

61A Lecture 9

Friday, September 20

Announcements

Announcements

- Midterm 1 is on Monday 9/23 from 7pm to 9pm

Announcements

- Midterm 1 is on Monday 9/23 from 7pm to 9pm
 - 2 review sessions on Saturday 9/21 2pm–4pm and 4pm–6pm in 1 Pimentel

Announcements

- Midterm 1 is on Monday 9/23 from 7pm to 9pm
 - 2 review sessions on Saturday 9/21 2pm–4pm and 4pm–6pm in 1 Pimentel
 - HKN review session on Sunday 9/22 from 4pm to 7pm in 2050 Valley LSB

Announcements

- Midterm 1 is on Monday 9/23 from 7pm to 9pm
 - 2 review sessions on Saturday 9/21 2pm–4pm and 4pm–6pm in 1 Pimentel
 - HKN review session on Sunday 9/22 from 4pm to 7pm in 2050 Valley LSB
 - Extra weekend office hours announced on Piazza

Announcements

- Midterm 1 is on Monday 9/23 from 7pm to 9pm
 - 2 review sessions on Saturday 9/21 2pm–4pm and 4pm–6pm in 1 Pimentel
 - HKN review session on Sunday 9/22 from 4pm to 7pm in 2050 Valley LSB
 - Extra weekend office hours announced on Piazza
 - Cannot attend? Fill out the conflict form by Friday 9/20 @ 11:59pm!

Announcements

- Midterm 1 is on Monday 9/23 from 7pm to 9pm
 - 2 review sessions on Saturday 9/21 2pm–4pm and 4pm–6pm in 1 Pimentel
 - HKN review session on Sunday 9/22 from 4pm to 7pm in 2050 Valley LSB
 - Extra weekend office hours announced on Piazza
 - Cannot attend? Fill out the conflict form by Friday 9/20 @ 11:59pm!
- No lab next week: Monday 9/23, Tuesday 9/24, or Wednesday 9/25

Announcements

- Midterm 1 is on Monday 9/23 from 7pm to 9pm
 - 2 review sessions on Saturday 9/21 2pm–4pm and 4pm–6pm in 1 Pimentel
 - HKN review session on Sunday 9/22 from 4pm to 7pm in 2050 Valley LSB
 - Extra weekend office hours announced on Piazza
 - Cannot attend? Fill out the conflict form by Friday 9/20 @ 11:59pm!
- No lab next week: Monday 9/23, Tuesday 9/24, or Wednesday 9/25
- Homework 3 due Tuesday 10/1 @ 11:59pm

Announcements

- Midterm 1 is on Monday 9/23 from 7pm to 9pm
 - 2 review sessions on Saturday 9/21 2pm–4pm and 4pm–6pm in 1 Pimentel
 - HKN review session on Sunday 9/22 from 4pm to 7pm in 2050 Valley LSB
 - Extra weekend office hours announced on Piazza
 - Cannot attend? Fill out the conflict form by Friday 9/20 @ 11:59pm!
- No lab next week: Monday 9/23, Tuesday 9/24, or Wednesday 9/25
- Homework 3 due Tuesday 10/1 @ 11:59pm
- Optional Hog strategy contest ends Thursday 10/3 @ 11:59pm

Abstraction

Functional Abstractions

Functional Abstractions

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

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- `square` takes one argument.

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- `square` takes one argument.

Yes

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- `square` takes one argument.
- `square` has the **intrinsic** name `square`.

Yes

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- `square` takes one argument. Yes
- `square` has the **intrinsic** name `square`. No

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- Square takes one argument. **Yes**
- Square has the **intrinsic** name `square`. **No**
- Square computes the square of a number.

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- Square takes one argument. **Yes**
- Square has the **intrinsic** name `square`. **No**
- Square computes the square of a number. **Yes**

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- Square takes one argument. **Yes**
- Square has the **intrinsic** name `square`. **No**
- Square computes the square of a number. **Yes**
- Square computes the square by calling `mul`.

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- Square takes one argument. **Yes**
- Square has the **intrinsic** name `square`. **No**
- Square computes the square of a number. **Yes**
- Square computes the square by calling `mul`. **No**

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- Square takes one argument. **Yes**
- Square has the **intrinsic** name `square`. **No**
- Square computes the square of a number. **Yes**
- Square computes the square by calling `mul`. **No**

```
def square(x):  
    return pow(x, 2)
```


Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- Square takes one argument. **Yes**
- Square has the **intrinsic** name `square`. **No**
- Square computes the square of a number. **Yes**
- Square computes the square by calling `mul`. **No**

```
def square(x):  
    return pow(x, 2)
```

```
def square(x):  
    return mul(x, x-1) + x
```

Functional Abstractions

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

```
def sum_squares(x, y):  
    return square(x) + square(y)
```

What does `sum_squares` need to know about `square`?

- Square takes one argument. **Yes**
- Square has the **intrinsic** name `square`. **No**
- Square computes the square of a number. **Yes**
- Square computes the square by calling `mul`. **No**

```
def square(x):  
    return pow(x, 2)
```

```
def square(x):  
    return mul(x, x-1) + x
```

If the name “`square`” were bound to a built-in function, `sum_squares` would still work identically.

Choosing Names

Choosing Names

Names typically *don't* matter for correctness
but
they matter a lot for composition

Choosing Names

Names typically *don't* matter for correctness

but

they matter a lot for composition

Names should convey the *meaning* or *purpose* of the values to which they are bound.

Choosing Names

Names typically *don't* matter for correctness

but

they matter a lot for composition

Names should convey the *meaning* or *purpose* of the values to which they are bound.

The type of value bound to the name is best documented in a function's docstring.

Choosing Names

Names typically *don't* matter for correctness

but

they matter a lot for composition

Names should convey the *meaning* or *purpose* of the values to which they are bound.

The type of value bound to the name is best documented in a function's docstring.

Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Choosing Names

Names typically *don't* matter for correctness
but
they matter a lot for composition

From:

To:

Names should convey the *meaning* or *purpose* of the values to which they are bound.

The type of value bound to the name is best documented in a function's docstring.

Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Choosing Names

Names typically *don't* matter for correctness
but
they matter a lot for composition

From:

true_false

To:

rolled_a_one

Names should convey the *meaning* or *purpose* of the values to which they are bound.

The type of value bound to the name is best documented in a function's docstring.

Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Choosing Names

Names typically *don't* matter for correctness
but
they matter a lot for composition

From:

true_false

d

To:

rolled_a_one

dice

Names should convey the *meaning* or *purpose* of the values to which they are bound.

The type of value bound to the name is best documented in a function's docstring.

Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Choosing Names

Names typically *don't* matter for correctness
but
they matter a lot for composition

From:	To:
true_false	rolled_a_one
d	dice
play_helper	take_turn

Names should convey the *meaning* or *purpose* of the values to which they are bound.

The type of value bound to the name is best documented in a function's docstring.

Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Choosing Names

Names typically *don't* matter for correctness
but
they matter a lot for composition

From:	To:
true_false	rolled_a_one
d	dice
play_helper	take_turn
my_int	num_rolls

Names should convey the *meaning* or *purpose* of the values to which they are bound.

The type of value bound to the name is best documented in a function's docstring.

Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Choosing Names

Names typically *don't* matter for correctness
but
they matter a lot for composition

From:	To:
true_false	rolled_a_one
d	dice
play_helper	take_turn
my_int	num_rolls
l, I, 0	k, i, m

Names should convey the *meaning* or *purpose* of the values to which they are bound.

The type of value bound to the name is best documented in a function's docstring.

Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Which Values Deserve a Name

Which Values Deserve a Name

Repeated compound expressions:

Which Values Deserve a Name

Repeated compound expressions:

```
if sqrt(square(a) + square(b)) > 1:  
    x = x + sqrt(square(a) + square(b))
```


Which Values Deserve a Name

Repeated compound expressions:

```
if sqrt(square(a) + square(b)) > 1:  
    x = x + sqrt(square(a) + square(b))
```



```
hypotenuse = sqrt(square(a) + square(b))  
if hypotenuse > 1:  
    x = x + hypotenuse
```

Which Values Deserve a Name

Repeated compound expressions:

```
if sqrt(square(a) + square(b)) > 1:  
    x = x + sqrt(square(a) + square(b))
```



```
hypotenuse = sqrt(square(a) + square(b))  
if hypotenuse > 1:  
    x = x + hypotenuse
```

Meaningful parts of complex expressions:

Which Values Deserve a Name

Repeated compound expressions:

```
if sqrt(square(a) + square(b)) > 1:  
    x = x + sqrt(square(a) + square(b))
```



```
hypotenuse = sqrt(square(a) + square(b))  
if hypotenuse > 1:  
    x = x + hypotenuse
```

Meaningful parts of complex expressions:

```
x = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
```

Which Values Deserve a Name

Repeated compound expressions:

```
if sqrt(square(a) + square(b)) > 1:  
    x = x + sqrt(square(a) + square(b))
```



```
hypotenuse = sqrt(square(a) + square(b))  
if hypotenuse > 1:  
    x = x + hypotenuse
```

Meaningful parts of complex expressions:

```
x = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
```



```
discriminant = sqrt(square(b) - 4 * a * c)  
x = (-b + discriminant) / (2 * a)
```

Which Values Deserve a Name

Repeated compound expressions:

```
if sqrt(square(a) + square(b)) > 1:  
    x = x + sqrt(square(a) + square(b))
```



```
hypotenuse = sqrt(square(a) + square(b))  
if hypotenuse > 1:  
    x = x + hypotenuse
```

More Naming Tips

Meaningful parts of complex expressions:

```
x = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
```



```
discriminant = sqrt(square(b) - 4 * a * c)  
x = (-b + discriminant) / (2 * a)
```

Which Values Deserve a Name

Repeated compound expressions:

```
if sqrt(square(a) + square(b)) > 1:  
    x = x + sqrt(square(a) + square(b))
```



```
hypotenuse = sqrt(square(a) + square(b))  
if hypotenuse > 1:  
    x = x + hypotenuse
```

Meaningful parts of complex expressions:

```
x = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
```



```
discriminant = sqrt(square(b) - 4 * a * c)  
x = (-b + discriminant) / (2 * a)
```

More Naming Tips

- Names can be long if they help document your code:

```
average_age = average(age, students)
```

is preferable to

```
# Compute average age of students  
aa = avg(a, st)
```

Which Values Deserve a Name

Repeated compound expressions:

```
if sqrt(square(a) + square(b)) > 1:  
    x = x + sqrt(square(a) + square(b))
```



```
hypotenuse = sqrt(square(a) + square(b))  
if hypotenuse > 1:  
    x = x + hypotenuse
```

