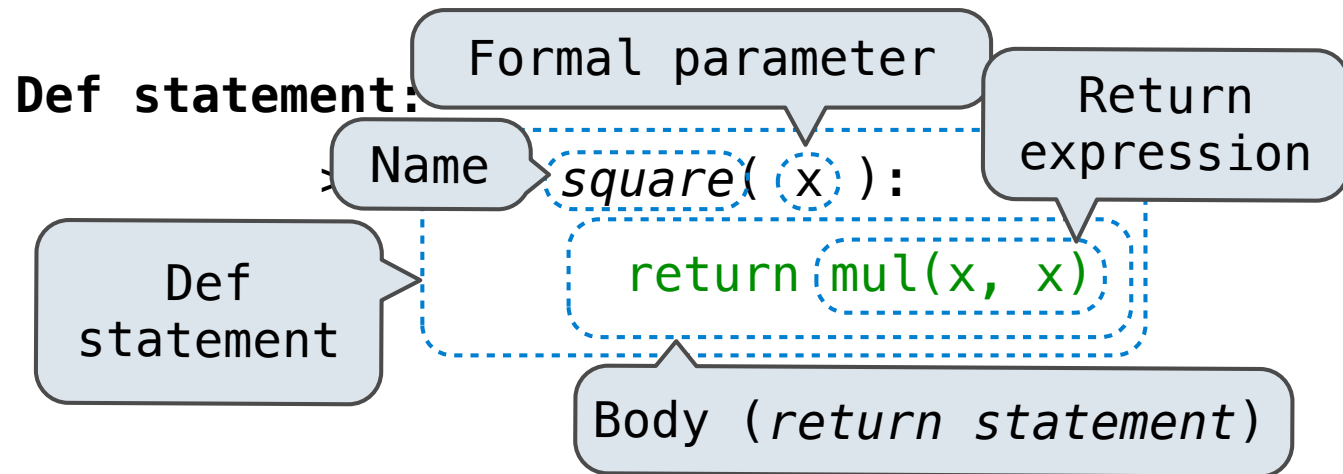
Name bound



**Calling/Applying:**

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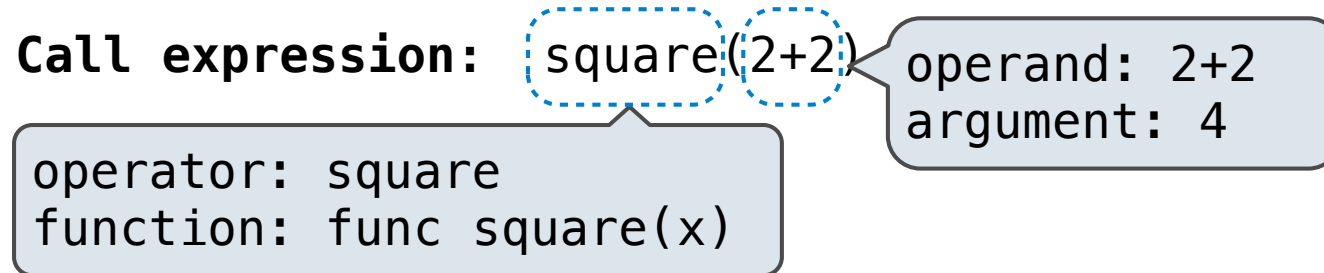
# Life Cycle of a User-Defined Function



**What happens?**

Function created

Name bound

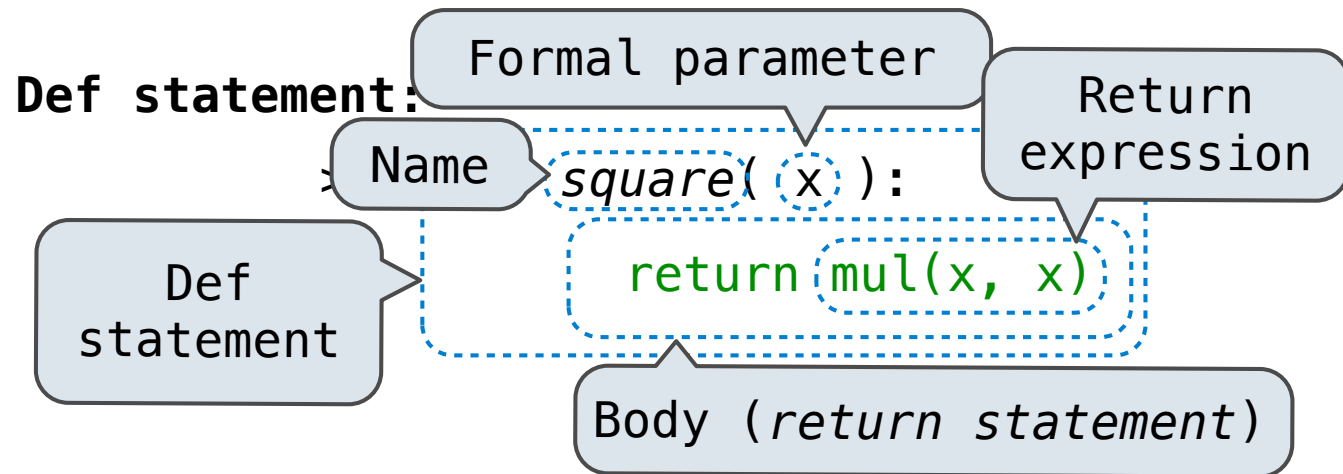


Op's evaluated

**Calling/Applying:**

```
square( x ):
```

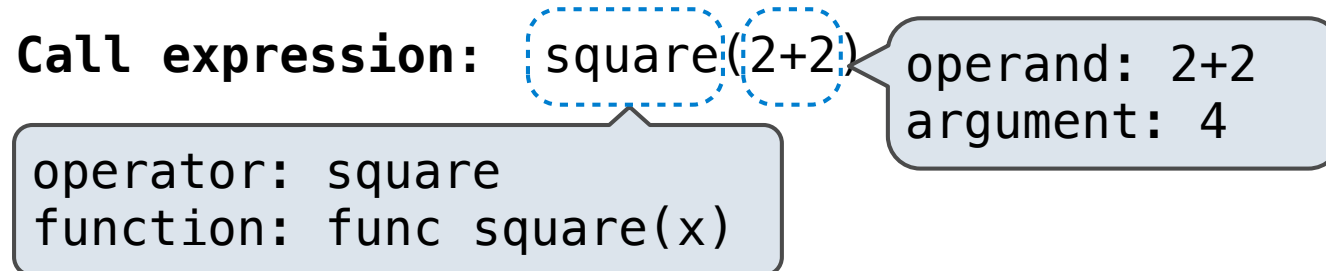
# Life Cycle of a User-Defined Function



**What happens?**

Function created

Name bound



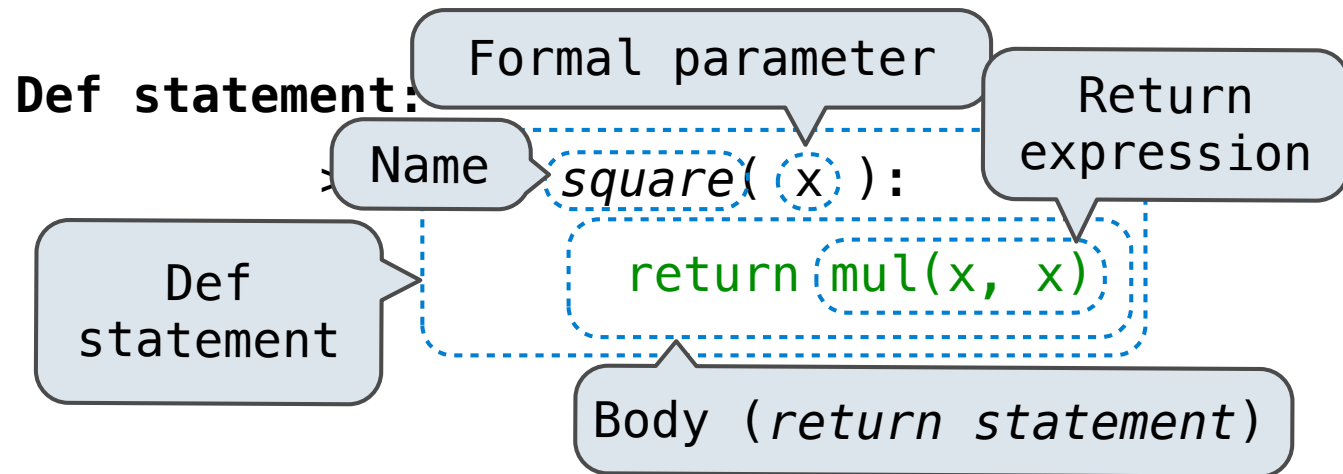
Op's evaluated

Function called  
with argument(s)

**Calling/Applying:**

```
square( x ):
```

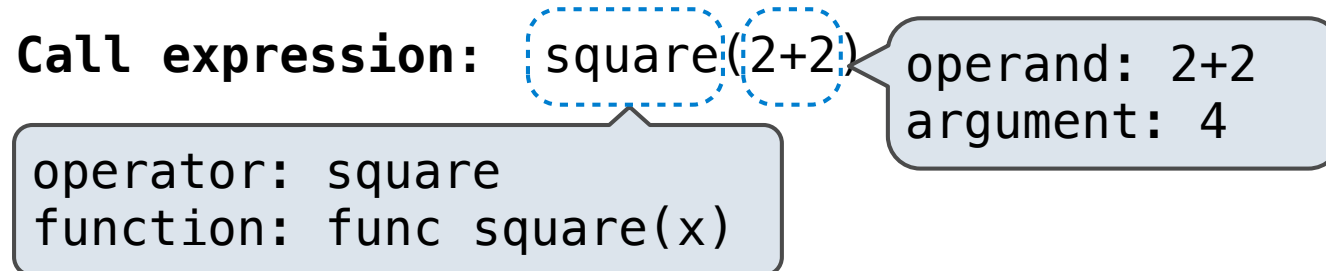
# Life Cycle of a User-Defined Function



**What happens?**

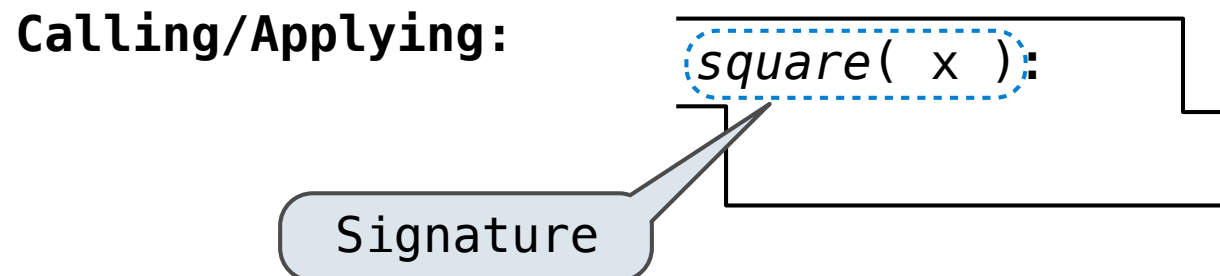
Function created

Name bound

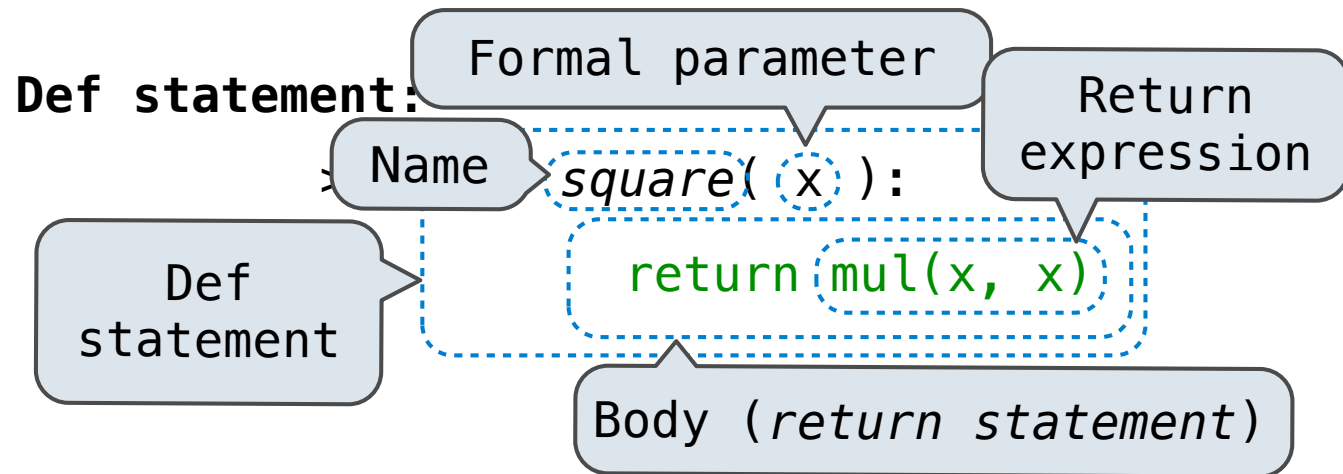


Op's evaluated

Function called with argument(s)



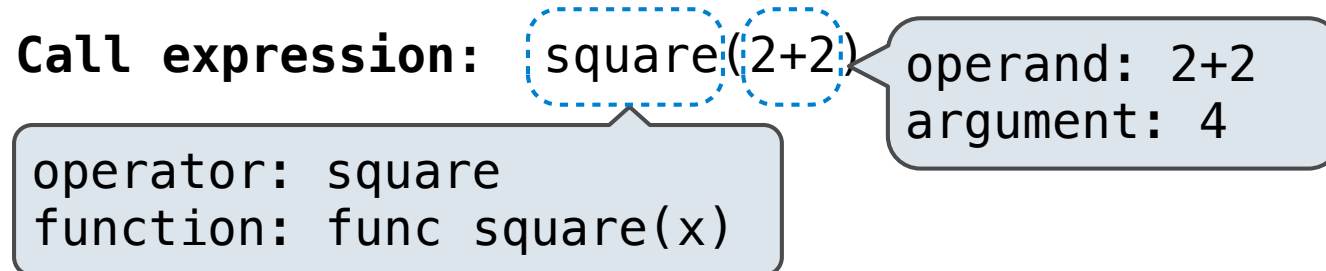
# Life Cycle of a User-Defined Function



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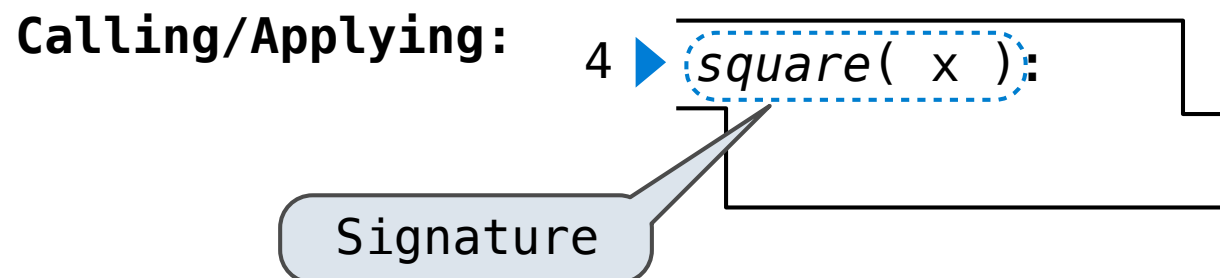
Function created

Name bound



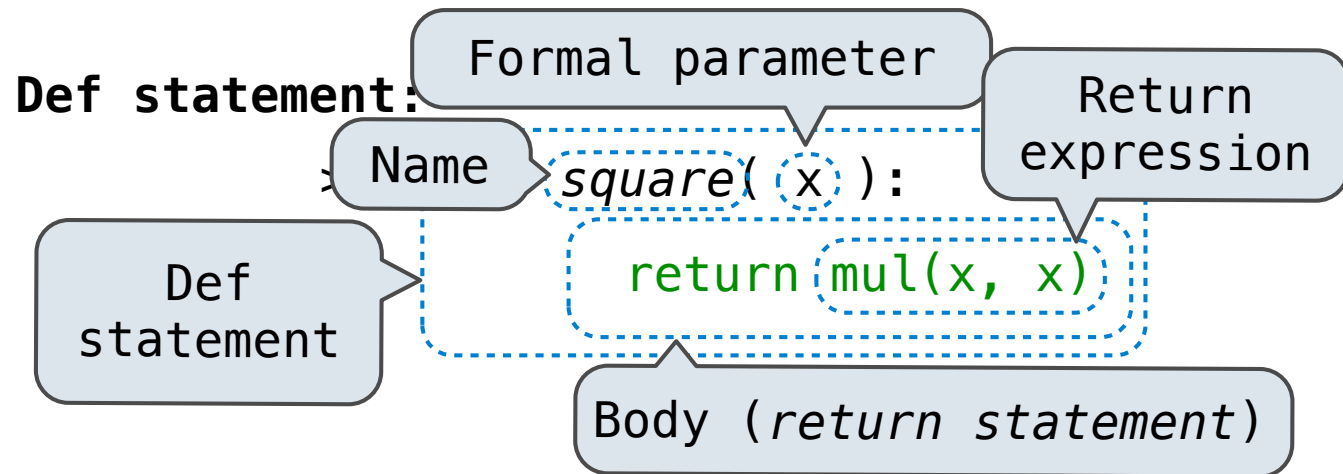
Op's evaluated

Function called with argument(s)





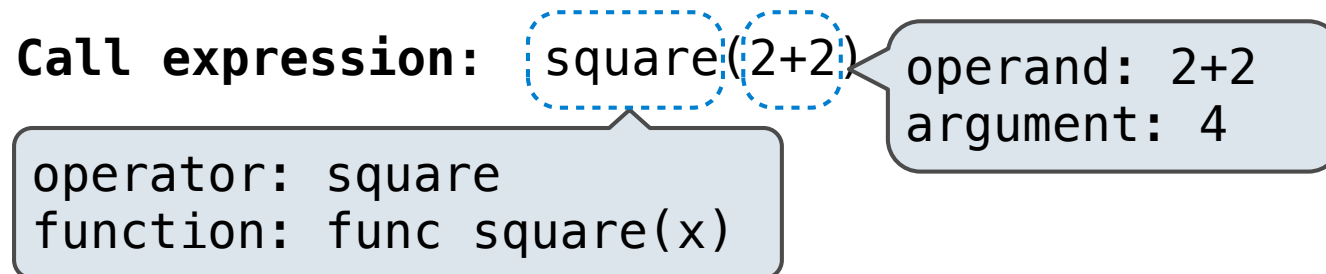
# Life Cycle of a User-Defined Function



**What happens?**

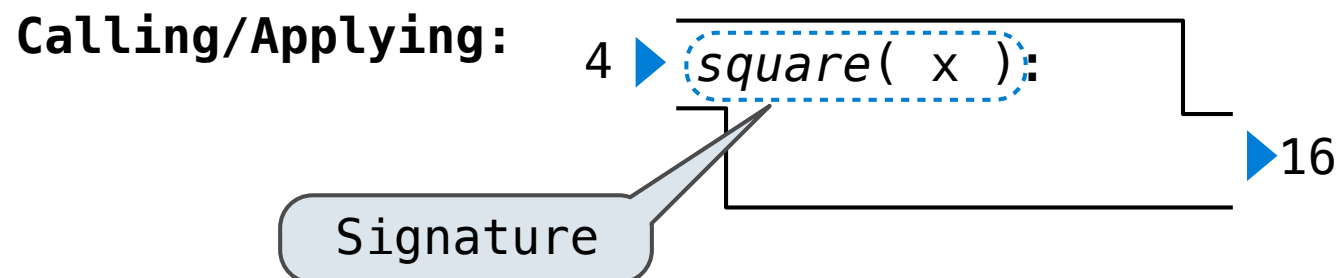
Function created

Name bound

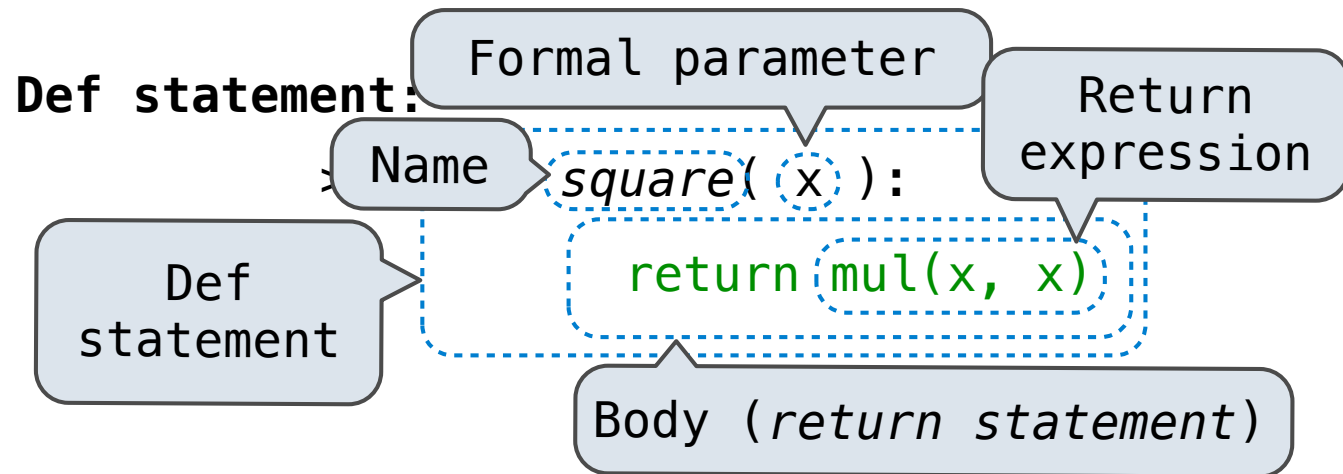


Op's evaluated

Function called with argument(s)



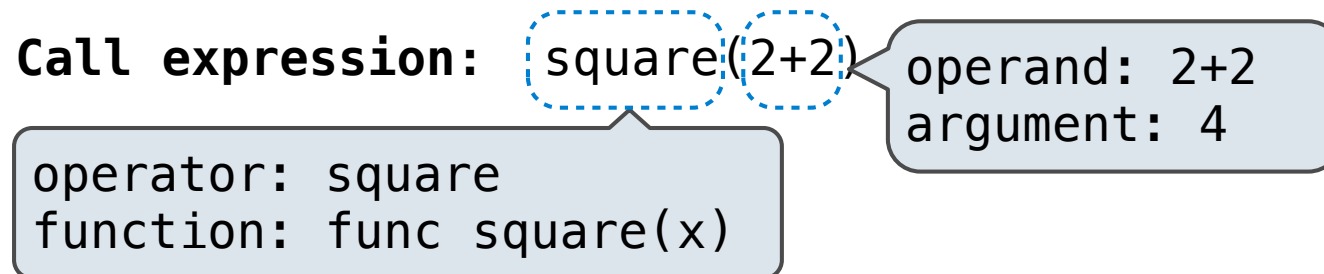
# Life Cycle of a User-Defined Function



**What happens?**

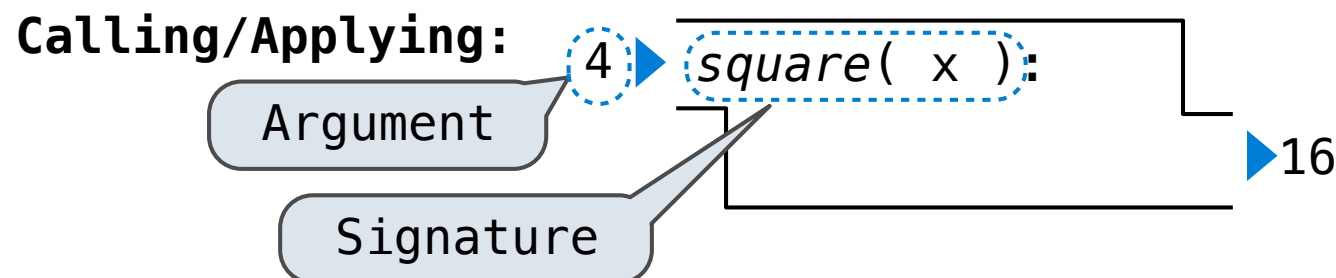
Function created

Name bound

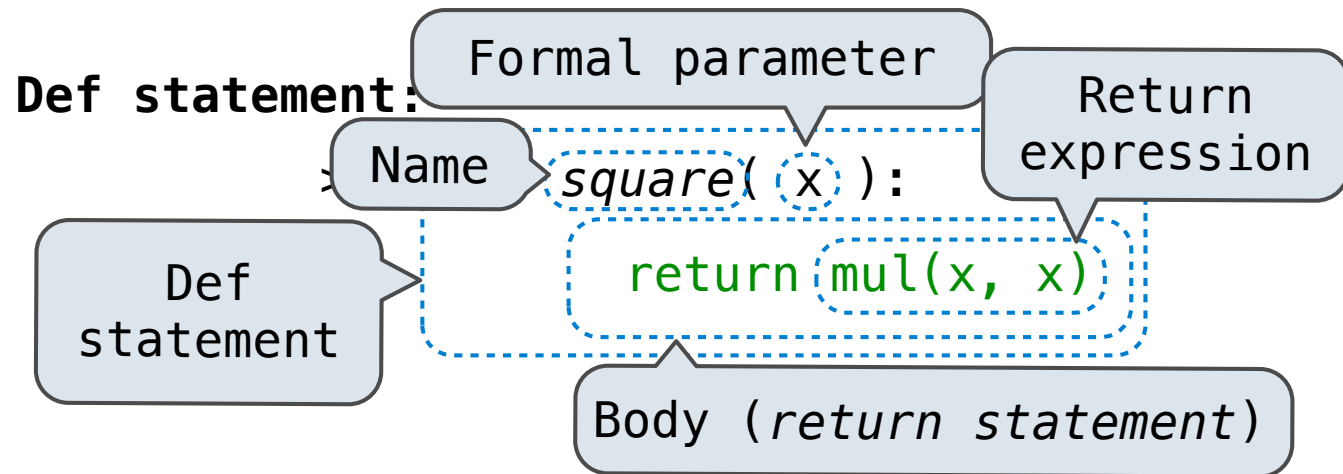


Op's evaluated

Function called with argument(s)



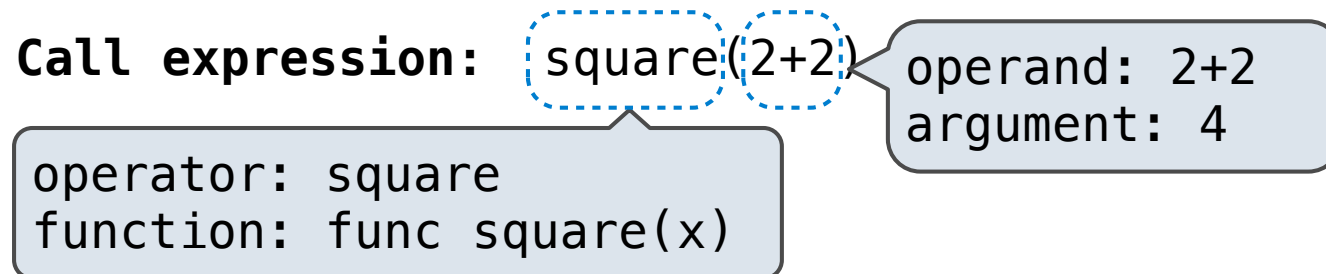
# Life Cycle of a User-Defined Function



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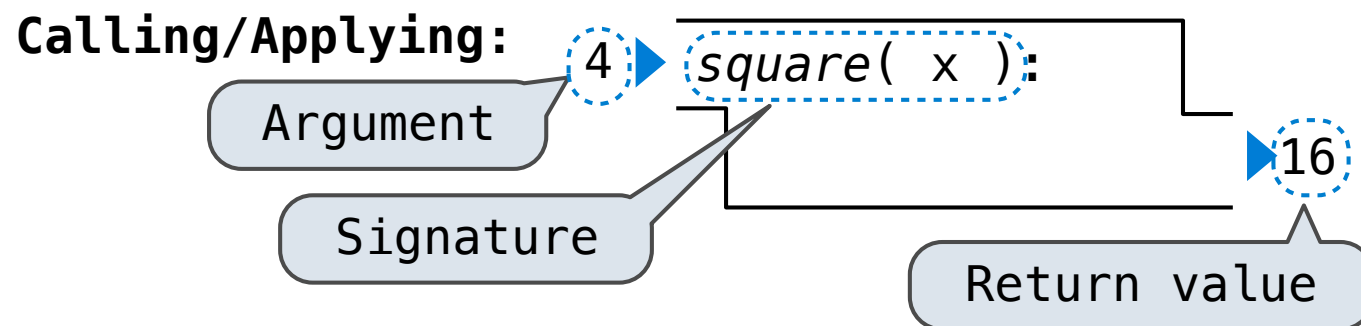
Function created

Name bound

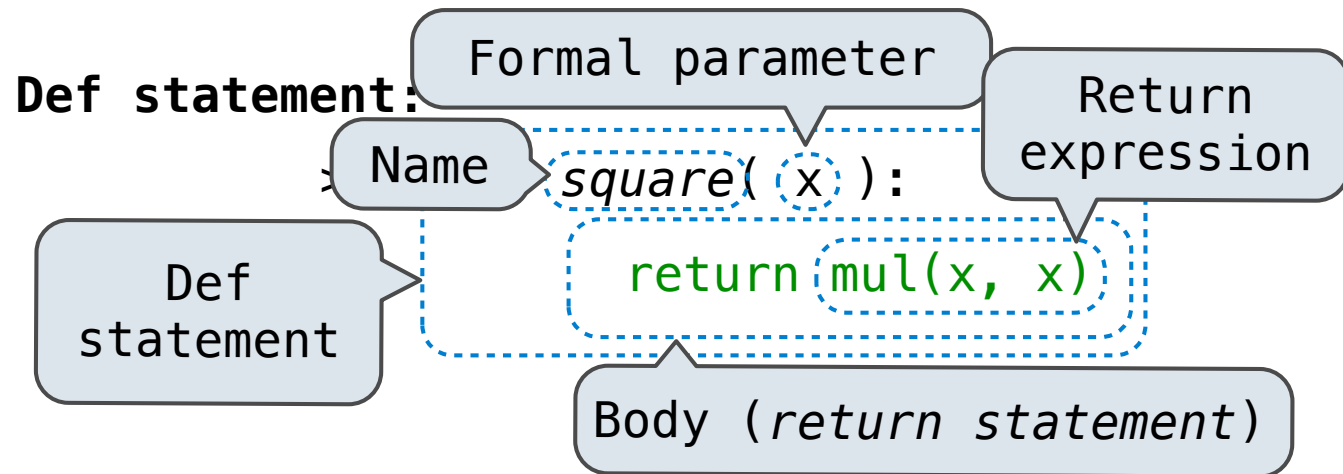


Op's evaluated

Function called  
with argument(s)