Meaningful parts of complex expressions:

```
x = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
```



```
discriminant = sqrt(square(b) - 4 * a * c)  
x = (-b + discriminant) / (2 * a)
```

More Naming Tips

- Names can be long if they help document your code:

```
average_age = average(age, students)
```

is preferable to

```
# Compute average age of students  
aa = avg(a, st)
```

- Names can be short if they represent generic quantities: counts, arbitrary functions, arguments to mathematical operations, etc.

n, k, i – Usually integers

x, y, z – Usually real numbers

f, g, h – Usually functions

Which Values Deserve a Name

Repeated compound expressions:

```
if sqrt(square(a) + square(b)) > 1:  
    x = x + sqrt(square(a) + square(b))
```



```
hypotenuse = sqrt(square(a) + square(b))  
if hypotenuse > 1:  
    x = x + hypotenuse
```

**PRACTICAL
GUIDELINES**

Meaningful parts of complex expressions:

```
x = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
```



```
discriminant = sqrt(square(b) - 4 * a * c)  
x = (-b + discriminant) / (2 * a)
```

More Naming Tips

- Names can be long if they help document your code:

```
average_age = average(age, students)
```

is preferable to

```
# Compute average age of students  
aa = avg(a, st)
```

- Names can be short if they represent generic quantities: counts, arbitrary functions, arguments to mathematical operations, etc.

n, k, i – Usually integers

x, y, z – Usually real numbers

f, g, h – Usually functions

Testing

Test-Driven Development

Test-Driven Development

Write the test of a function before you write the function.

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Tests can help identify tricky edge cases.

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Tests can help identify tricky edge cases.

Develop incrementally and test each piece before moving on.

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Tests can help identify tricky edge cases.

Develop incrementally and test each piece before moving on.

You can't depend upon code that hasn't been tested.

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Tests can help identify tricky edge cases.

Develop incrementally and test each piece before moving on.

You can't depend upon code that hasn't been tested.

Run your old tests again after you make new changes.

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Tests can help identify tricky edge cases.

Develop incrementally and test each piece before moving on.

You can't depend upon code that hasn't been tested.

Run your old tests again after you make new changes.

Run your code interactively.

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Tests can help identify tricky edge cases.

Develop incrementally and test each piece before moving on.

You can't depend upon code that hasn't been tested.

Run your old tests again after you make new changes.

Run your code interactively.

Don't be afraid to experiment with a function after you write it.

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Tests can help identify tricky edge cases.

Develop incrementally and test each piece before moving on.

You can't depend upon code that hasn't been tested.

Run your old tests again after you make new changes.

Run your code interactively.

Don't be afraid to experiment with a function after you write it.

Interactive sessions can become doctests. Just copy and paste.

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Tests can help identify tricky edge cases.

Develop incrementally and test each piece before moving on.

You can't depend upon code that hasn't been tested.

Run your old tests again after you make new changes.

Run your code interactively.

Don't be afraid to experiment with a function after you write it.

Interactive sessions can become doctests. Just copy and paste.

(Demo)

Decorators

Function Decorators

(demo)

Function Decorators

(demo)

```
@trace1  
def triple(x):  
    return 3 * x
```

Function Decorators

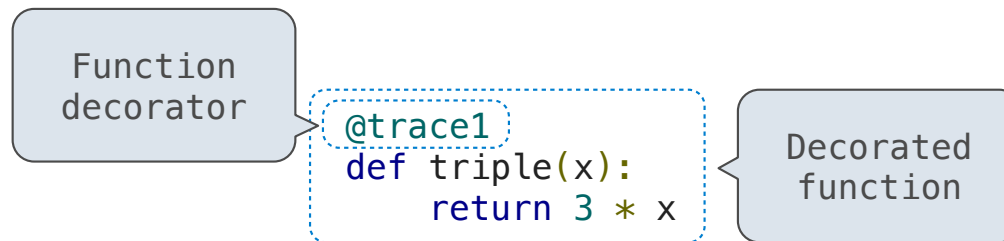
(demo)

Function
decorator

```
@trace1  
def triple(x):  
    return 3 * x
```

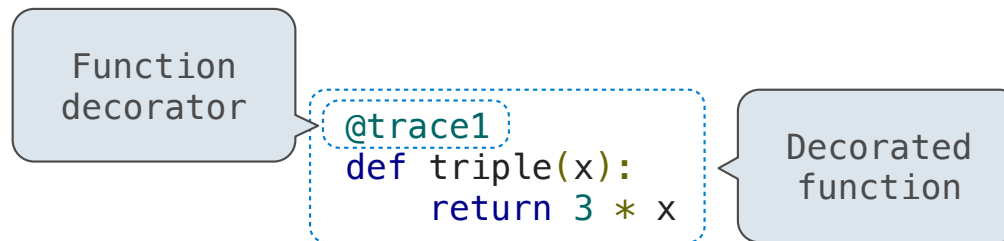

Function Decorators

(demo)



Function Decorators

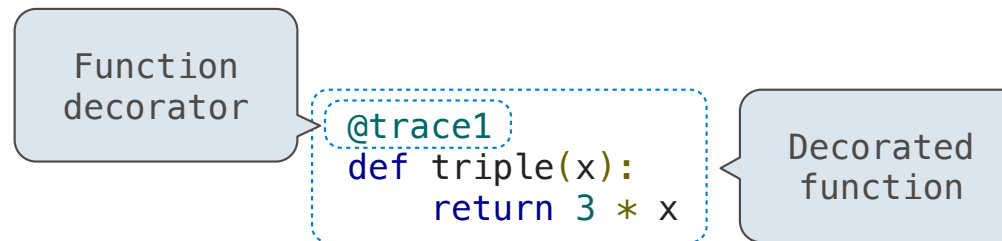
(demo)



is identical to

Function Decorators

(demo)



is identical to

```
def triple(x):
    return 3 * x
triple = trace1(triple)
```

Function Decorators

(demo)

Function
decorator

```
@trace1  
def triple(x):  
    return 3 * x
```

Decorated
function

is identical to

Why not just
use this?

```
def triple(x):  
    return 3 * x  
triple = trace1(triple)
```

Review

What Would Python Print?

What Would Python Print?

The `print` function returns `None`. It also displays its arguments (separated by spaces) when it is called.

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```


What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

This expression

Evaluates to

And prints

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

This expression

5

Evaluates to

5

And prints

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

This expression

Evaluates to

And prints

5

5

print(5)

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

This expression

Evaluates to

And prints

5

5

print(5)

None

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(add(3, 4), print(5))		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , print(5))		
7		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)		
	7	None

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)		5
	7	None

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5
7 None		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

This expression

Evaluates to

And prints

5

5

print(5)

None

5

print(add(3, 4), print(5))

None

5
7 None

7

None

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

delay(delay)()(6)()

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
delay(delay)()(6)()		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
delay(delay)()(6)()		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>		delayed

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>		delayed delayed

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>	6	delayed delayed

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>	6	delayed delayed
print(delay(print)()(4))		

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>	6	delayed delayed
print(delay(print)()(4))		delayed

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>	6	delayed delayed
print(delay(print)()(4))		delayed 4

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>	6	delayed delayed
print(delay(print)()(4))		delayed 4 None

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any argument and returns a function that returns that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def statements can refer to their enclosing scope

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
5	5	
print(5)	None	5
print(<u>add(3, 4)</u> , <u>print(5)</u>)	None	5 7 None
<u>delay(delay)()(6)()</u>	6	delayed delayed
print(delay(print)()(4))	None	delayed 4 None

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

This expression

Evaluates to

And prints

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

This expression

Evaluates to

And prints

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

Example: <http://goo.gl/NdrVqr>

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

This expression

Evaluates to

And prints

add(pirate(3)(square)(4), 1)

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

This expression

Evaluates to

And prints

add(pirate(3)(square)(4), 1)

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

This expression

Evaluates to

And prints

add(pirate(3)(square)(4), 1)

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

This expression

Evaluates to

And prints

add(pirate(3)(square)(4), 1)

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

This expression

Evaluates to

And prints

add(pirate(3)(square)(4), 1)

Matey

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

This expression

add(pirate(3)(square)(4), 1)

Evaluates to

And prints

Matey

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

This expression

add(pirate(3)(square)(4), 1)

func square(x)

Evaluates to

And prints

Matey

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

This expression

add(pirate(3)(square)(4), 1)

func square(x)

Evaluates to

And prints

Matey

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

This expression

add(pirate(3)(square)(4), 1)

func square(x)

16

Evaluates to

And prints

Matey

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
<u>add(pirate(3)(square)(4), 1)</u>	17	Matey
<u>func square(x)</u>		
<u>16</u>		

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
<u>add(pirate(3)(square)(4), 1)</u>	17	Matey
<u>func square(x)</u>		
<u>16</u>		
pirate(pirate(pirate))(5)(7)		

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
<u>add(pirate(3)(square)(4), 1)</u>	17	Matey
<u>func square(x)</u>		
<u>16</u>		
<u>pirate(pirate(pirate))(5)(7)</u>		

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
<u>add(pirate(3)(square)(4), 1)</u>	17	Matey
<u>func square(x)</u>		
<u>16</u>		
<u>pirate(pirate(pirate))(5)(7)</u>		
<u>Identity function</u>		

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
<u>add(pirate(3)(square)(4), 1)</u> <i>func square(x)</i>	17	Matey
<u>16</u>		
<u>pirate(pirate(pirate))(5)(7)</u> <i>Identity function</i>		Matey Matey

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
<u>add(pirate(3)(square)(4), 1)</u>	17	Matey
<u>func square(x)</u>		
<u>16</u>		
<u>pirate(pirate(pirate))(5)(7)</u>		Matey
<u>Identity function</u>		Matey

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
<u>add(pirate(3)(square)(4), 1)</u> <i>func square(x)</i>	17	Matey
<u>pirate(pirate(pirate))(5)(7)</u> <i>Identity function</i>	5	Matey Matey

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

What Would Python Print?