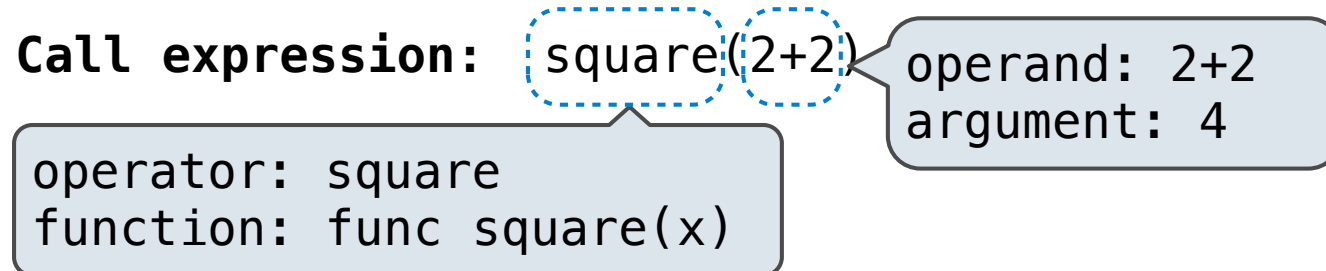
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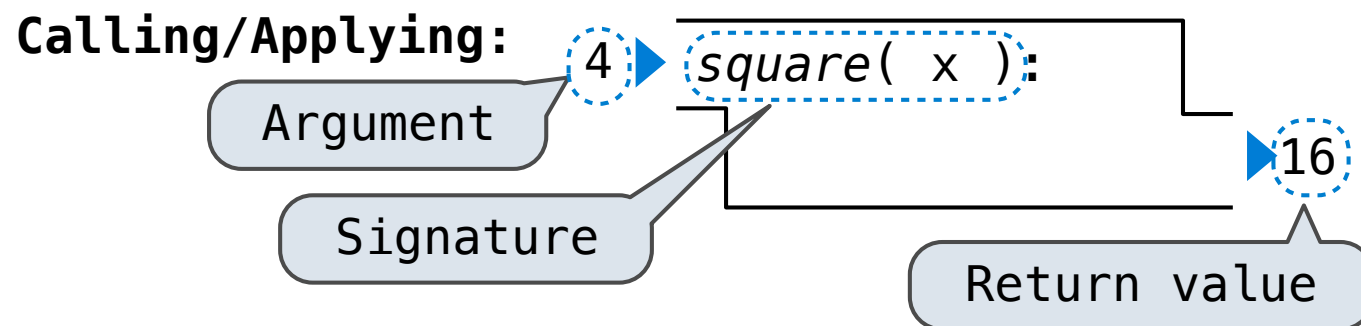
Function created

Name bound



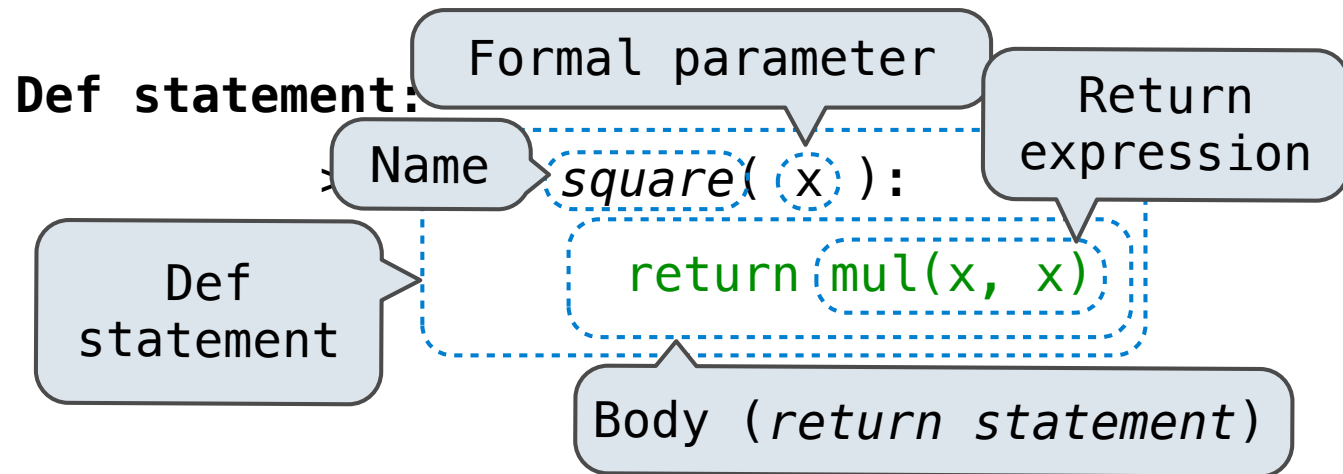
Op's evaluated

Function called  
with argument(s)



New frame!

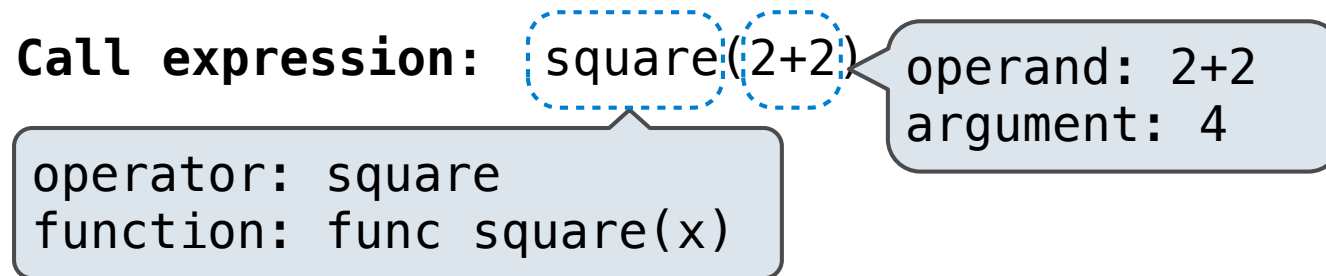
# Life Cycle of a User-Defined Function



**What happens?**

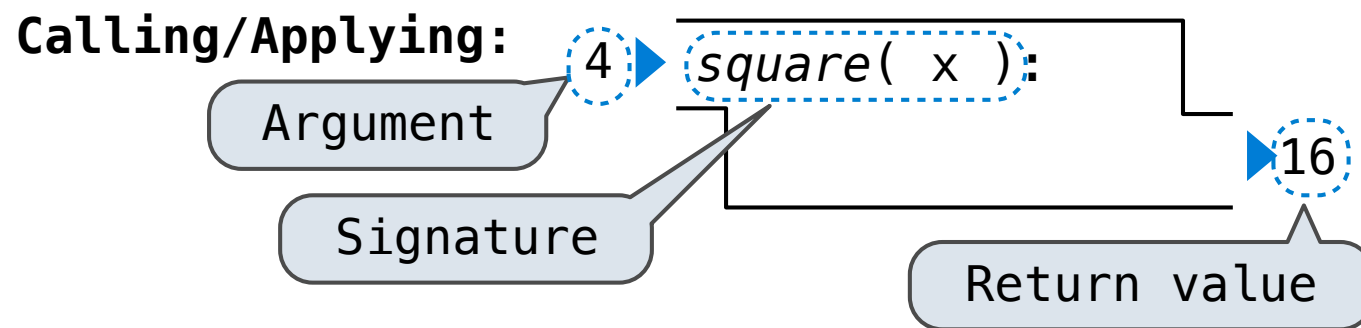
Function created

Name bound



Op's evaluated

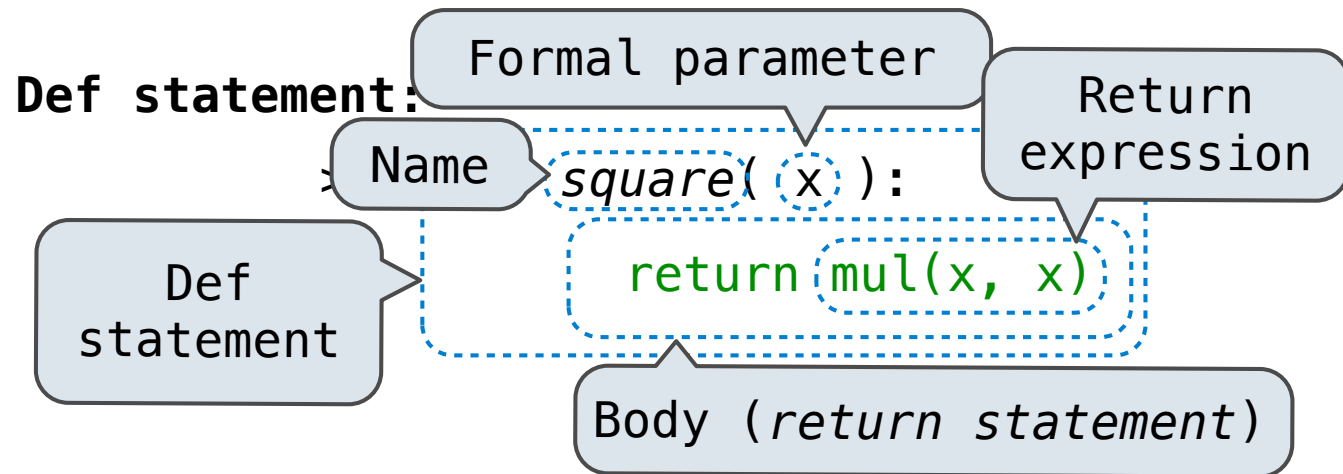
Function called with argument(s)



New frame!

Params bound

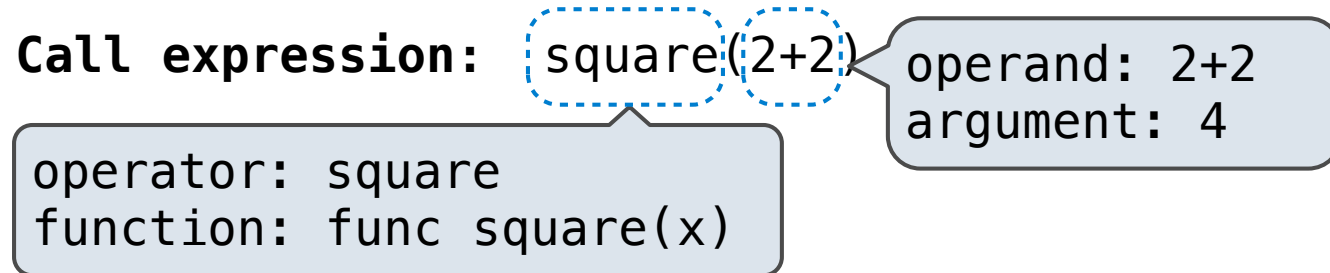
# Life Cycle of a User-Defined Function



**What happens?**

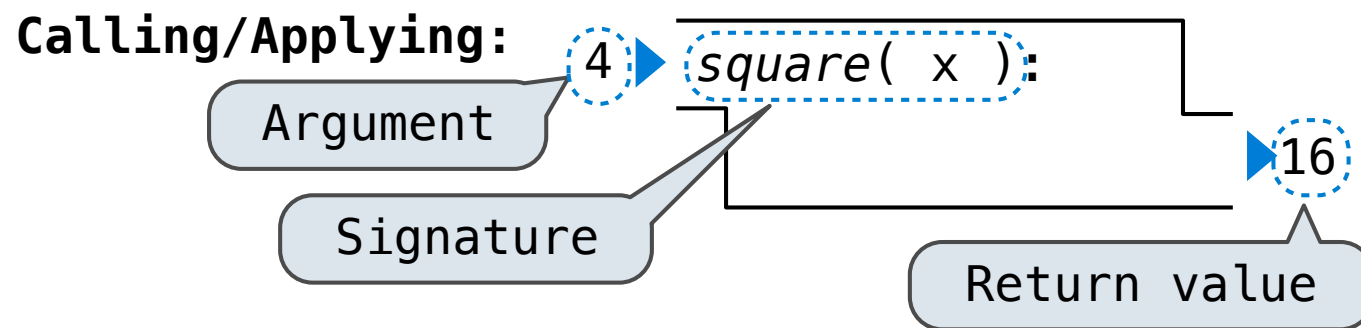
Function created

Name bound



Op's evaluated

Function called  
with argument(s)



New frame!

Params bound

Body executed

# Multiple Environments in One Diagram!

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# Multiple Environments in One Diagram!

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(Demo)



# Multiple Environments in One Diagram!

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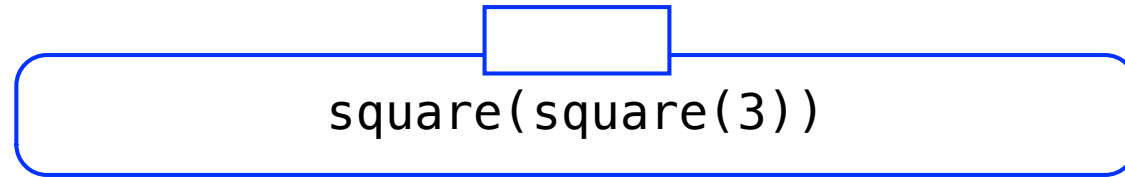
(Demo)

`square(square(3))`

# Multiple Environments in One Diagram!

---

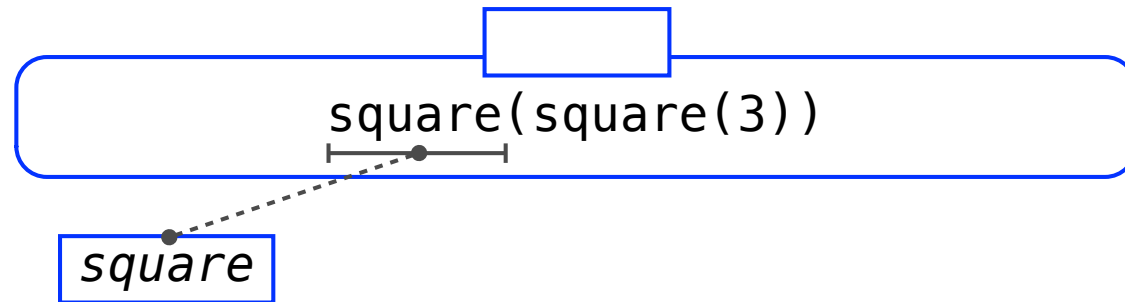
(Demo)



# Multiple Environments in One Diagram!

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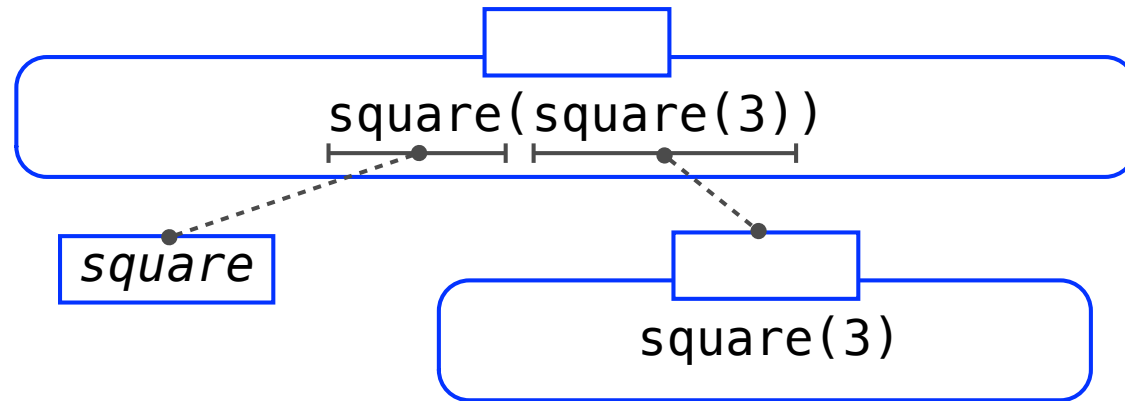
(Demo)