The print function returns None. It also displays its arguments (separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

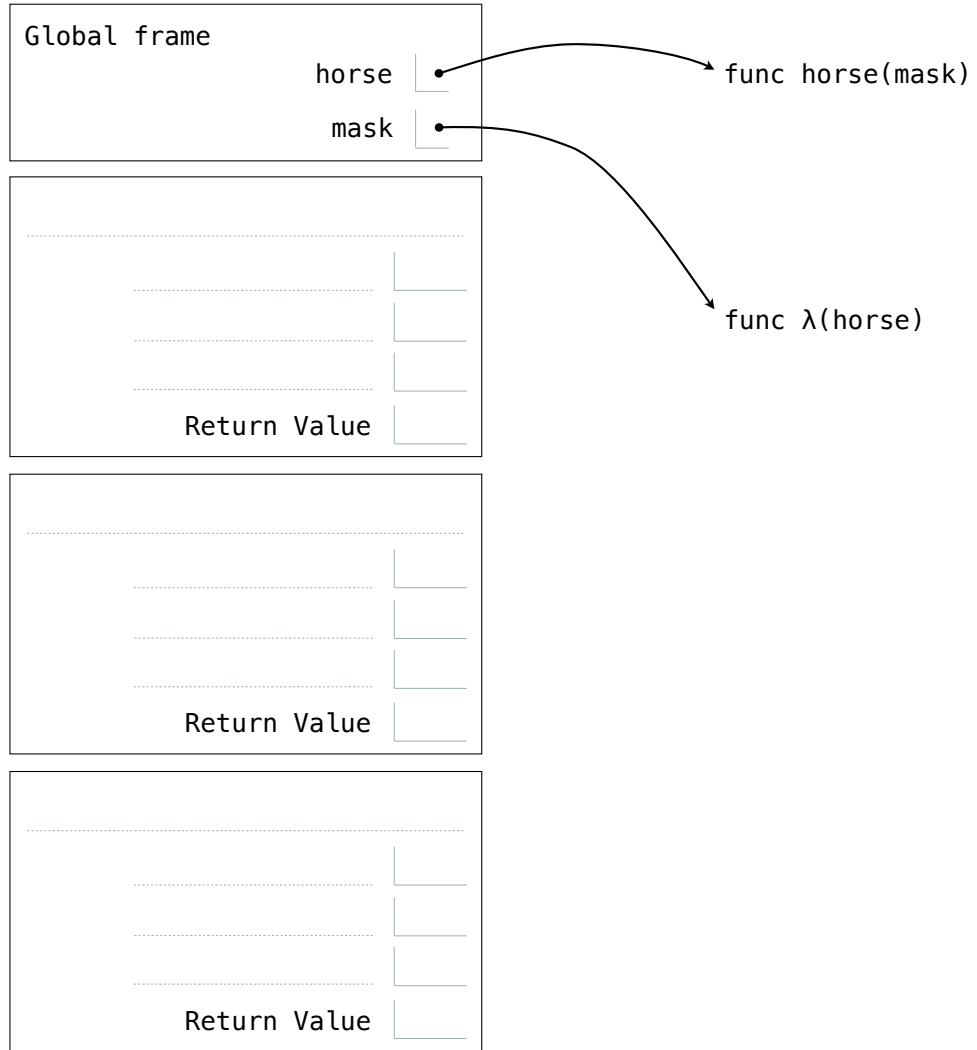
A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

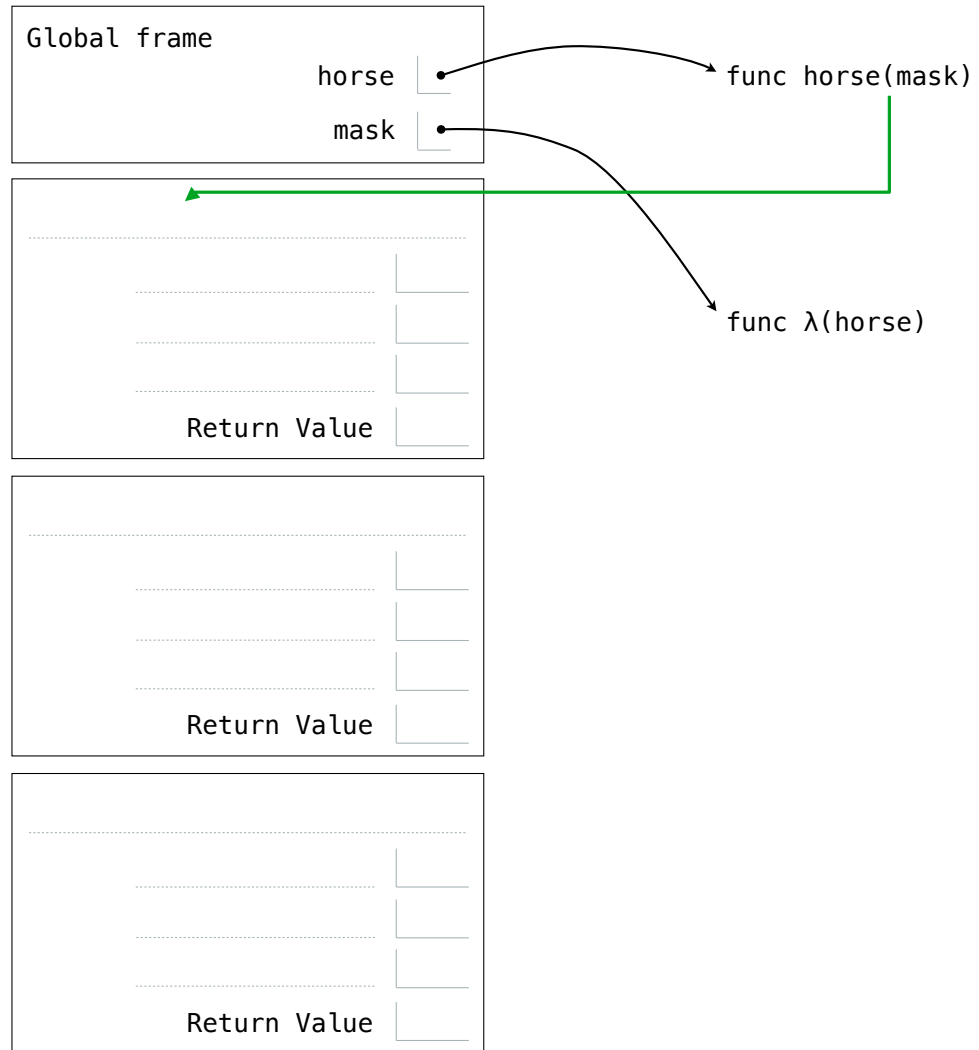
<u>This expression</u>	<u>Evaluates to</u>	<u>And prints</u>
<u>add(pirate(3)(square)(4), 1)</u> <i>func square(x)</i>	17	Matey
<u>16</u>		
<u>pirate(pirate(pirate))(5)(7)</u> <i>Identity function</i>	Error	Matey Matey
<u>5</u>		

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

```
def horse(mask):  
    horse = mask  
    def mask(horse):  
        return horse  
    return horse(mask)  
  
mask = lambda horse: horse(2)  
horse(mask)
```



```
def horse(mask):  
    horse = mask  
    def mask(horse):  
        return horse  
    return horse(mask)  
  
mask = lambda horse: horse(2)  
horse(mask)
```



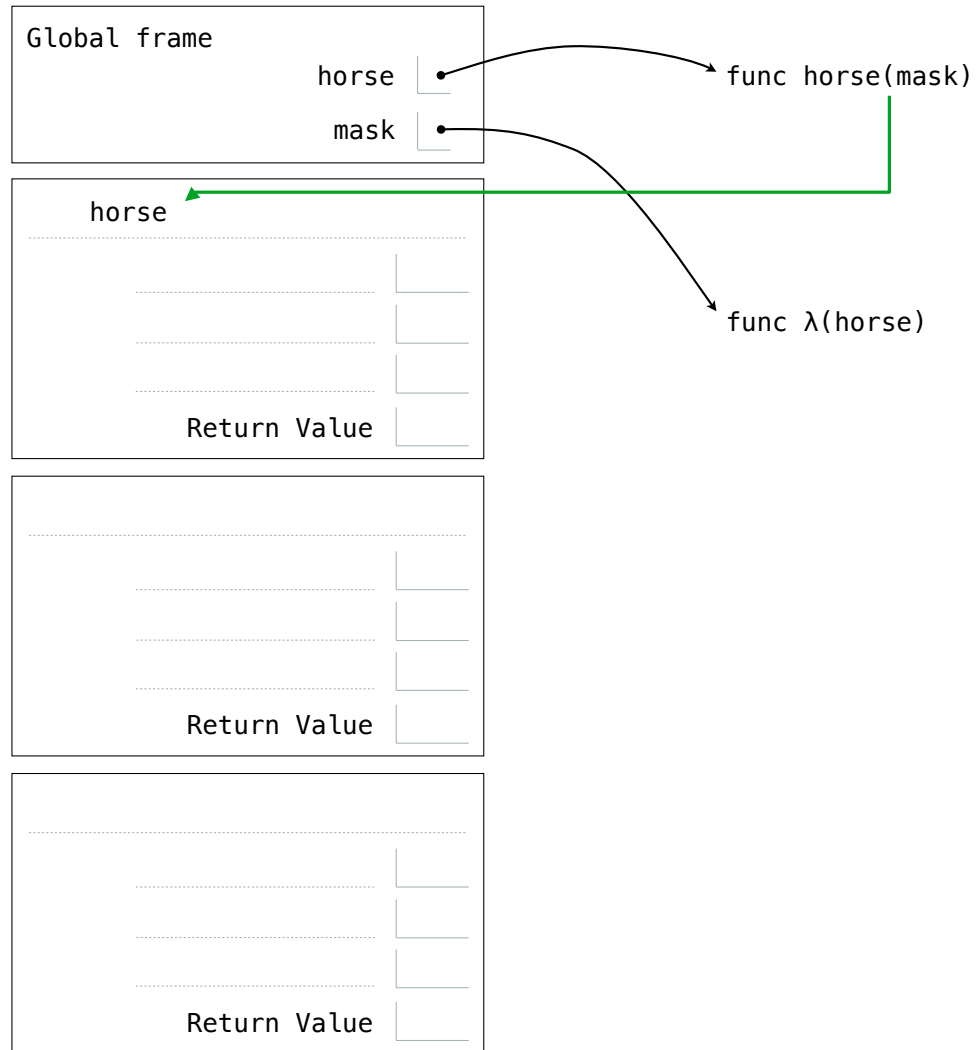

```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)

mask = lambda horse: horse(2)

horse(mask)

```



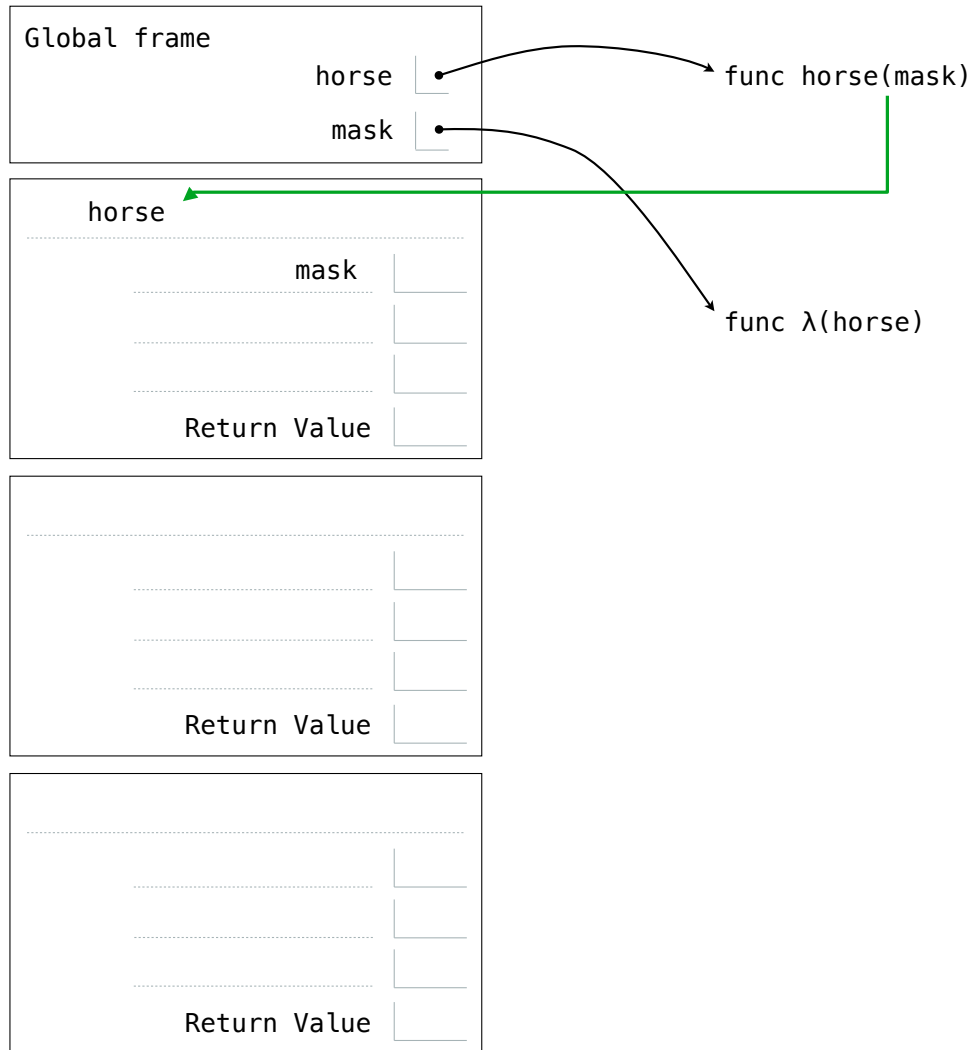
```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)

mask = lambda horse: horse(2)

horse(mask)

```



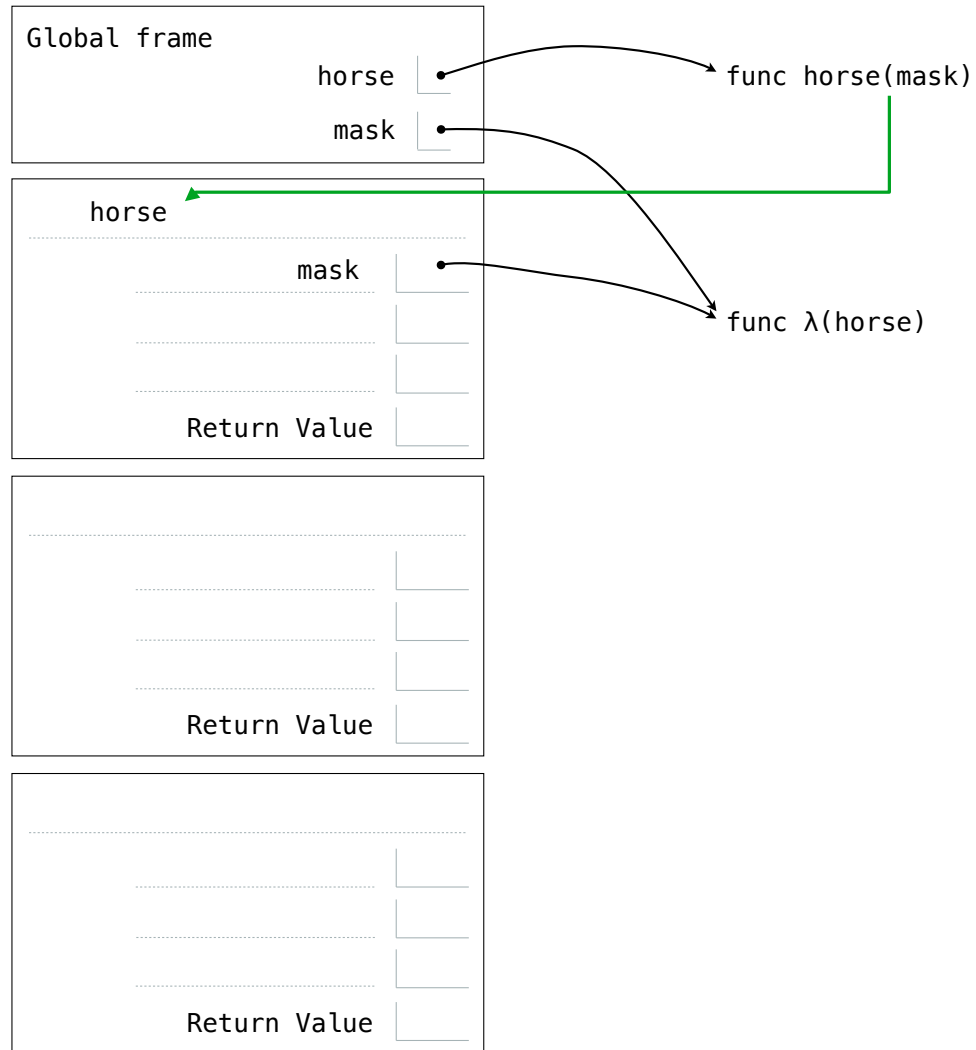
```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)

mask = lambda horse: horse(2)

horse(mask)

```



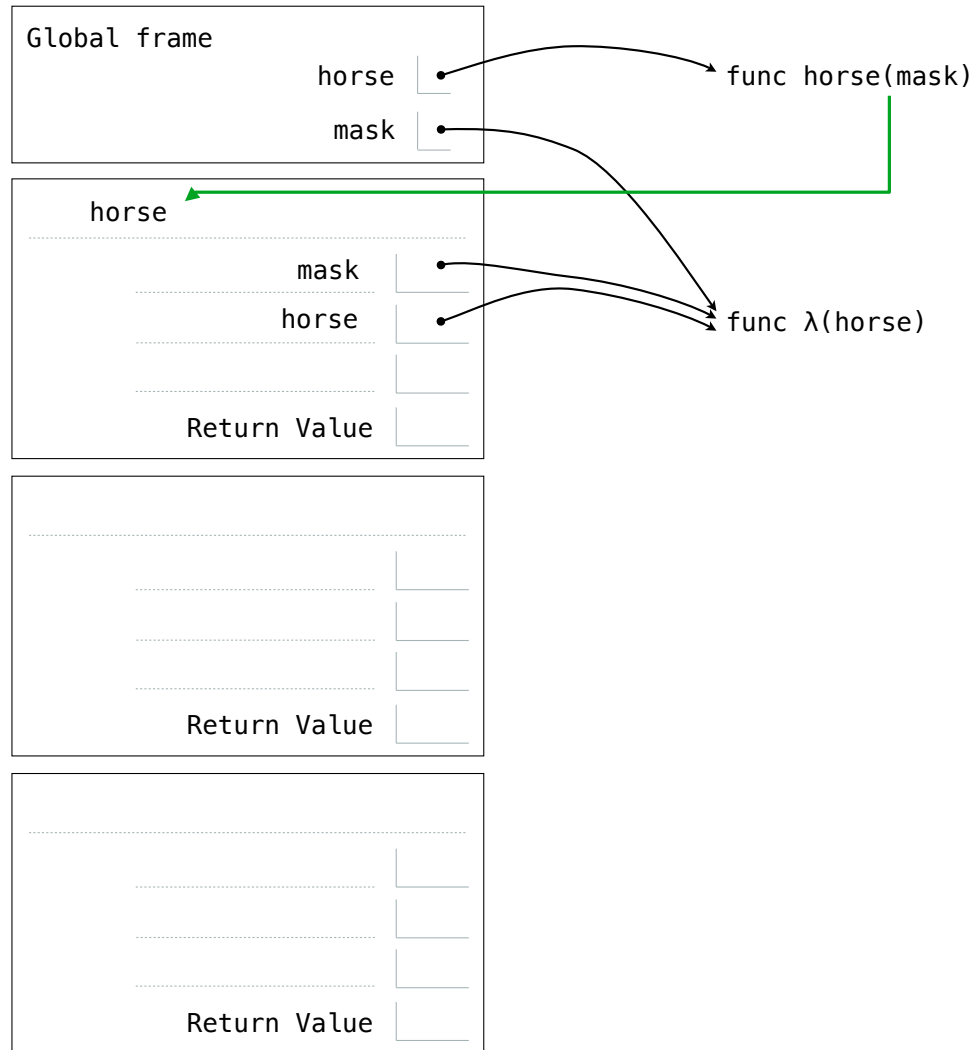
```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)

mask = lambda horse: horse(2)

horse(mask)