# Multiple Environments in One Diagram!

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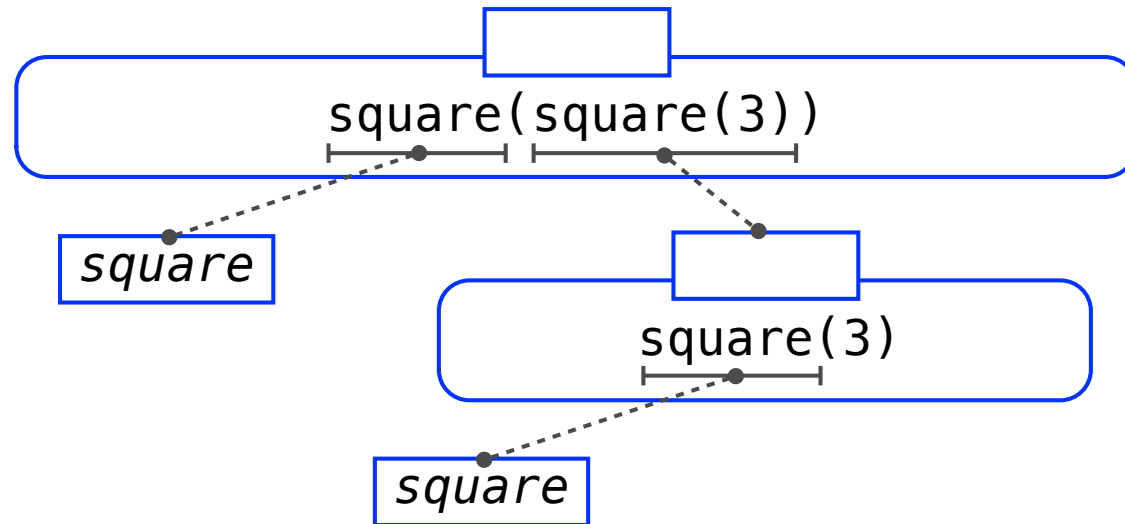
(Demo)



# Multiple Environments in One Diagram!

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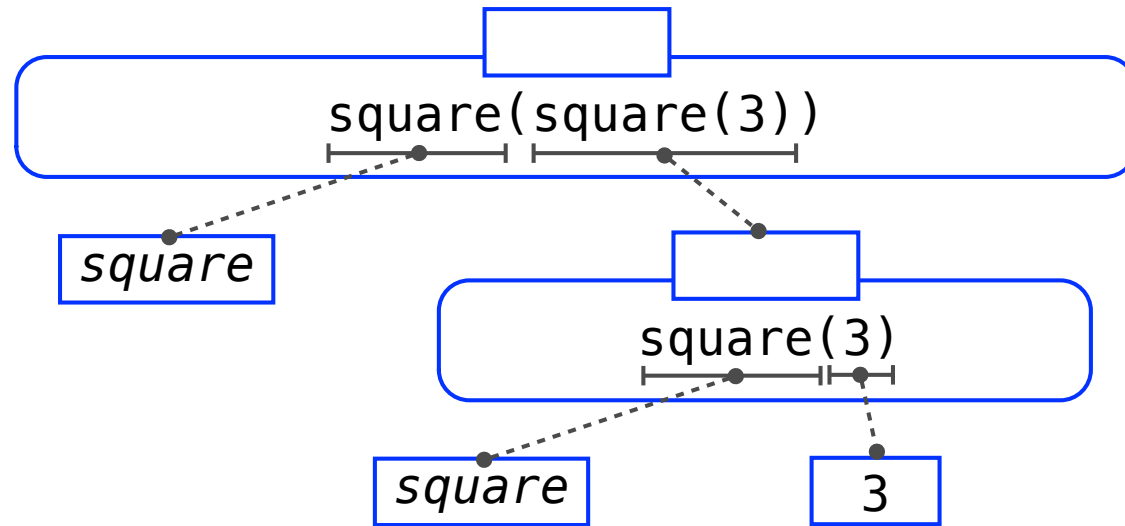
(Demo)



# Multiple Environments in One Diagram!

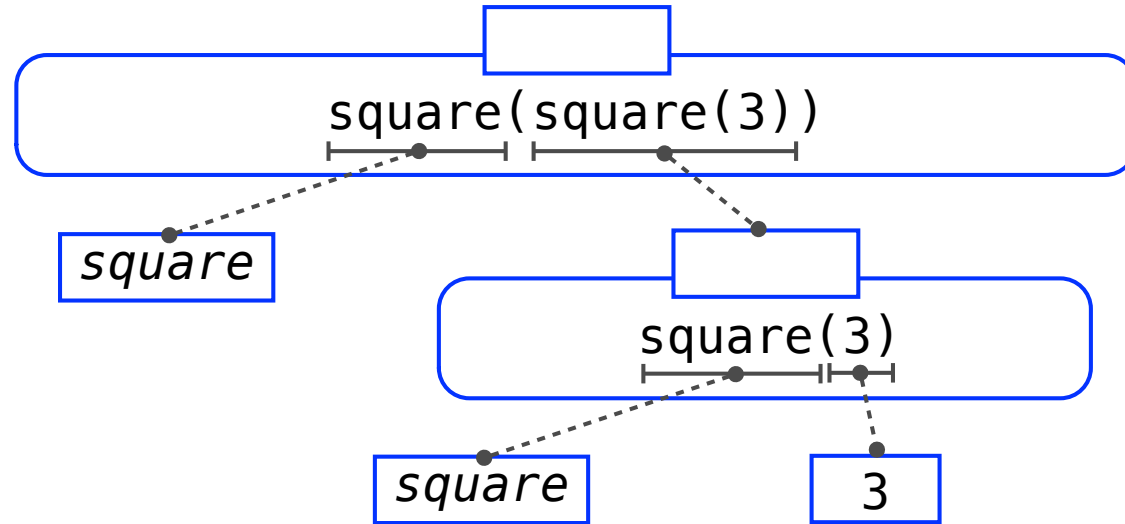
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(Demo)

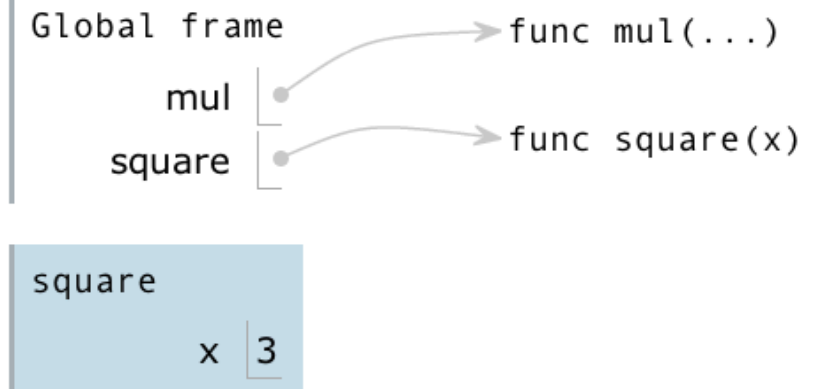


# Multiple Environments in One Diagram!

(Demo)

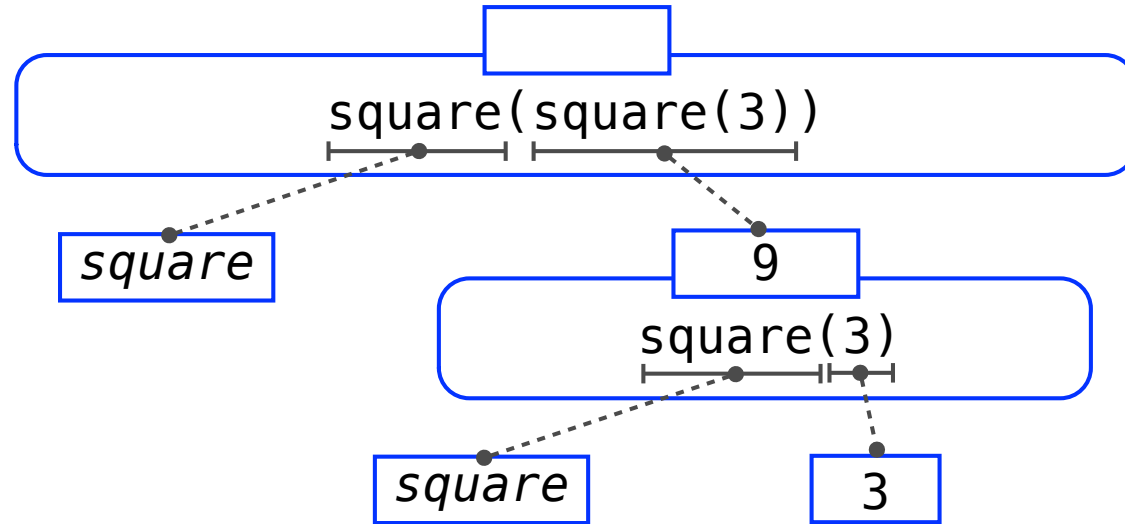


```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

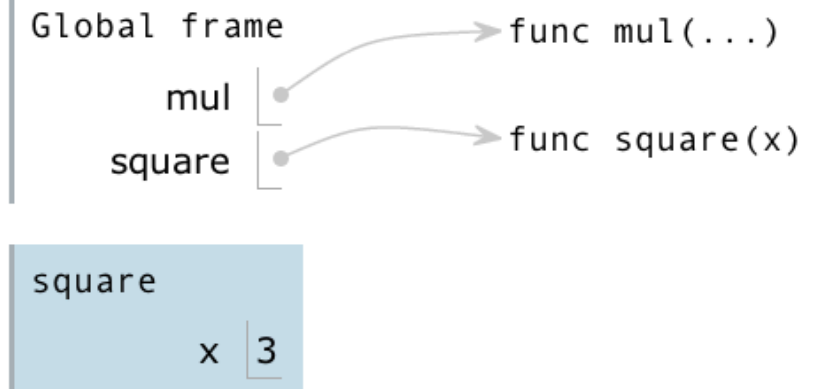


# Multiple Environments in One Diagram!

(Demo)



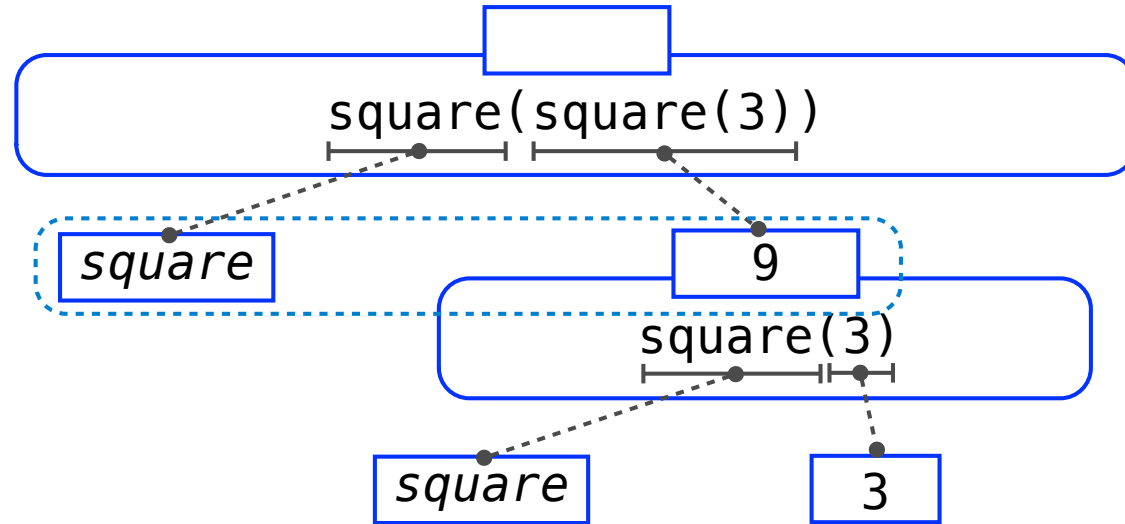
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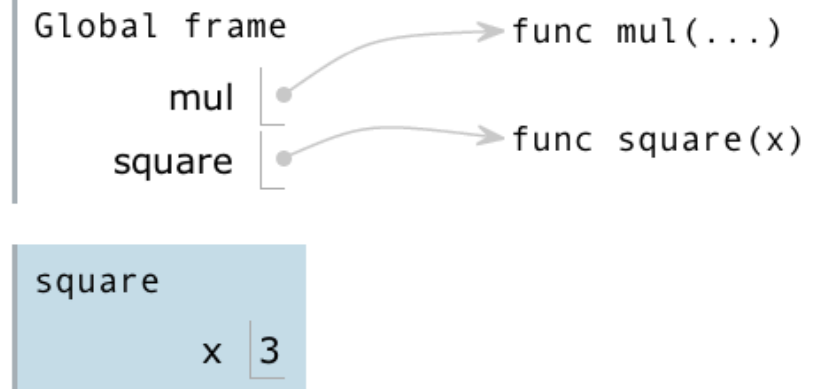


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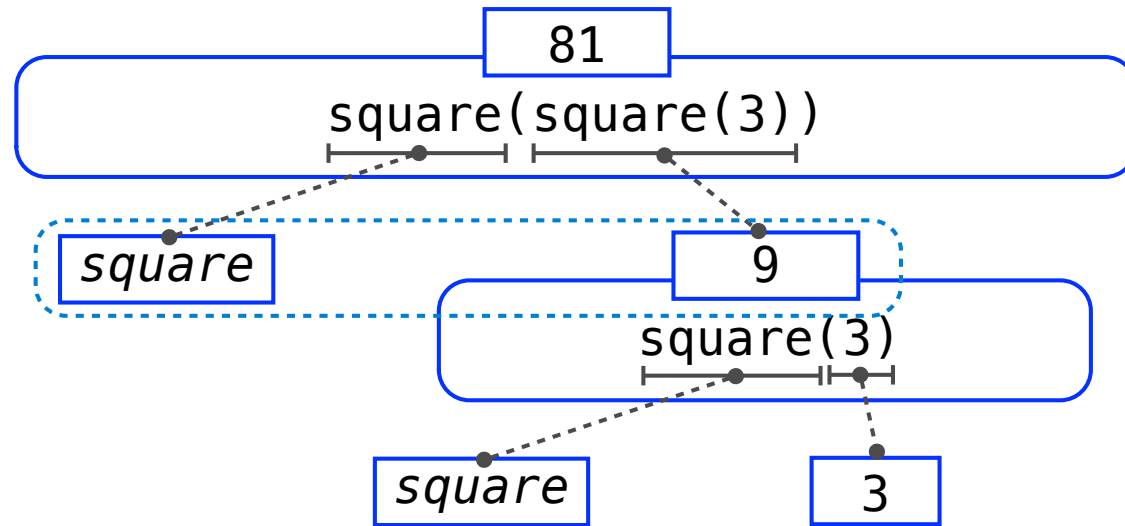
(Demo)



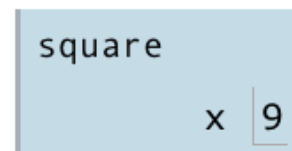
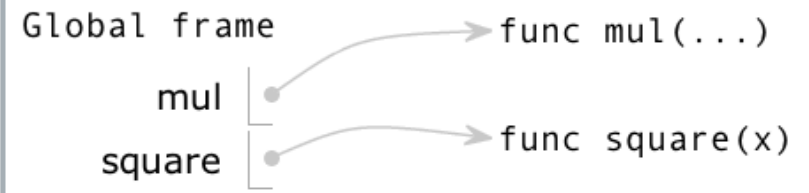
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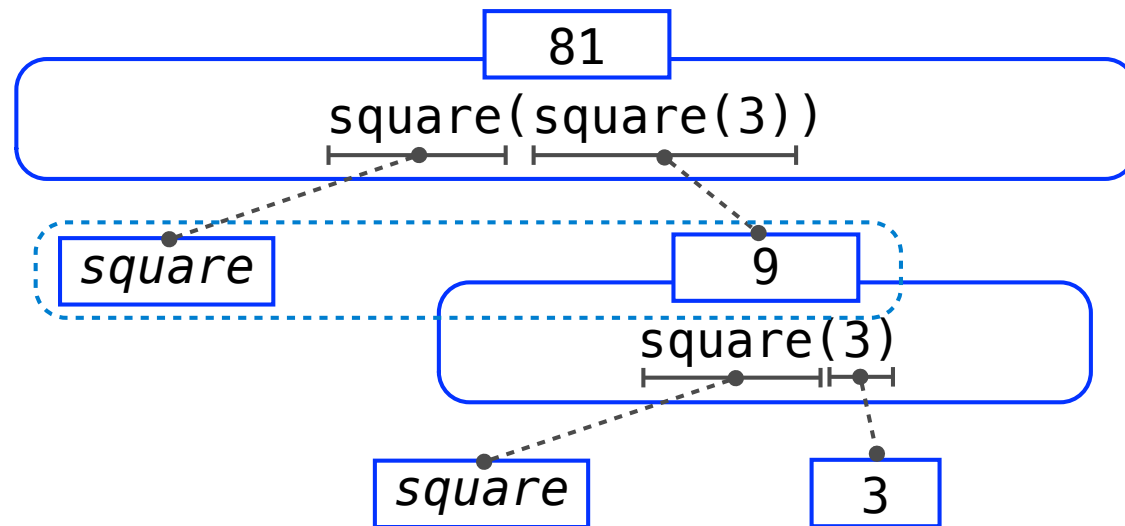
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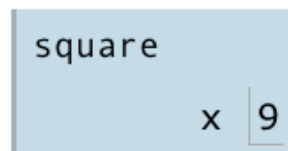
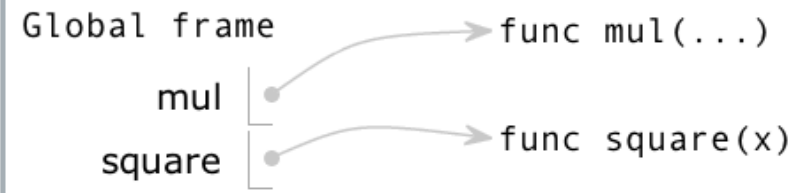
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# Multiple Environments in One Diagram!

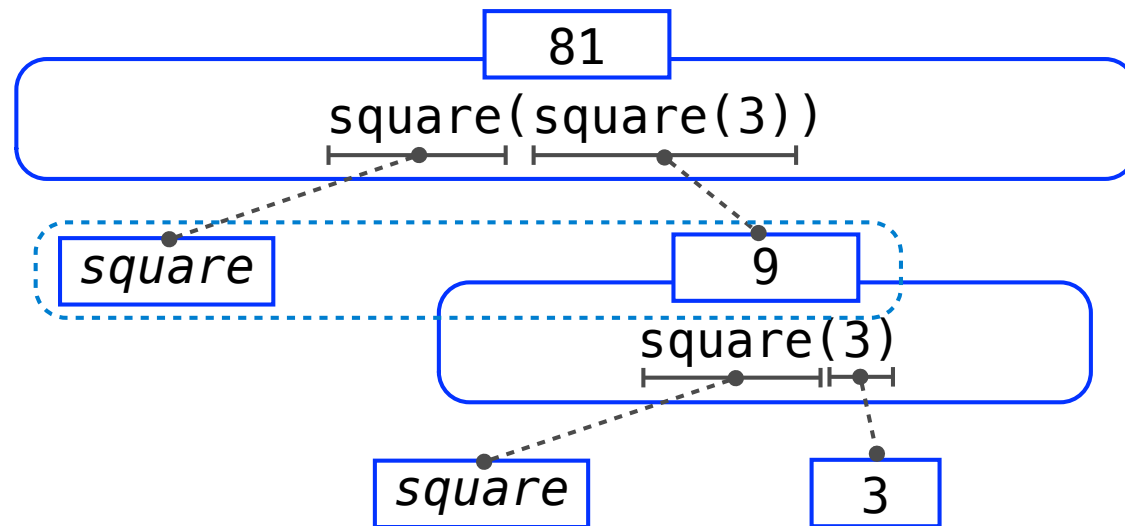


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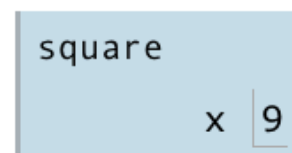
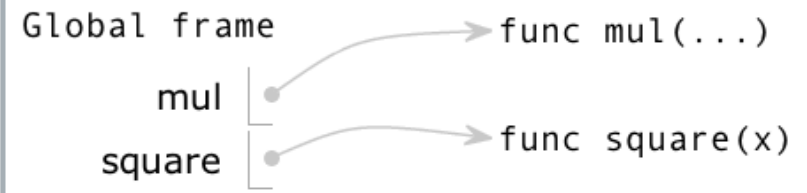


An **environment** is a **sequence** of frames.

# Multiple Environments in One Diagram!



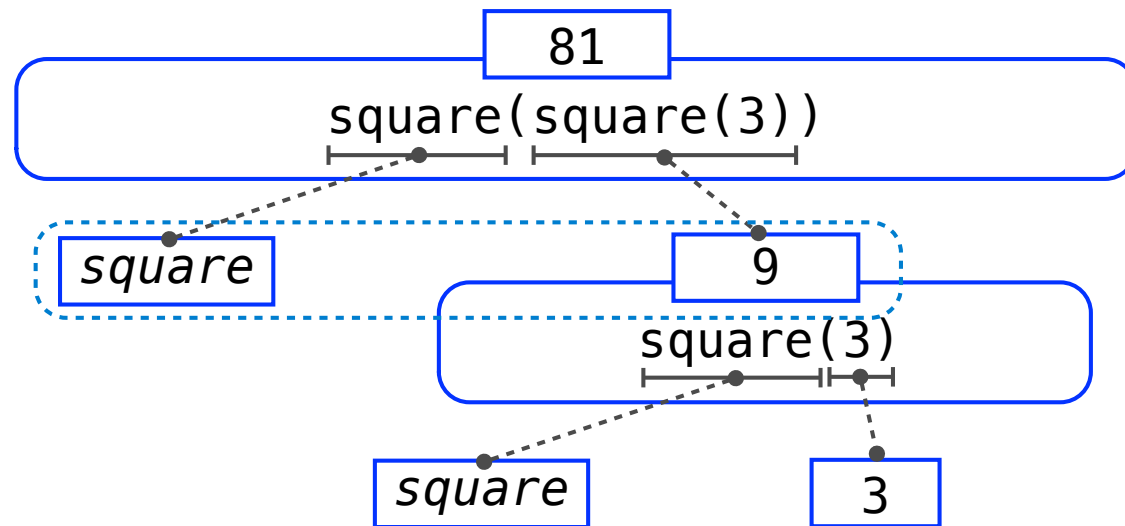
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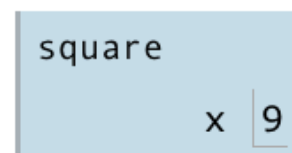
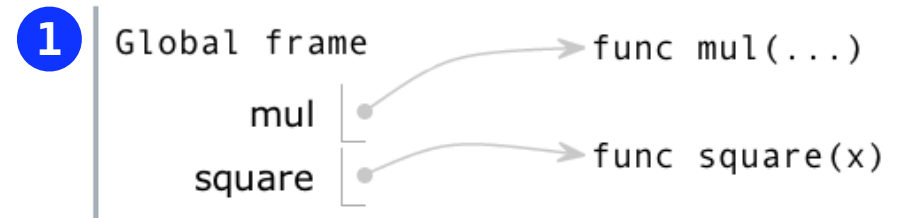
An **environment** is a **sequence** of frames.

- The global frame alone
- A local, then the global frame

# Multiple Environments in One Diagram!



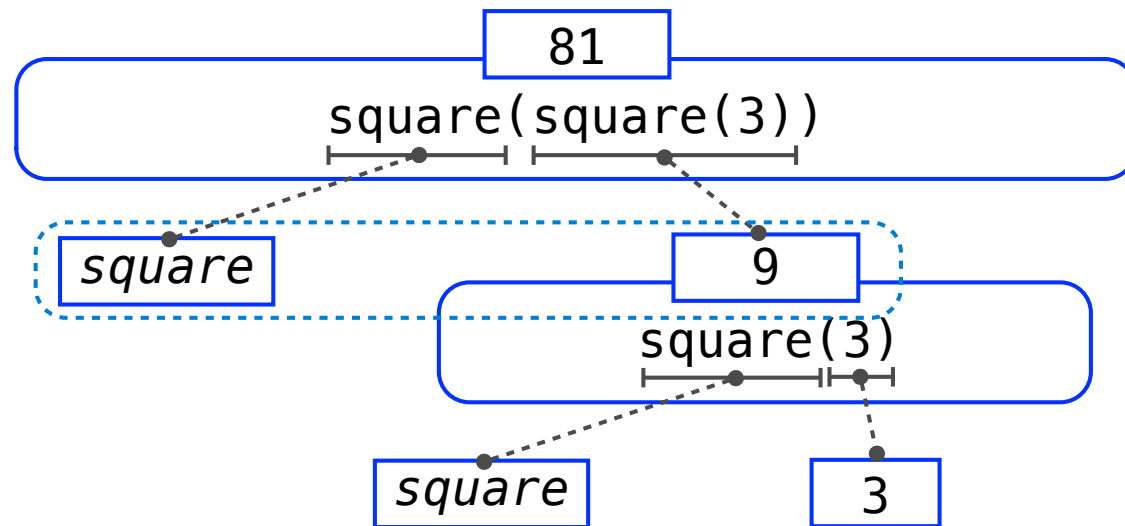
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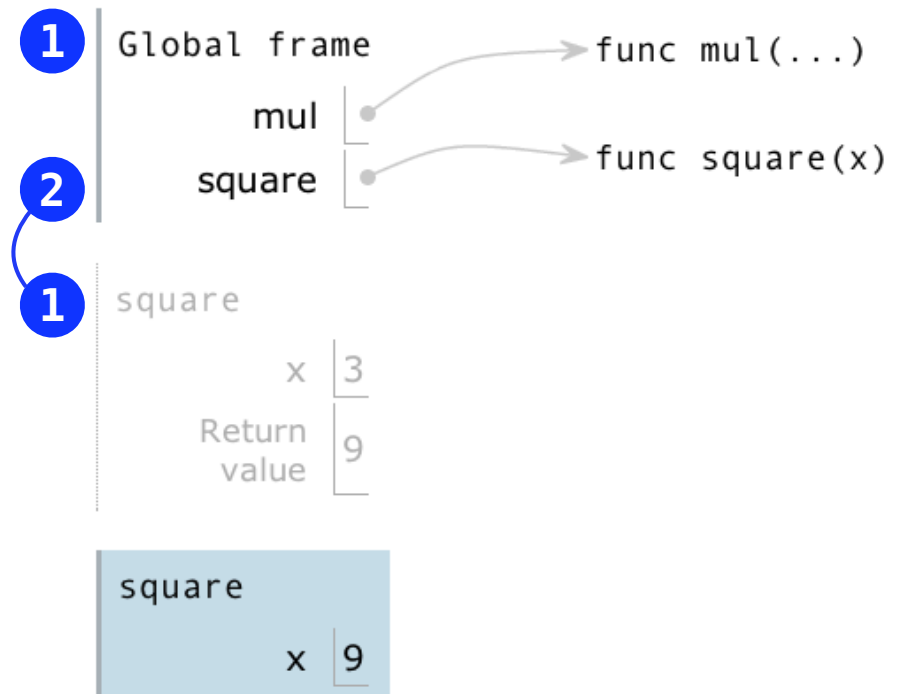
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# Multiple Environments in One Diagram!



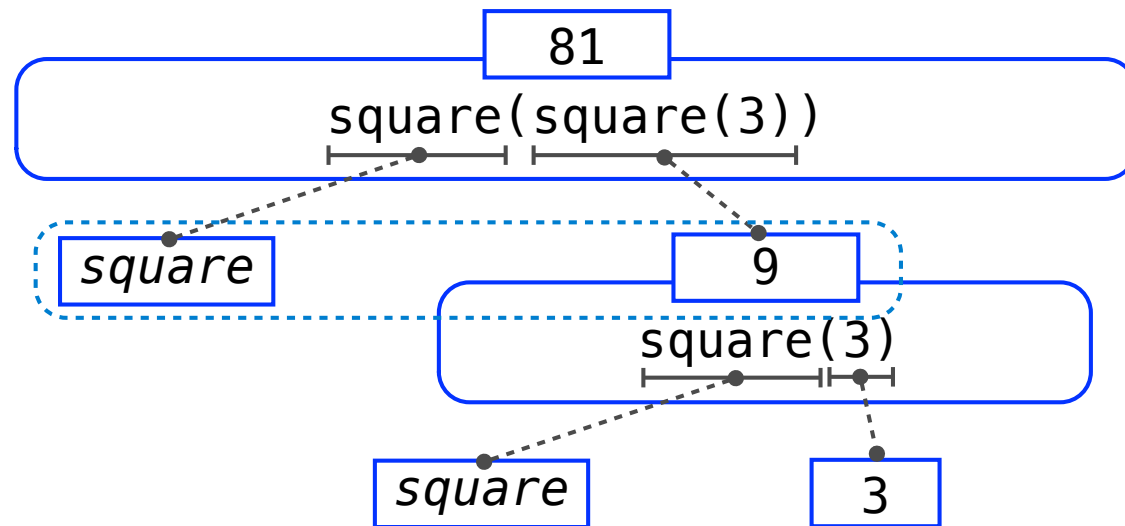
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An **environment** is a **sequence** of frames.

- The global frame alone
- A local, then the global frame

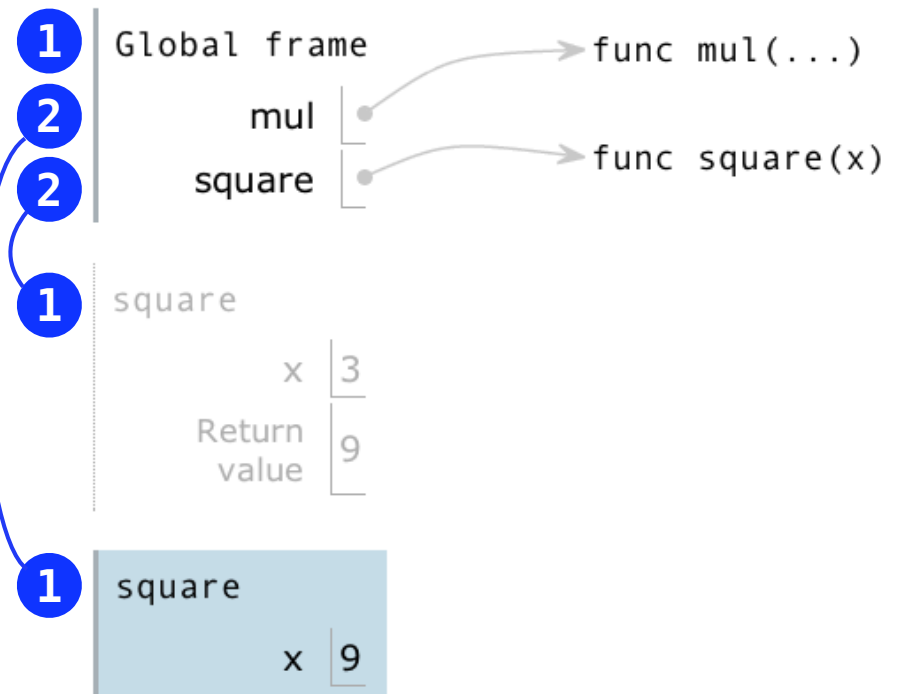
# Multiple Environments in One Diagram!



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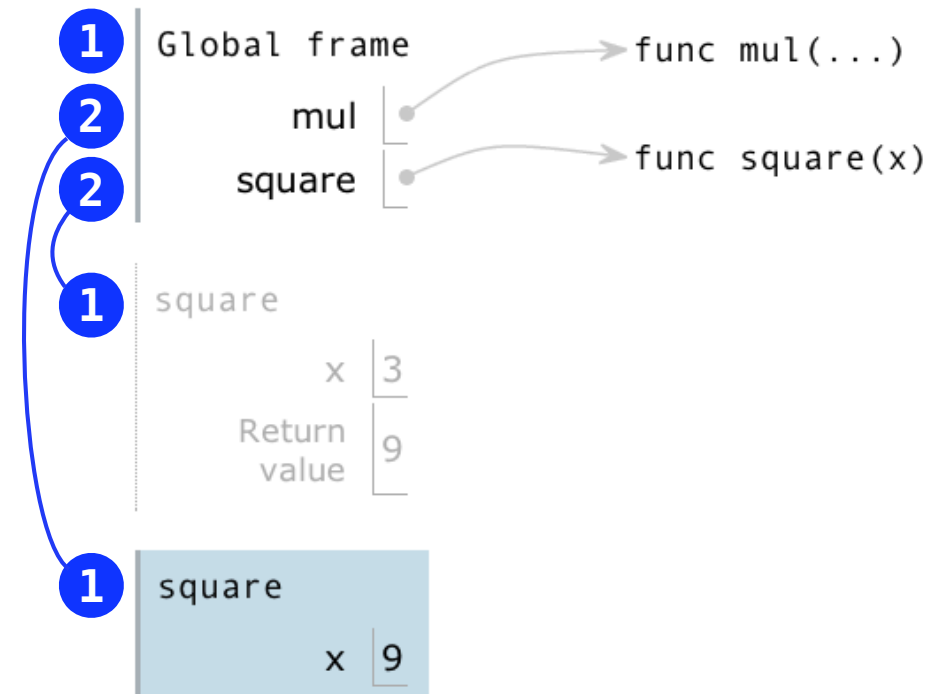
An **environment** is a **sequence** of frames.

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- A local, then the global frame



# Names Have No Meaning Without Environments

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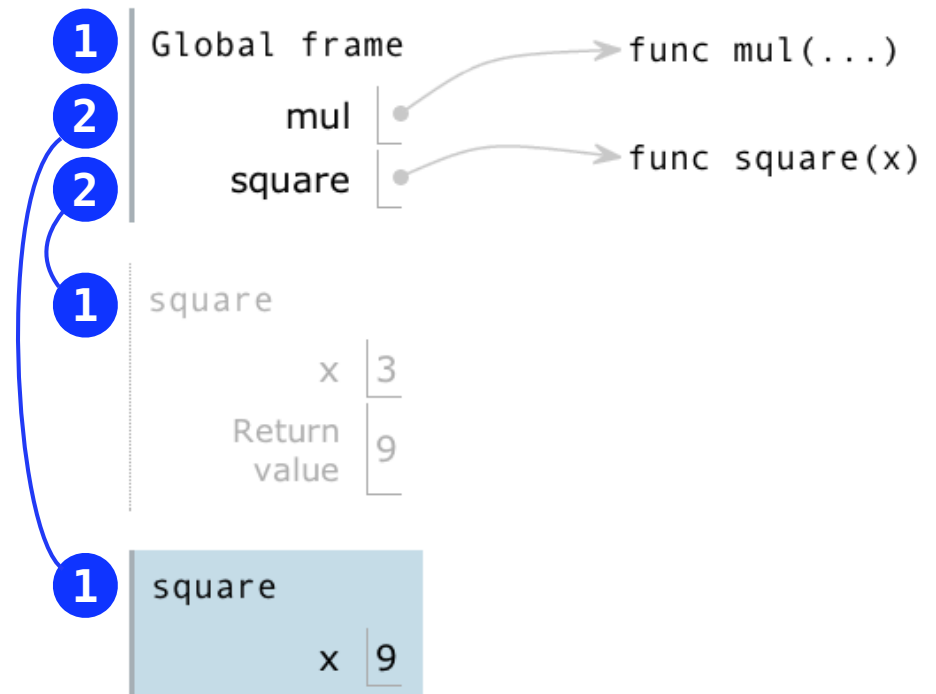
it:



# Names Have No Meaning Without Environments

Every expression is evaluated in the context of an environment.