```



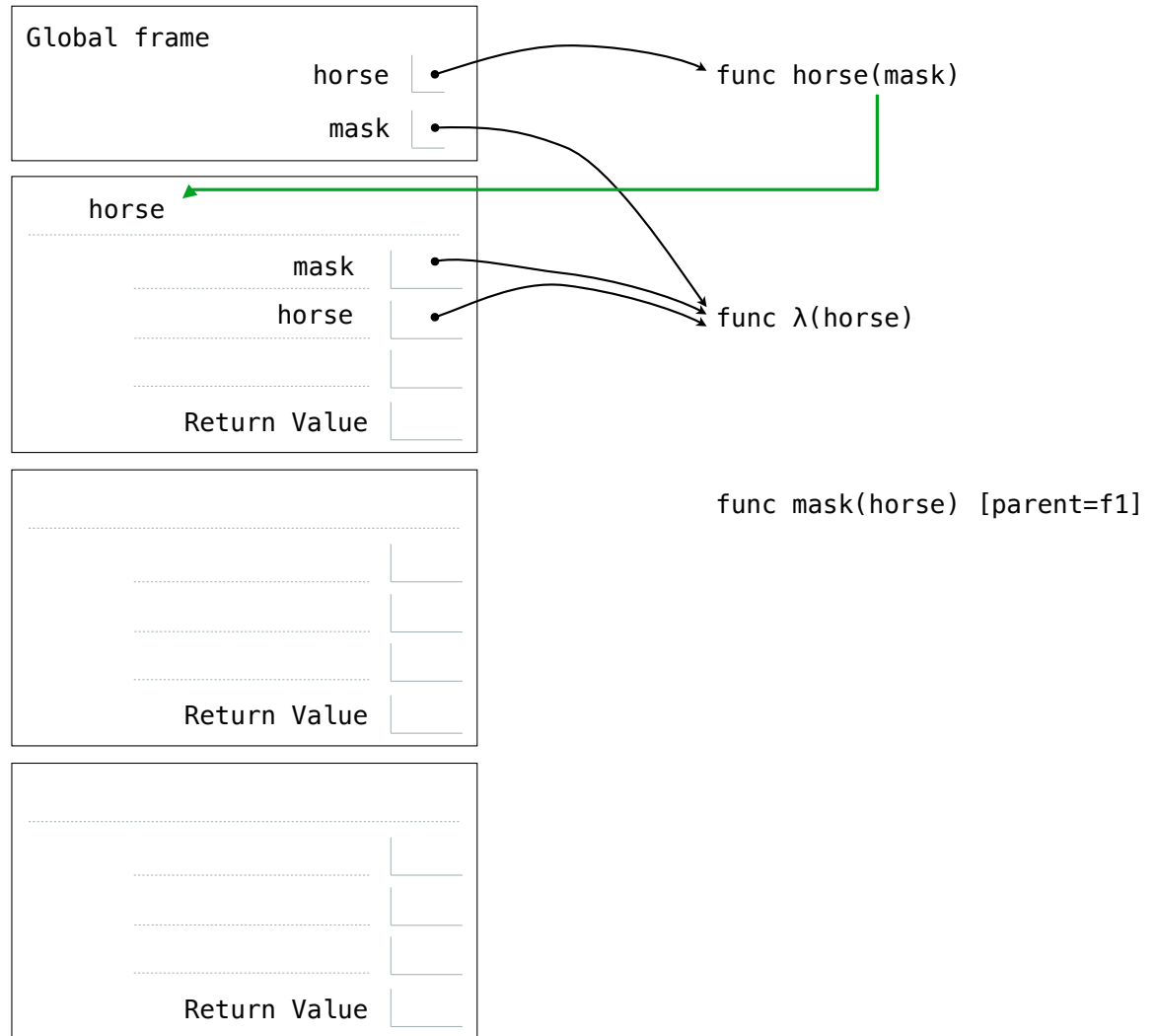
```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)

mask = lambda horse: horse(2)

horse(mask)

```



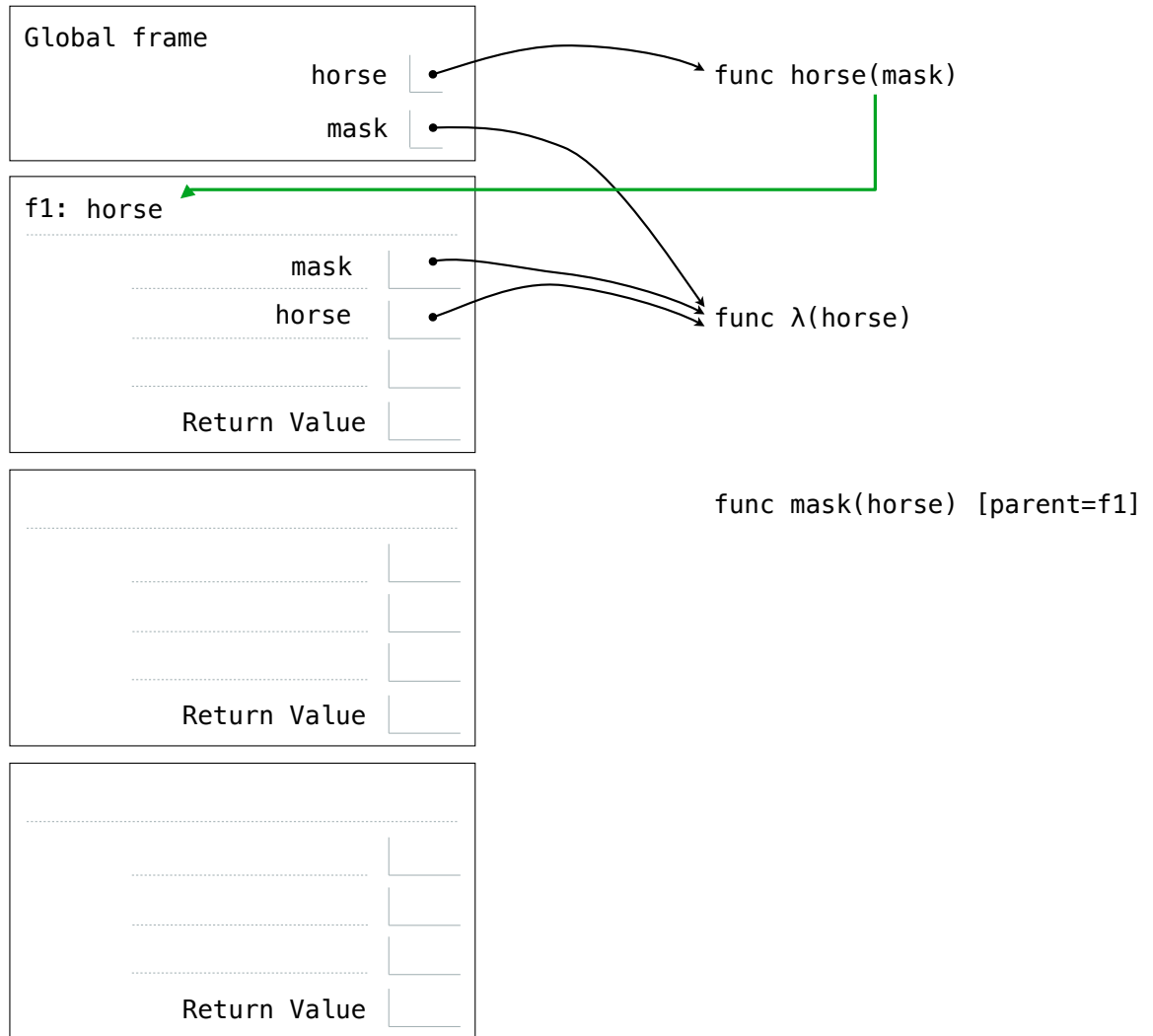
```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)

mask = lambda horse: horse(2)

horse(mask)

```

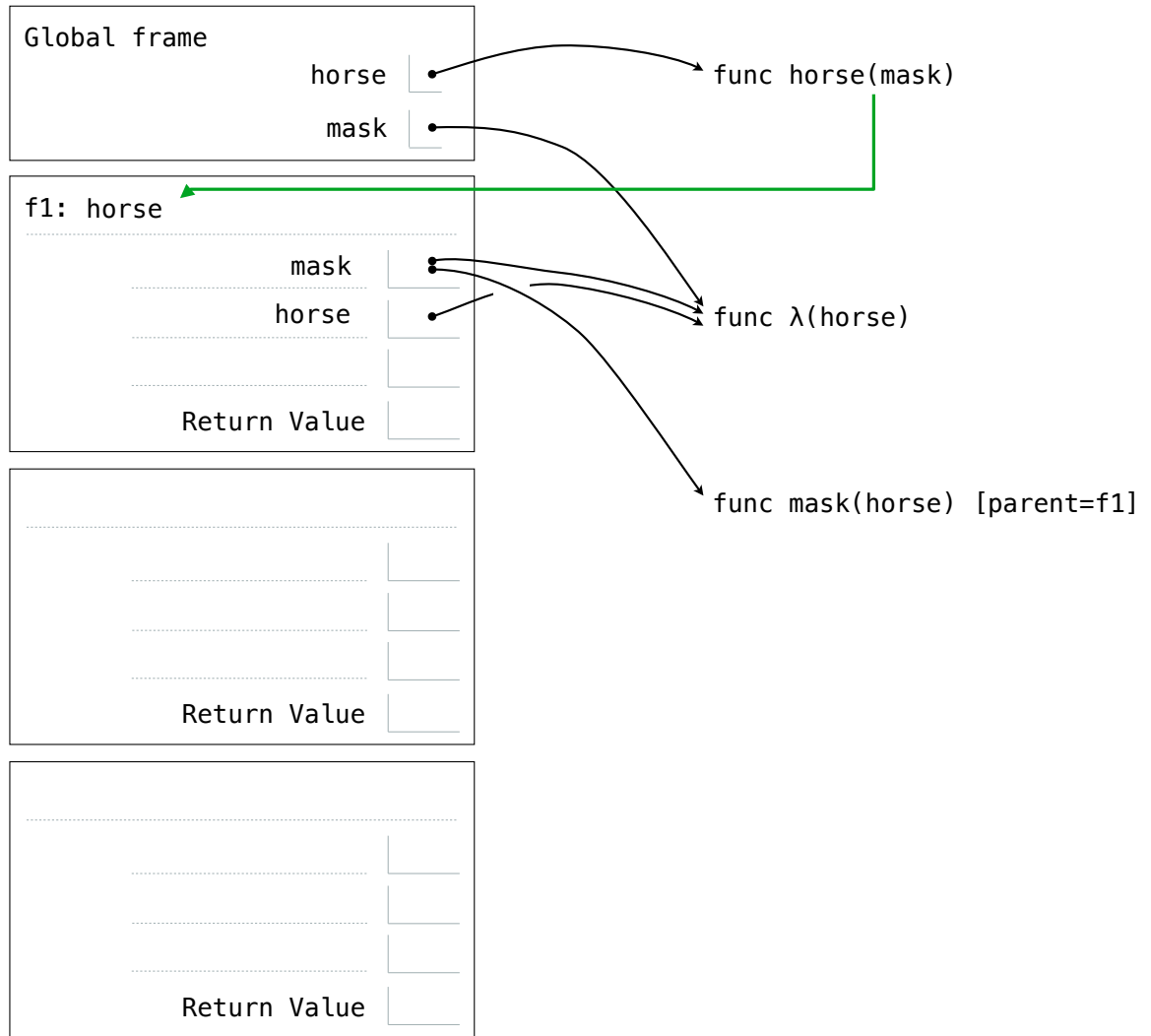


```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)

mask = lambda horse: horse(2)
horse(mask)