```
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4 square(square(3))
```



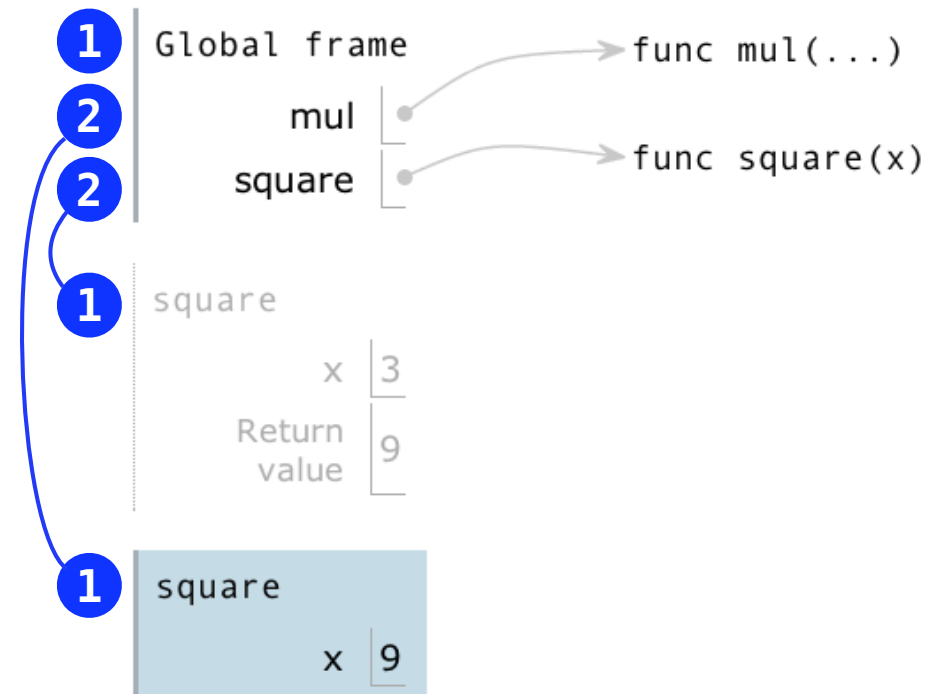
it:

# Names Have No Meaning Without Environments

Every expression is evaluated in the context of an environment.

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

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



it:

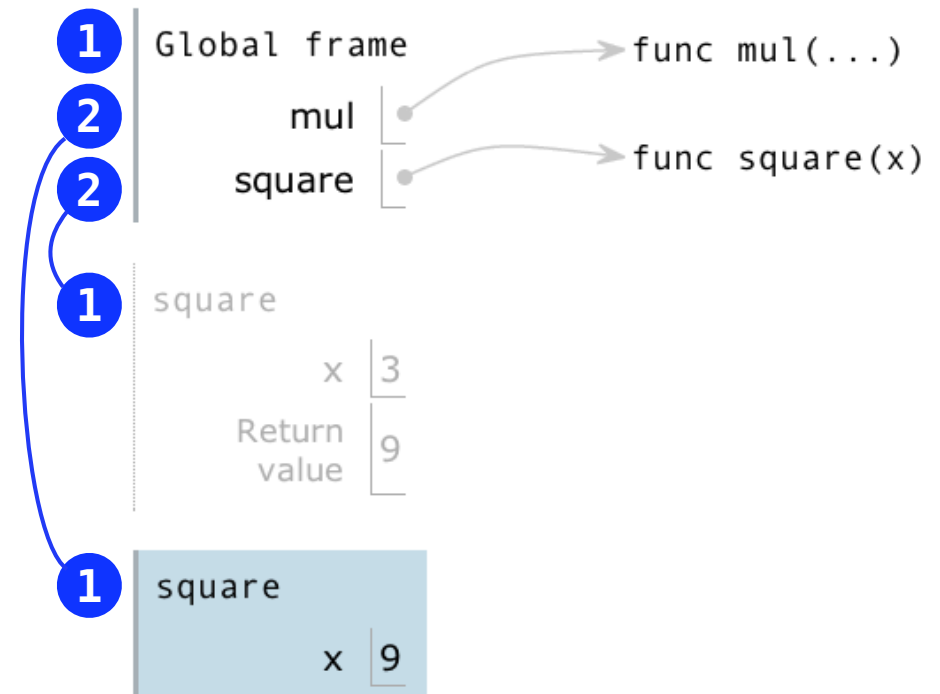
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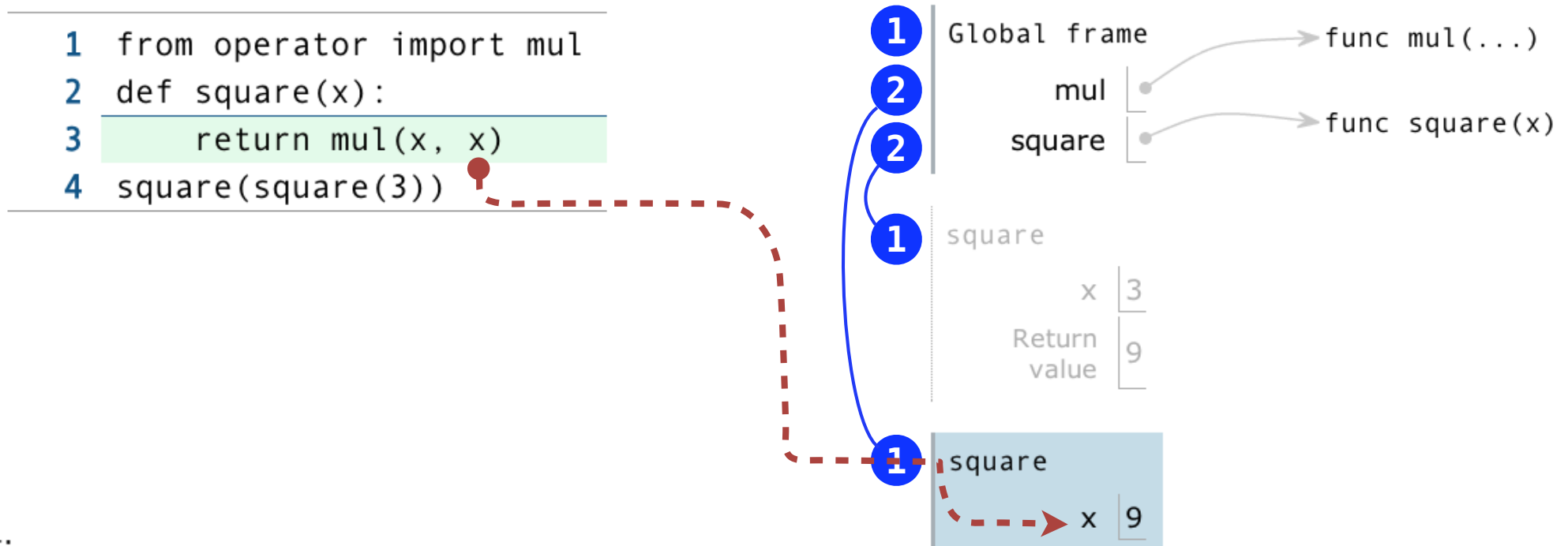
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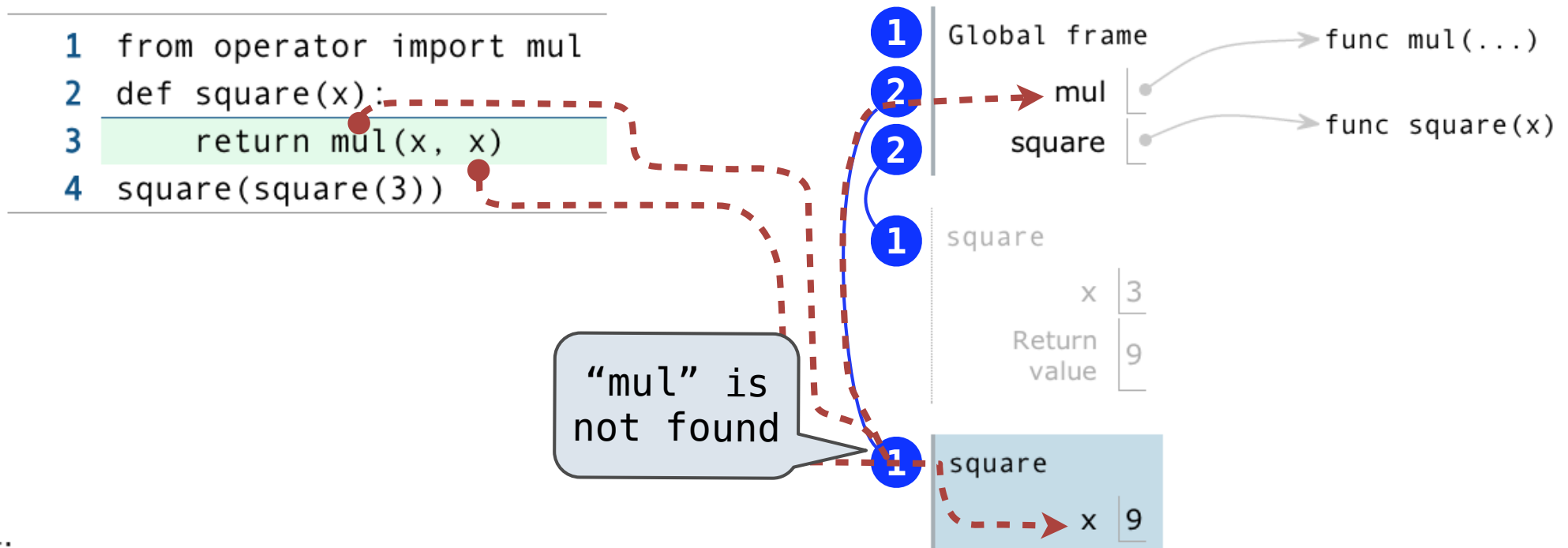
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Every expression is evaluated in the context of an environment.

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`mul(x, x)`



it:

# Formal Parameters

---

---

Example: <http://goo.gl/0apJa>

# Formal Parameters

---

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

# Formal Parameters

---

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

**vs**



# Formal Parameters

---

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

**vs**

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

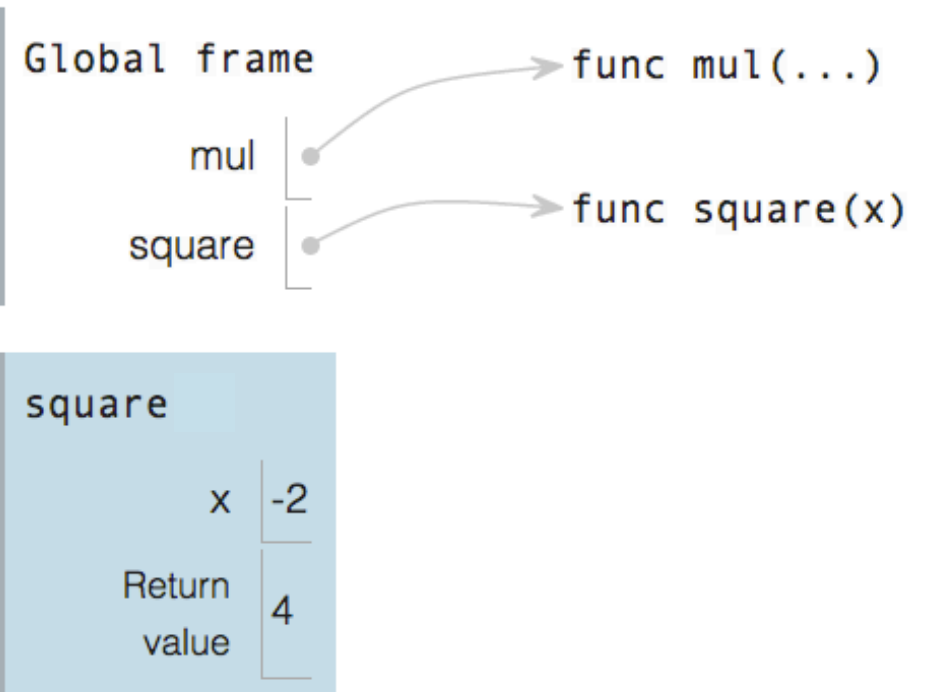
# Formal Parameters

```
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)
```



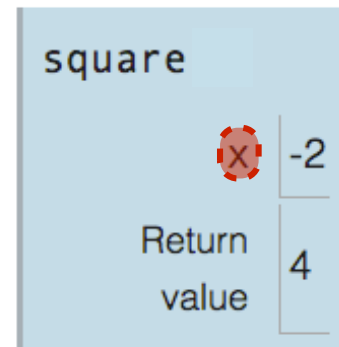
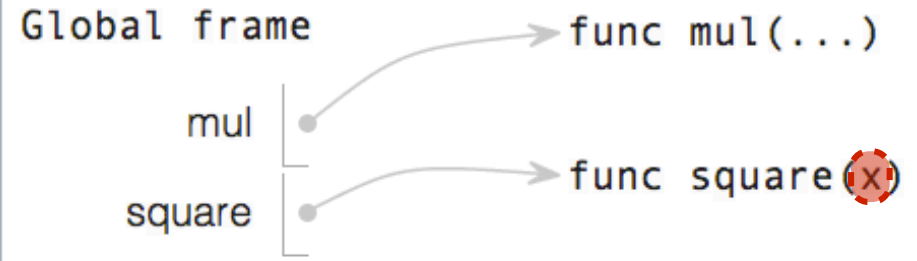
# Formal Parameters

```
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

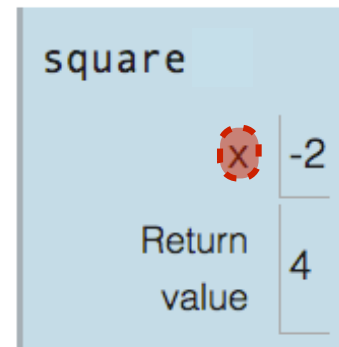
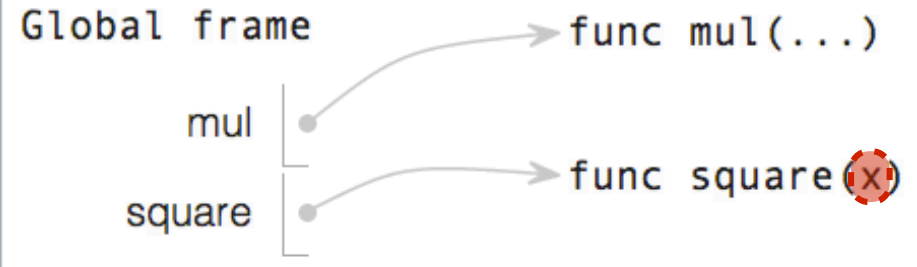
```
def square(x):  
    return mul(x, x)
```

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



# Formal Parameters

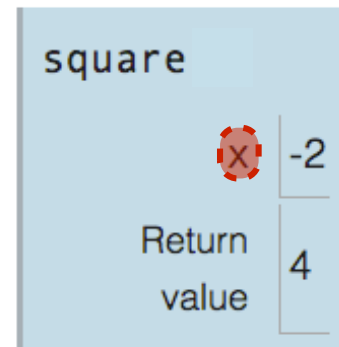
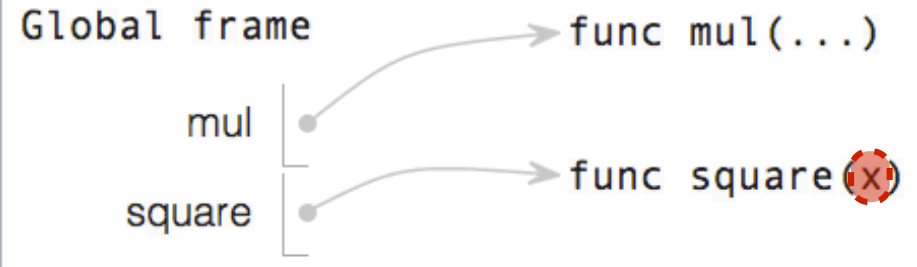
```
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```

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)

# Python Feature Demonstration

---

Operators

Multiple Return Values

Docstrings

Doctests

Default Arguments

Statements

# Statements

---

A statement  
is executed by the interpret  
to perform an action

# Statements

---

A statement  
is executed by the interpret  
to perform an action

## Compound statements:

```
<header>:  
    <statement>  
    <statement>  
    ...  
<separating header>:  
    <statement>  
    <statement>  
    ...  
...
```



# Statements

---

A statement  
is executed by the interpreter  
to perform an action

## Compound statements:

Statement

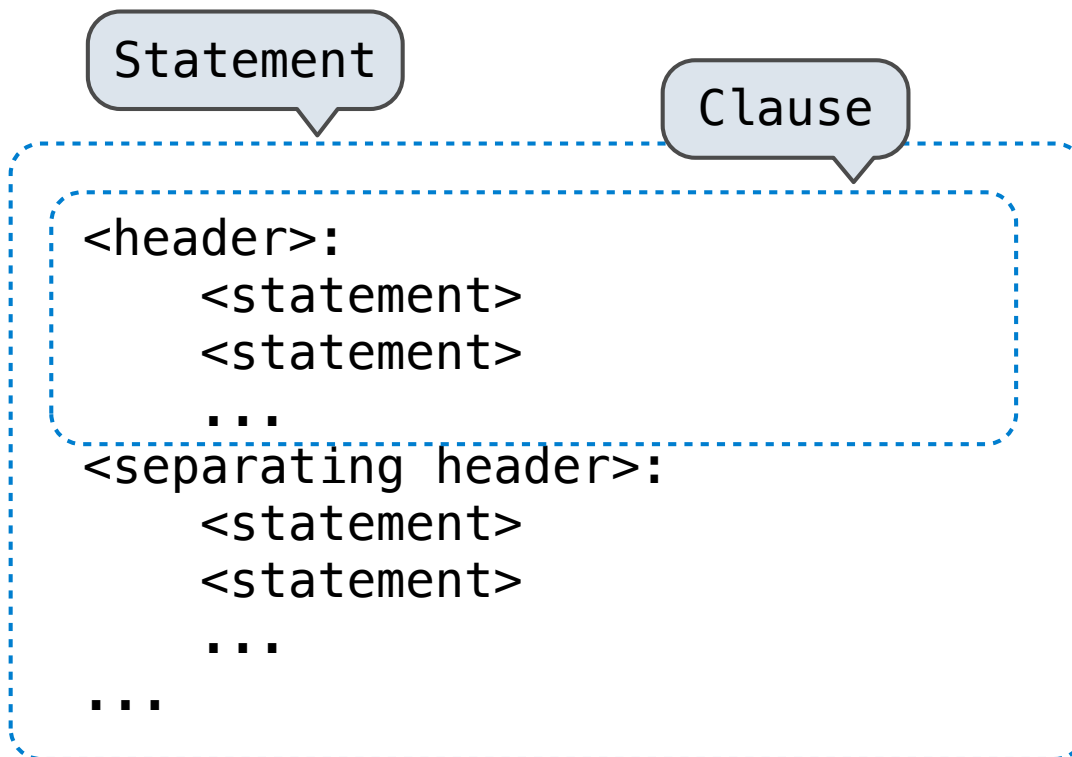
```
<header>:  
    <statement>  
    <statement>  
    ...  
<separating header>:  
    <statement>  
    <statement>  
    ...  
...
```

# Statements

---

A statement  
is executed by the interpreter  
to perform an action

## Compound statements:

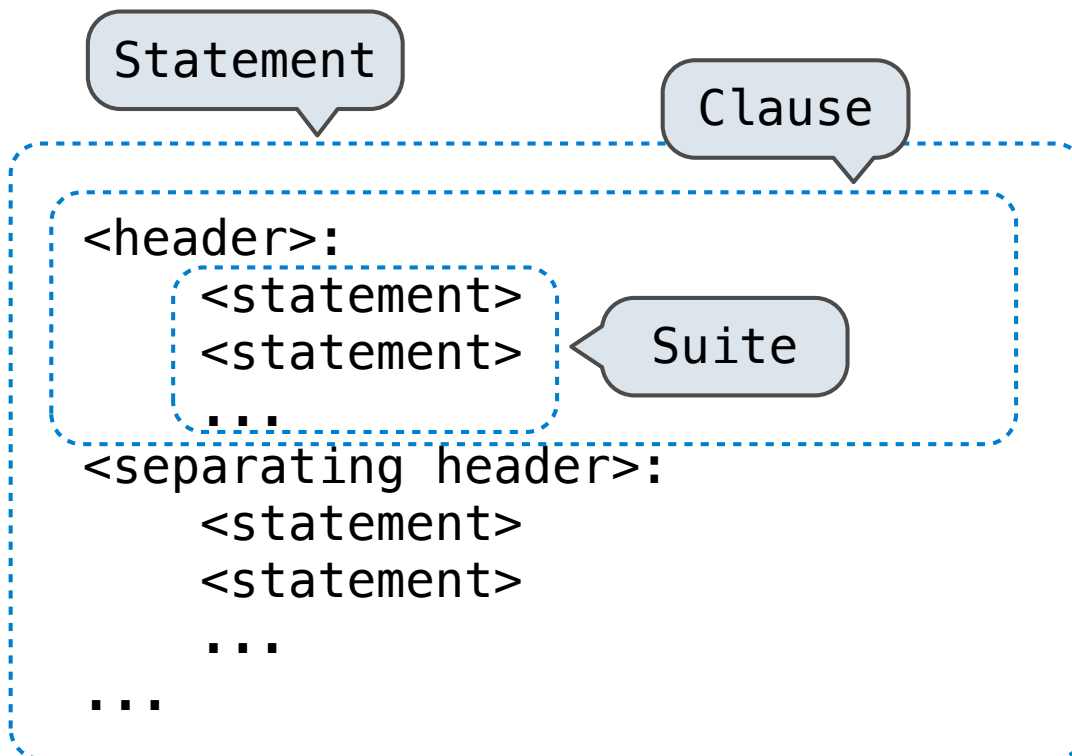


# Statements

---

A statement  
is executed by the interpreter  
to perform an action

## Compound statements:

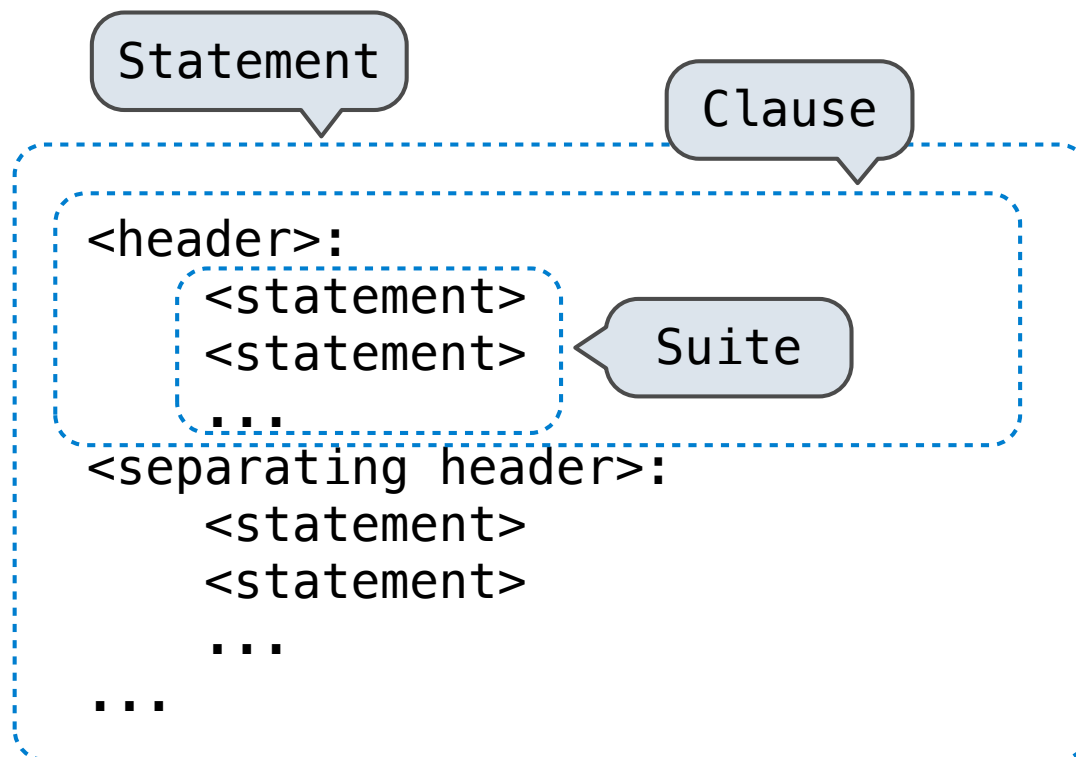


# Statements

---

A statement  
is executed by the interpreter  
to perform an action

## Compound statements:



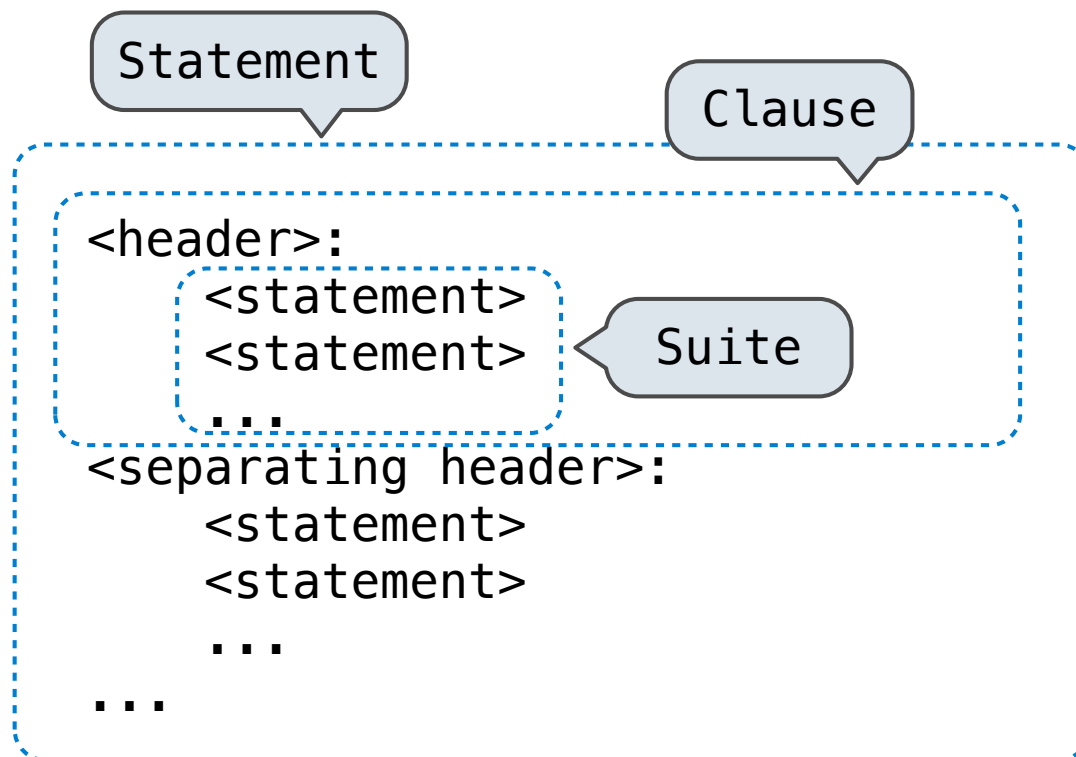
The first header  
determines a  
statement's type

# Statements

---

A statement  
is executed by the interpreter  
to perform an action

## Compound statements:



The first header  
determines a  
statement's type

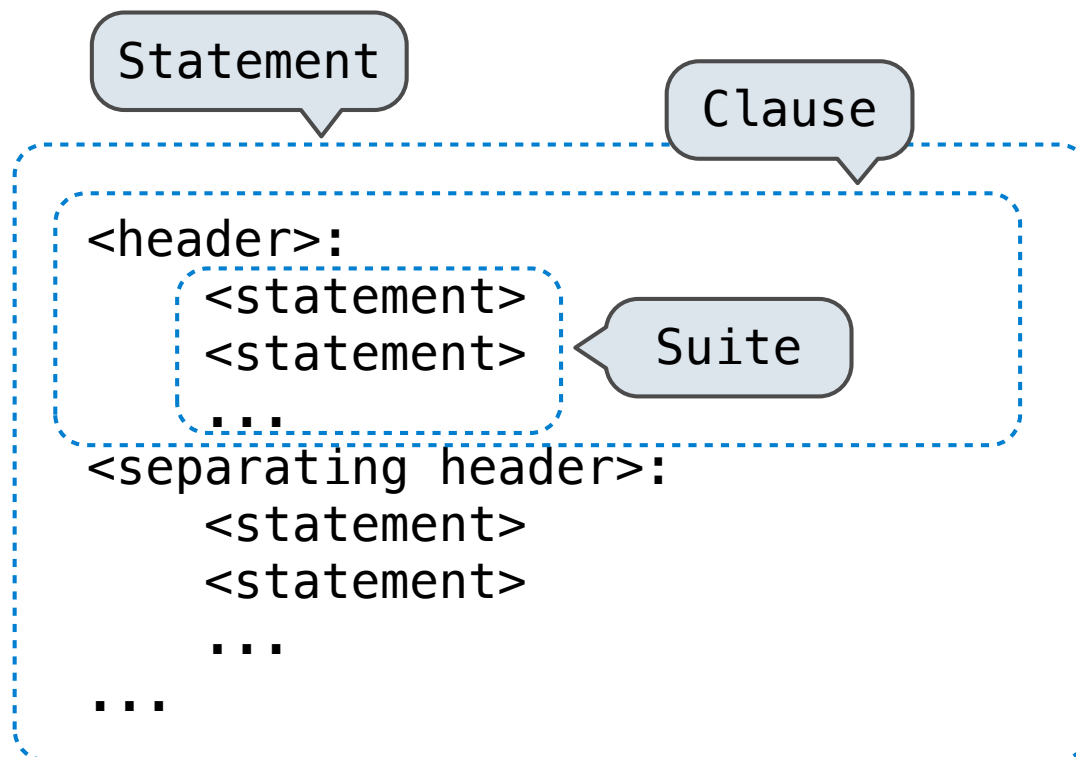
The header of a clause  
"controls" the suite  
that follows

# Statements

---

A statement  
is executed by the interpreter  
to perform an action

## Compound statements:



The first header  
determines a  
statement's type

The header of a clause  
“controls” the suite  
that follows

def statements are  
compound statements

# Compound Statements

---

## Compound statements:

<header>:

<statement>  
<statement>  
...

Suite

<separating header>:

<statement>  
<statement>  
...

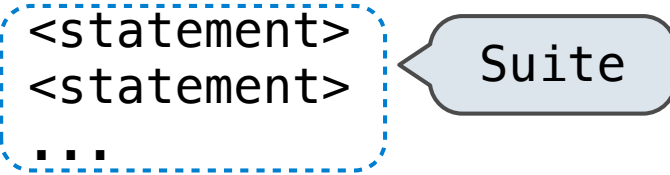
...

# Compound Statements

---

## Compound statements:

```
<header>:  
  <statement>  
  <statement>  
  ...  
<separating header>:  
  <statement>  
  <statement>  
  ...  
...
```



A diagram illustrating the structure of compound statements. A blue dashed box encloses a block of statements: `<statement>`, `<statement>`, and `...`. A light blue callout bubble with the word "Suite" points to this dashed box, indicating that the enclosed statements form a suite.

A suite is a sequence of statements

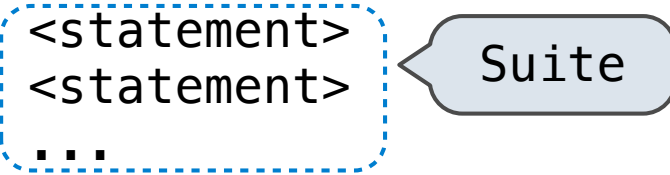


# Compound Statements

---

## Compound statements:

```
<header>:
  <statement>
  <statement>
  ...
<separating header>:
  <statement>
  <statement>
  ...
...
```



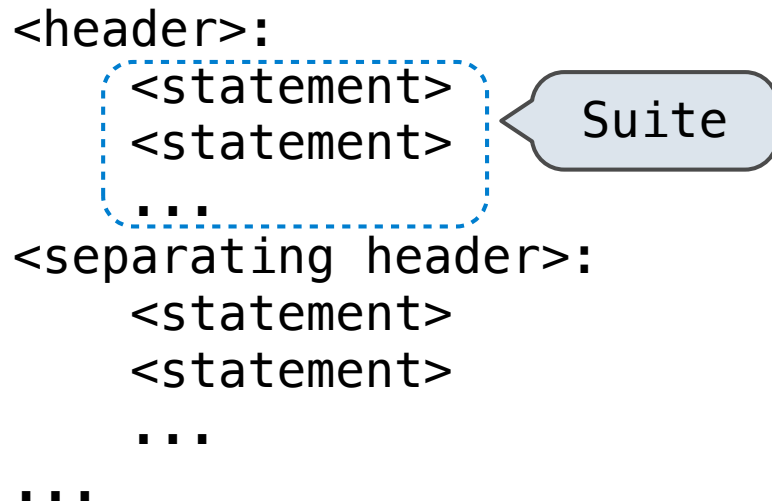
A suite is a sequence of statements

To “execute” a suite means to execute its sequence of statements, in order

# Compound Statements

---

## Compound statements:



A suite is a sequence of statements

To “execute” a suite means to execute its sequence of statements, in order

## Execution Rule for a sequence of statements:

- Execute the first
- Unless directed otherwise, execute the rest

# Local Assignment

---

```
1 def percent_difference(x, y):  
2     difference = abs(x-y)  
3     return 100 * difference / x  
4 diff = percent_difference(40, 50)
```

Global frame

percent\_difference

func percent\_difference(x, y)

percent\_difference

x 40

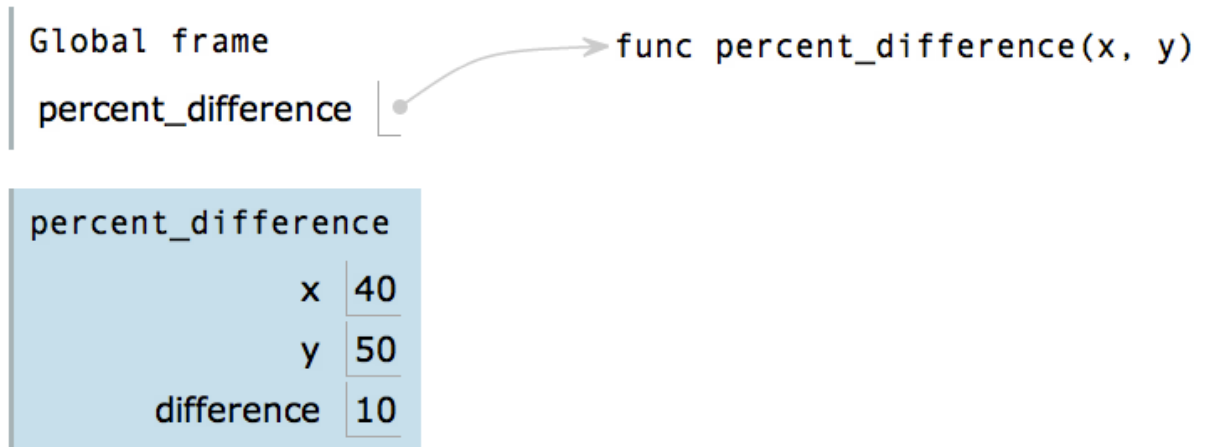
y 50

difference 10

# Local Assignment

---

```
1 def percent_difference(x, y):  
2     difference = abs(x-y)  
3     return 100 * difference / x  
4 diff = percent_difference(40, 50)
```

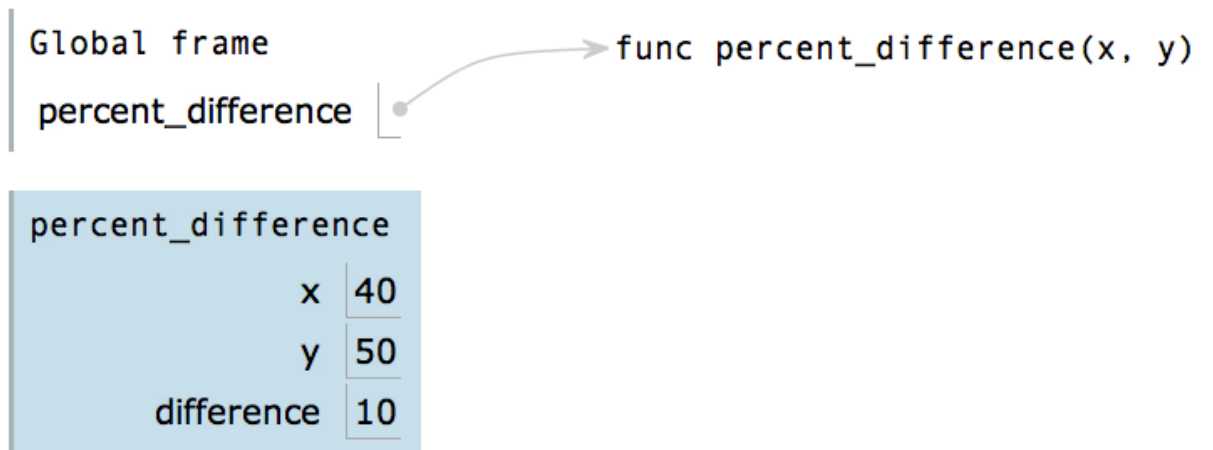


**Execution rule for assignment statements:**

# Local Assignment

---

```
1 def percent_difference(x, y):  
2     difference = abs(x-y)  
3     return 100 * difference / x  
4 diff = percent_difference(40, 50)
```



## Execution rule for assignment statements:

1. Evaluate all expressions right of `=`, from left to right.
2. Bind the names on the left the resulting values in the **first frame** of the current environment.

## Conditional Statements

---

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x > 0:  
        return x  
    elif x == 0:  
        return 0  
    else:  
        return -x
```

# Conditional Statements

---

1 statement,  
3 clauses,  
3 headers,  
3 suites

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x > 0:  
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```

# Conditional Statements

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1 statement,  
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**Execution rule for conditional statements:**



# Conditional Statements

---

1 statement,  
3 clauses,  
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```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x > 0:  
        return x  
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        return 0  
    else:  
        return -x
```

## Execution rule for conditional statements:

Each clause is considered in order.

1. Evaluate the header's expression.
2. If it is a true value,  
execute the suite & skip the remaining clauses.

# Boolean Contexts

---



*George Boole*

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x > 0:  
        return x  
    elif x == 0:  
        return 0  
    else:  
        return -x
```

# Boolean Contexts

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```

Two boolean  
contexts

# Boolean Contexts

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Two boolean  
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# Boolean Contexts

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Two boolean  
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# Boolean Contexts

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```

Two boolean  
contexts

False values in Python: False, 0, '', None

# Boolean Contexts

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```

Two boolean  
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False values in Python: False, 0, '', None (*more to come*)



# Boolean Contexts

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*George Boole*

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x > 0:  
        return x  
    elif x == 0:  
        return 0  
    else:  
        return -x
```

Two boolean  
contexts

False values in Python: False, 0, '', None (*more to come*)

True values in Python: Anything else (True)

# Boolean Contexts

---



*George Boole*

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x > 0:  
        return x  
    elif x == 0:  
        return 0  
    else:  
        return -x
```

Two boolean  
contexts

False values in Python: False, 0, '', None (*more to come*)

True values in Python: Anything else (True)

**Read Section 1.5.4!**

# Iteration

---

```
i, total = 0, 0
while i < 3:
    i = i + 1
    total = total + i
```

Global frame

i	0
total	0

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration



```
i, total = 0, 0
while i < 3:
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    total = total + i
```


Global frame

i	0
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Global frame

i	0
total	0

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# Iteration



```
▶ i, total = 0, 0
▶ while i < 3:
    ▶ i = i + 1
      total = total + i
```


Global frame		
i	<del>0</del>	1
total		0

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.



# Iteration




```
▶ i, total = 0, 0
▶ while i < 3:
    ▶ i = i + 1
    ▶ total = total + i
```

Global frame		
i	<del>0</del>	1
total		0

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration




```
▶ i, total = 0, 0
▶ while i < 3:
    ▶ i = i + 1
    ▶ total = total + i
```

Global frame		
i	<del>0</del>	1
total	<del>0</del>	1

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration




```
▶ i, total = 0, 0
▶ while i < 3:
    ▶ i = i + 1
    ▶ total = total + i
```

Global frame		
i	<del>0</del>	1
total	<del>0</del>	1

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration




```
▶ i, total = 0, 0
▶ ▶ while i < 3:
    ▶ ▶ i = i + 1
    ▶ total = total + i
```

Global frame		
i	<del>0</del>	1
total	<del>0</del>	1

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration




```
▶ i, total = 0, 0
▶ ▶ while i < 3:
    ▶ ▶ i = i + 1
    ▶ total = total + i
```

Global frame			
i	<del>0</del>	<del>1</del>	2
total	<del>0</del>	1	

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration




```
▶ i, total = 0, 0
▶▶ while i < 3:
▶▶▶ i = i + 1
▶▶▶ total = total + i
```

Global frame			
i	<del>0</del>	<del>1</del>	2
total	<del>0</del>	1	

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration




```
▶ i, total = 0, 0
▶▶ while i < 3:
    ▶▶ i = i + 1
    ▶▶ total = total + i
```

Global frame			
i	<del>0</del>	<del>1</del>	2
total	<del>0</del>	<del>1</del>	3

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration



```
▶ i, total = 0, 0
▶▶▶ while i < 3:
▶▶▶▶ i = i + 1
▶▶▶▶ total = total + i
```


Global frame			
i	<del>0</del>	<del>1</del>	2
total	<del>0</del>	<del>1</del>	3

## Execution rule for while statements:

1. Evaluate the header's expression.
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# Iteration




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▶ i, total = 0, 0
▶▶▶ while i < 3:
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Global frame			
i	<del>0</del>	<del>1</del>	2
total	<del>0</del>	<del>1</del>	3

## Execution rule for while statements:

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# Iteration




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▶ i, total = 0, 0
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```

Global frame				
i	<del>0</del>	<del>1</del>	<del>2</del>	3
total	<del>0</del>	<del>1</del>	3	

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration




```
▶ i, total = 0, 0
▶▶▶ while i < 3:
▶▶▶▶ i = i + 1
▶▶▶▶ total = total + i
```

Global frame				
i	<del>0</del>	<del>1</del>	<del>2</del>	3
total	<del>0</del>	<del>1</del>	3	

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration




```
▶ i, total = 0, 0
▶▶▶ while i < 3:
▶▶▶▶ i = i + 1
▶▶▶▶ total = total + i
```

Global frame				
i	<del>0</del>	<del>1</del>	<del>2</del>	3
total	<del>0</del>	<del>1</del>	<del>2</del>	6

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

# Iteration



```
▶ i, total = 0, 0
▶▶▶ while i < 3:
▶▶▶▶ i = i + 1
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```

Global frame				
i	<del>0</del>	<del>1</del>	<del>2</del>	3
total	<del>0</del>	<del>1</del>	<del>3</del>	6

## Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.