```



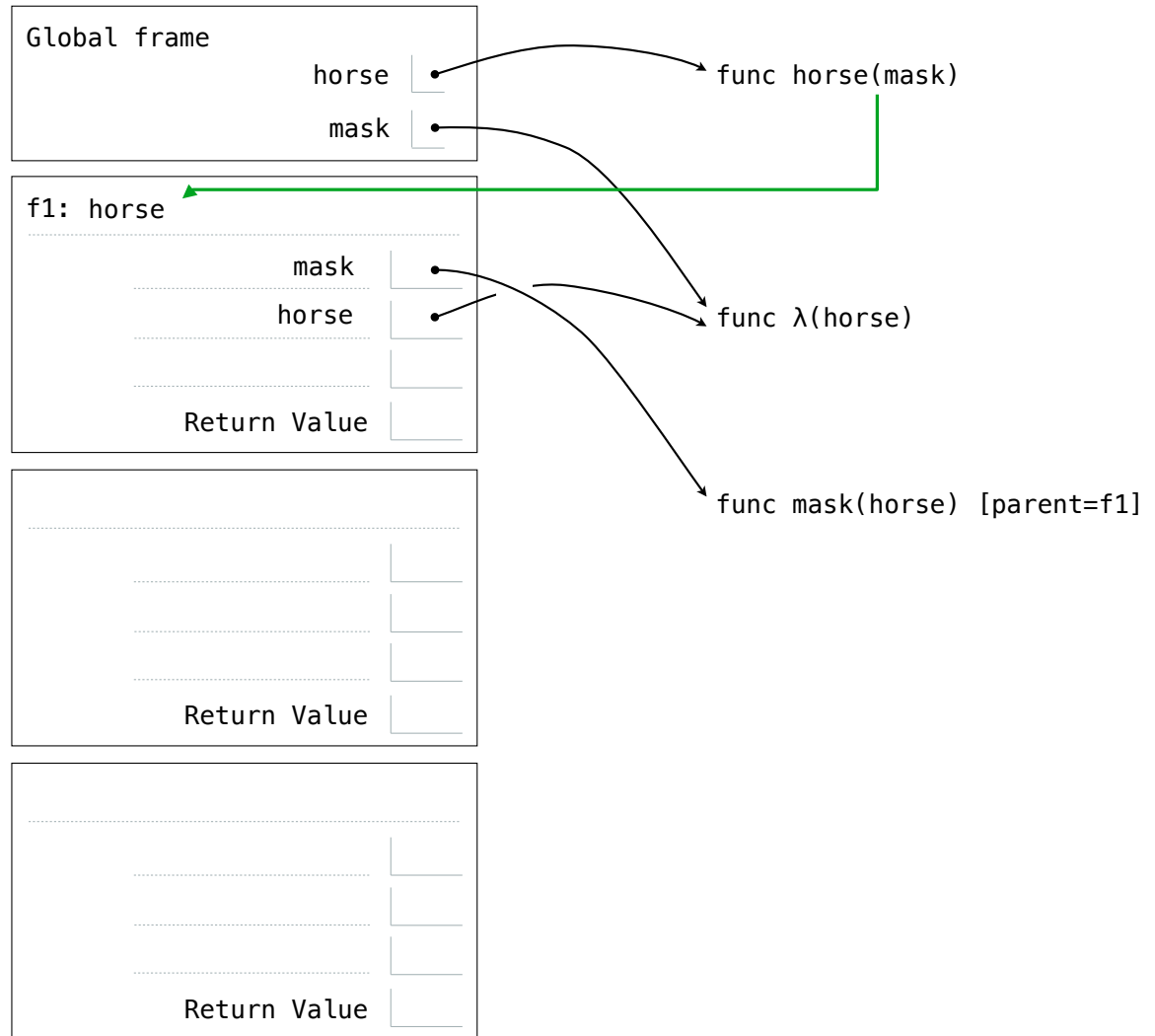
```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)

mask = lambda horse: horse(2)

horse(mask)

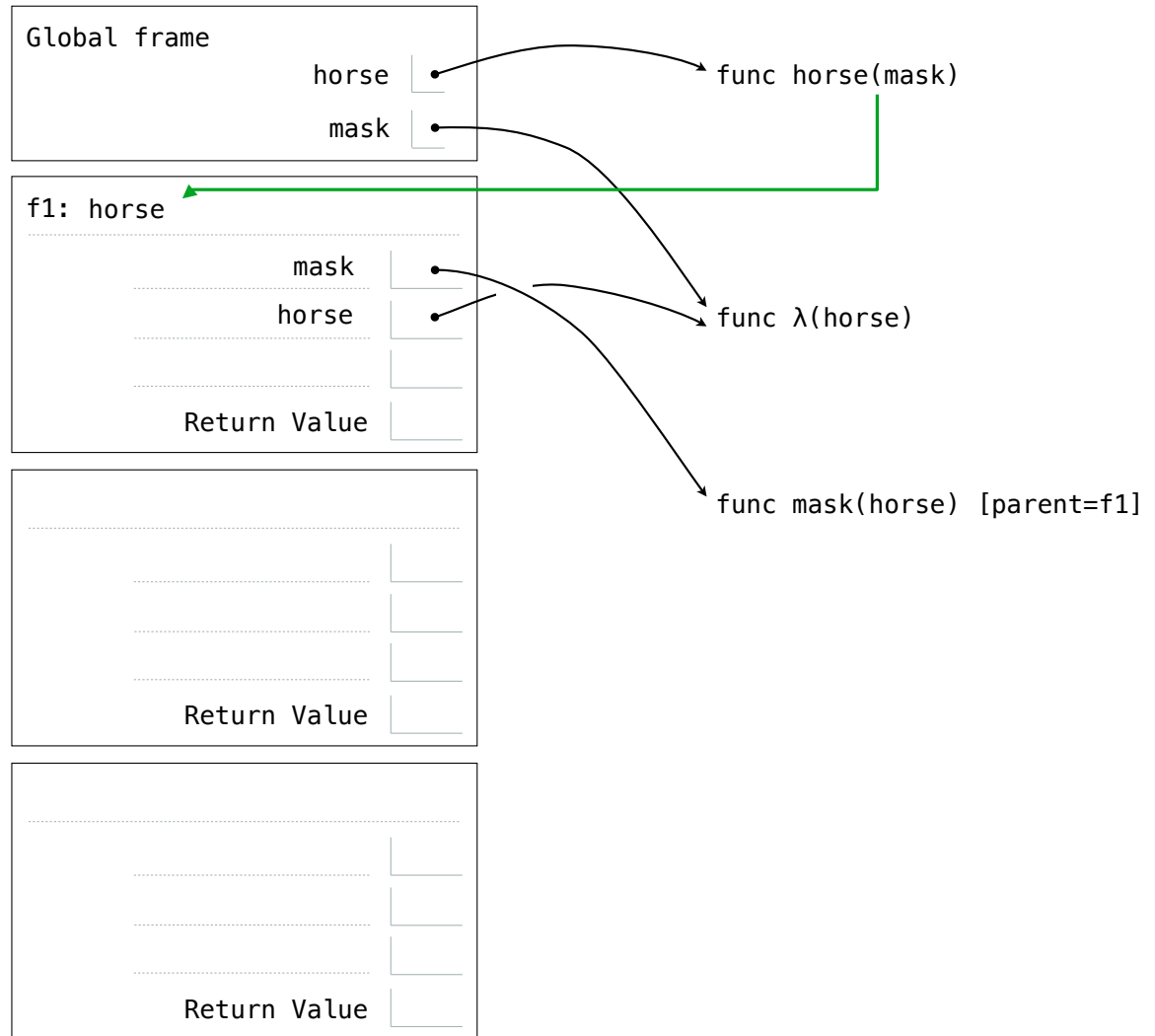
```




```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

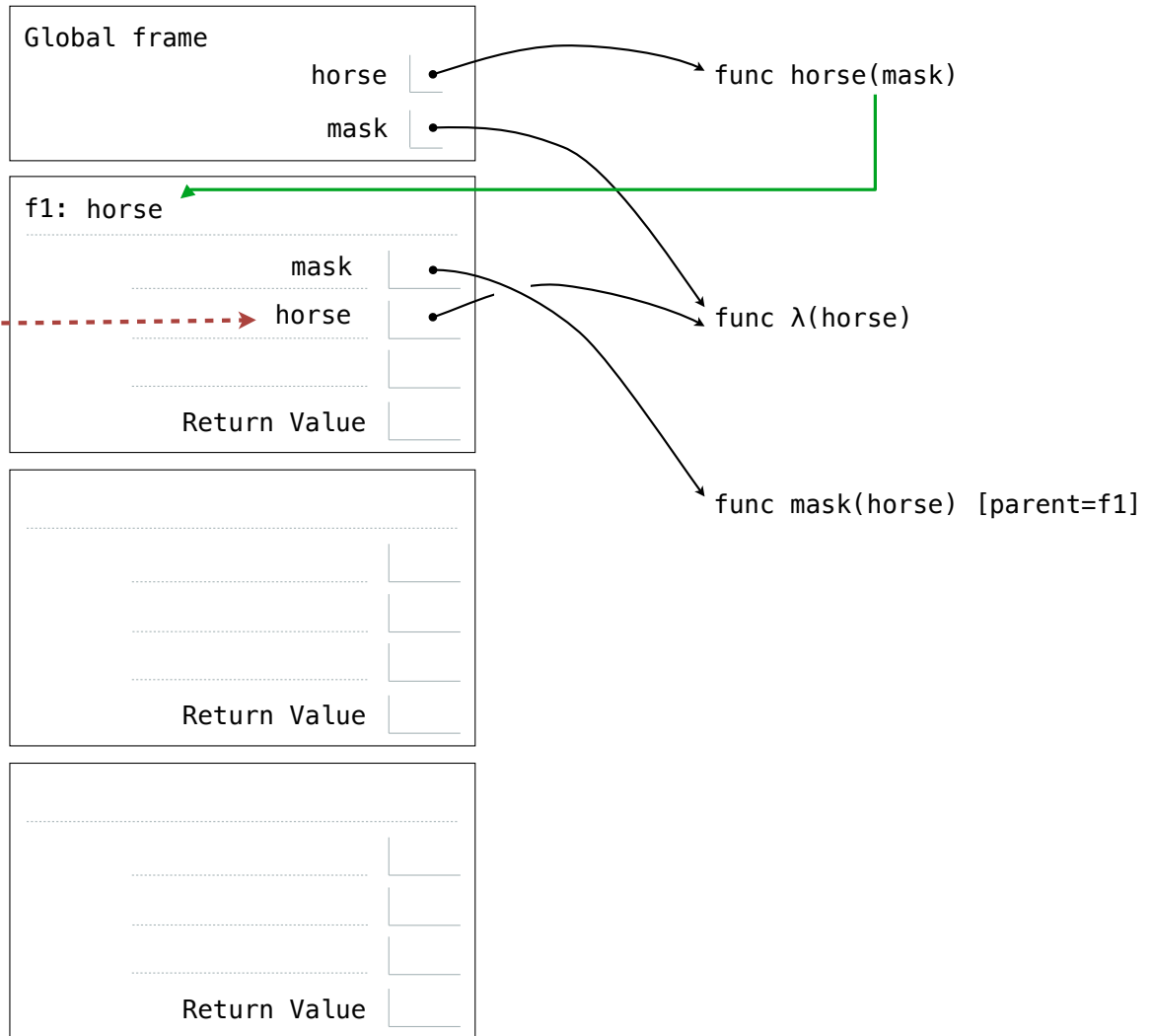
```



```
def horse(mask):  
    horse = mask  
    def mask(horse):  
        return horse  
    return horse(mask)
```

```
mask = lambda horse: horse(2)
```

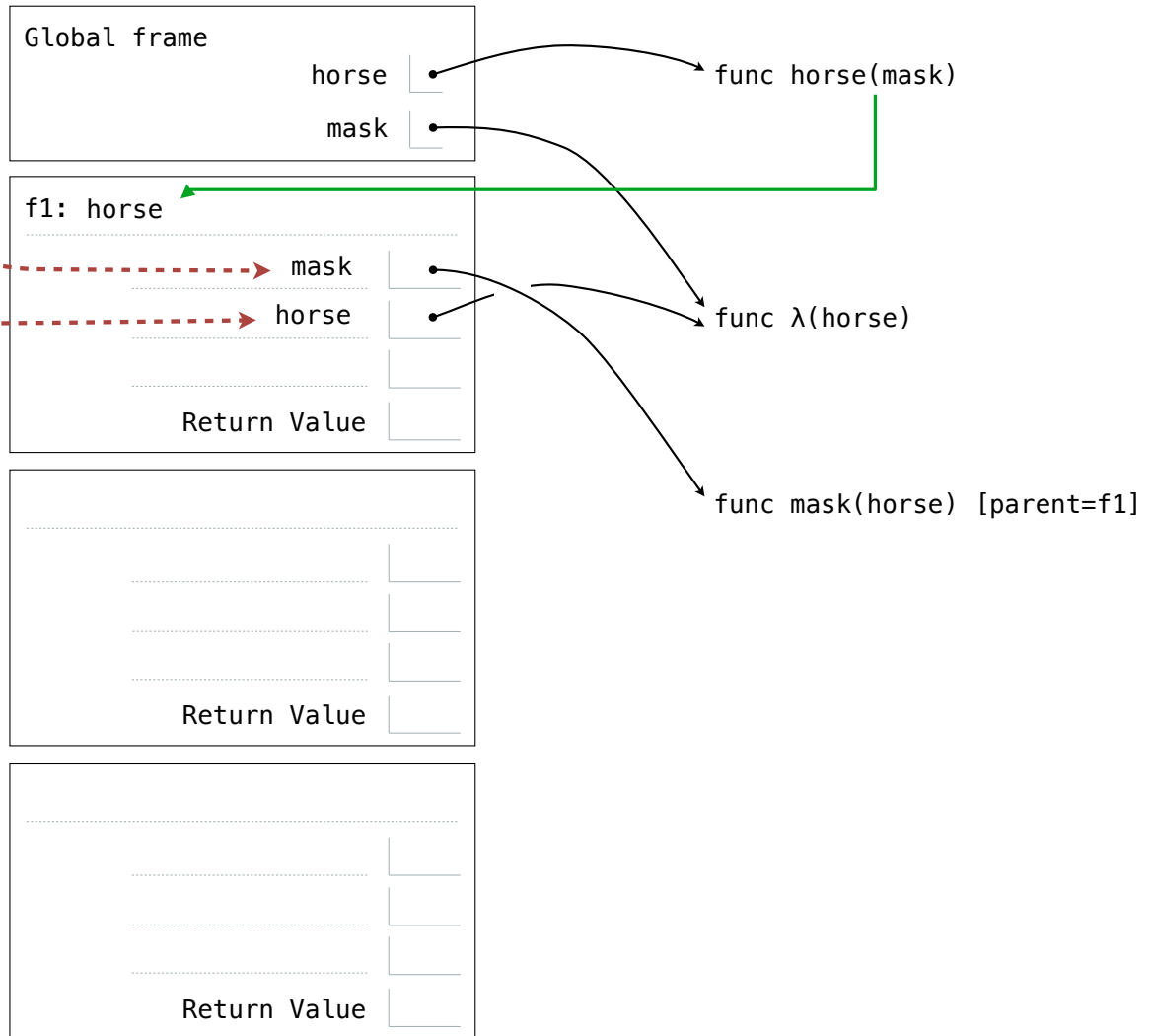
```
horse(mask)
```



```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

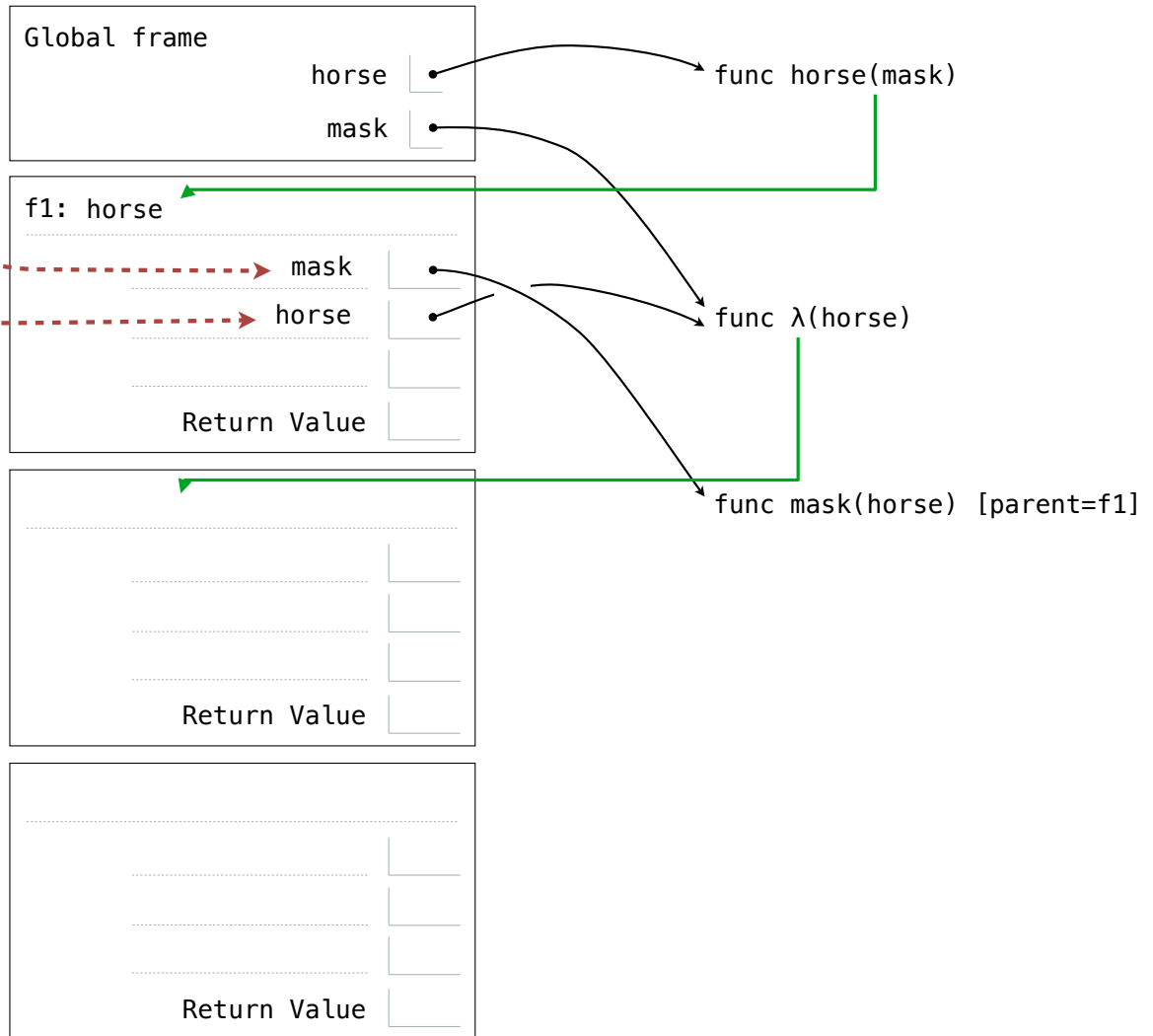
```



```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

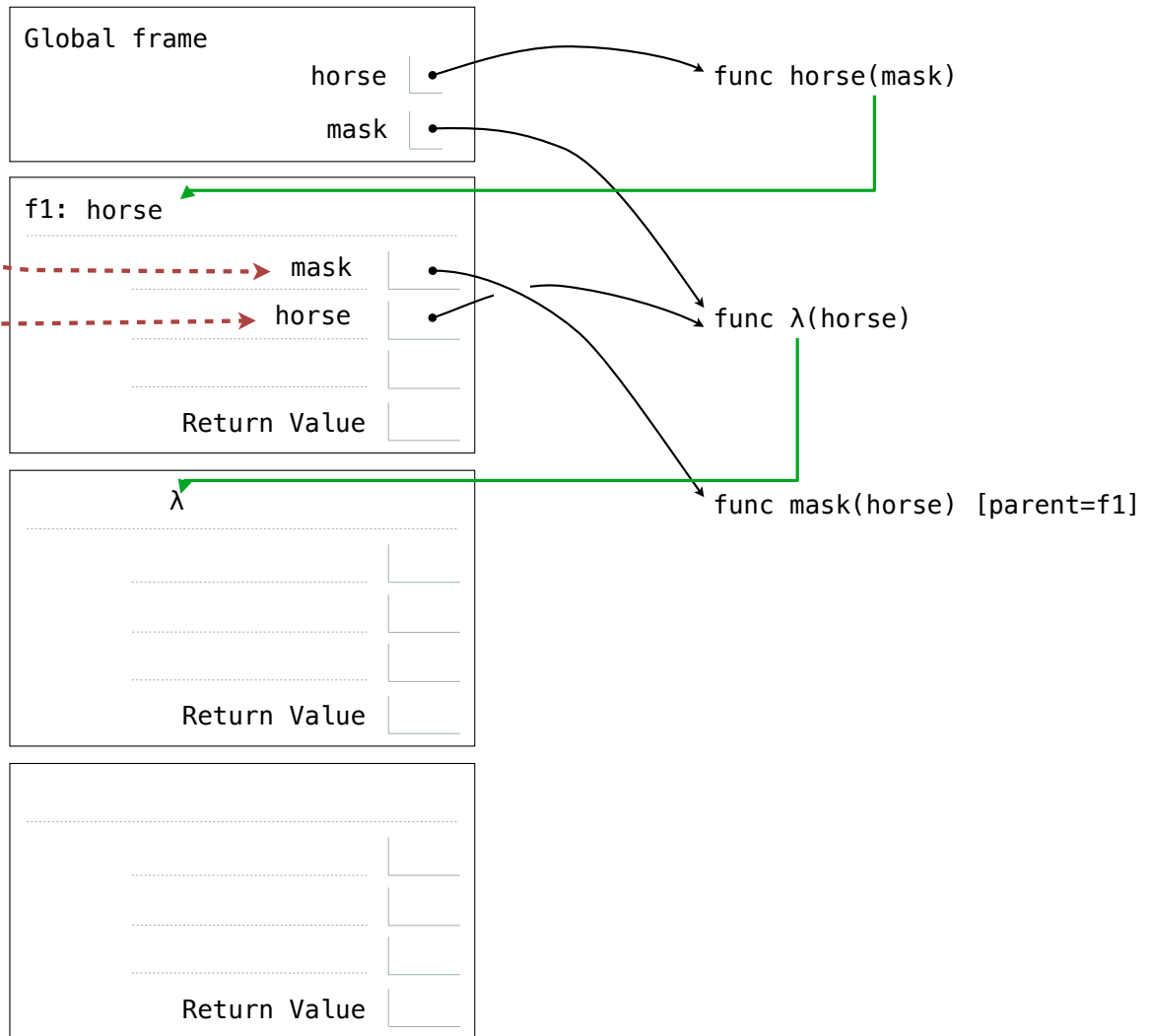
```



```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

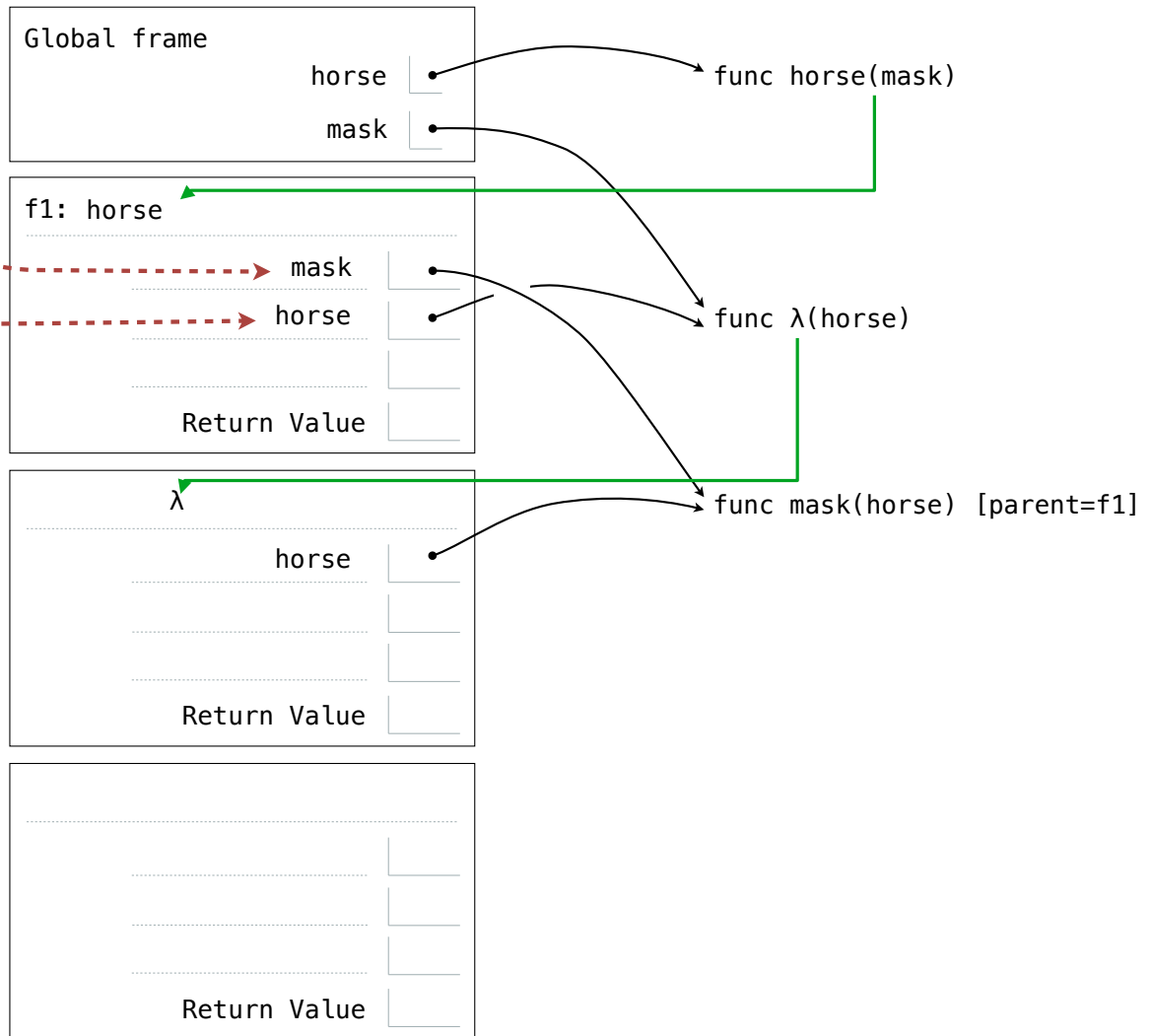
```



```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

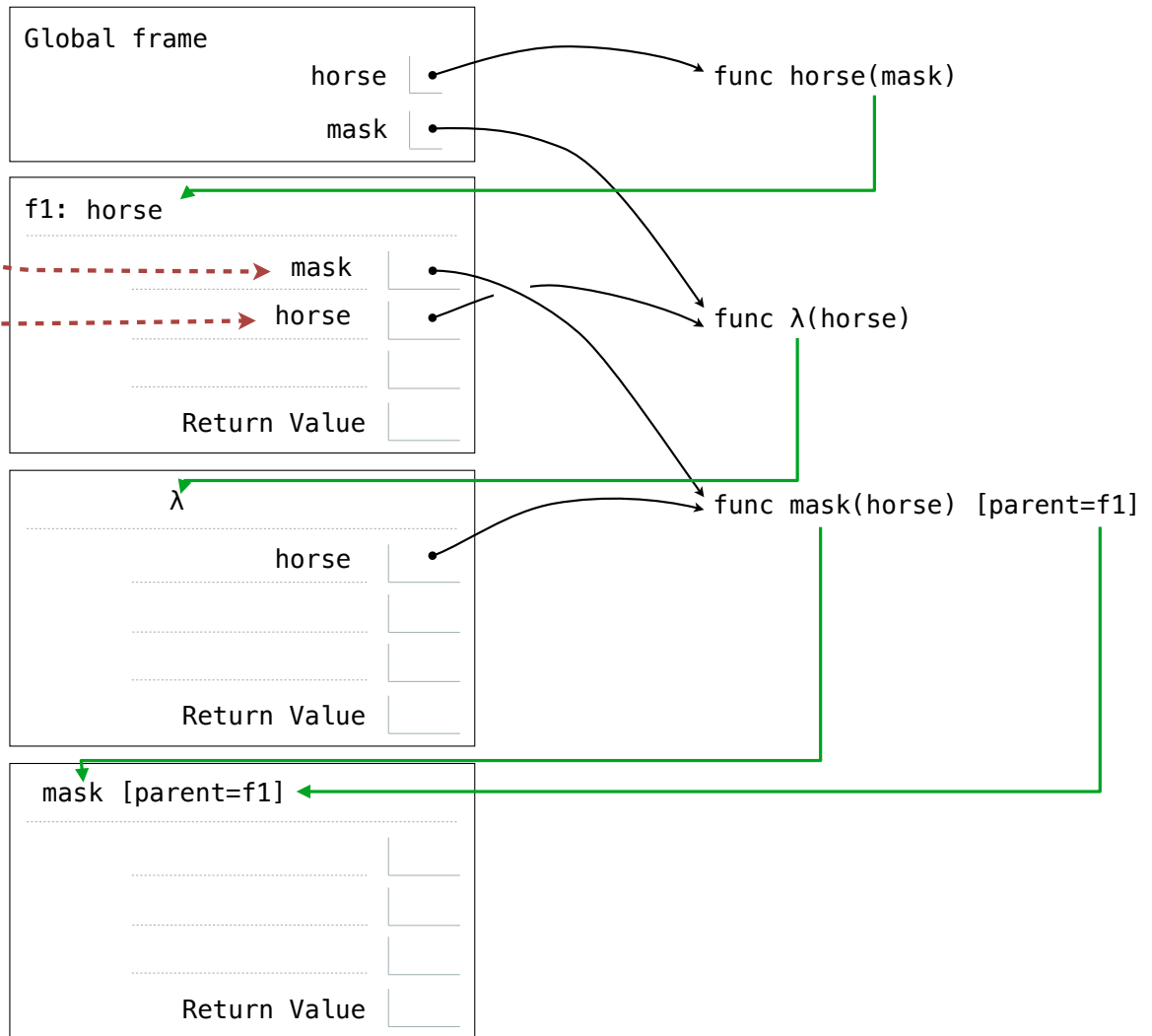
```



```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

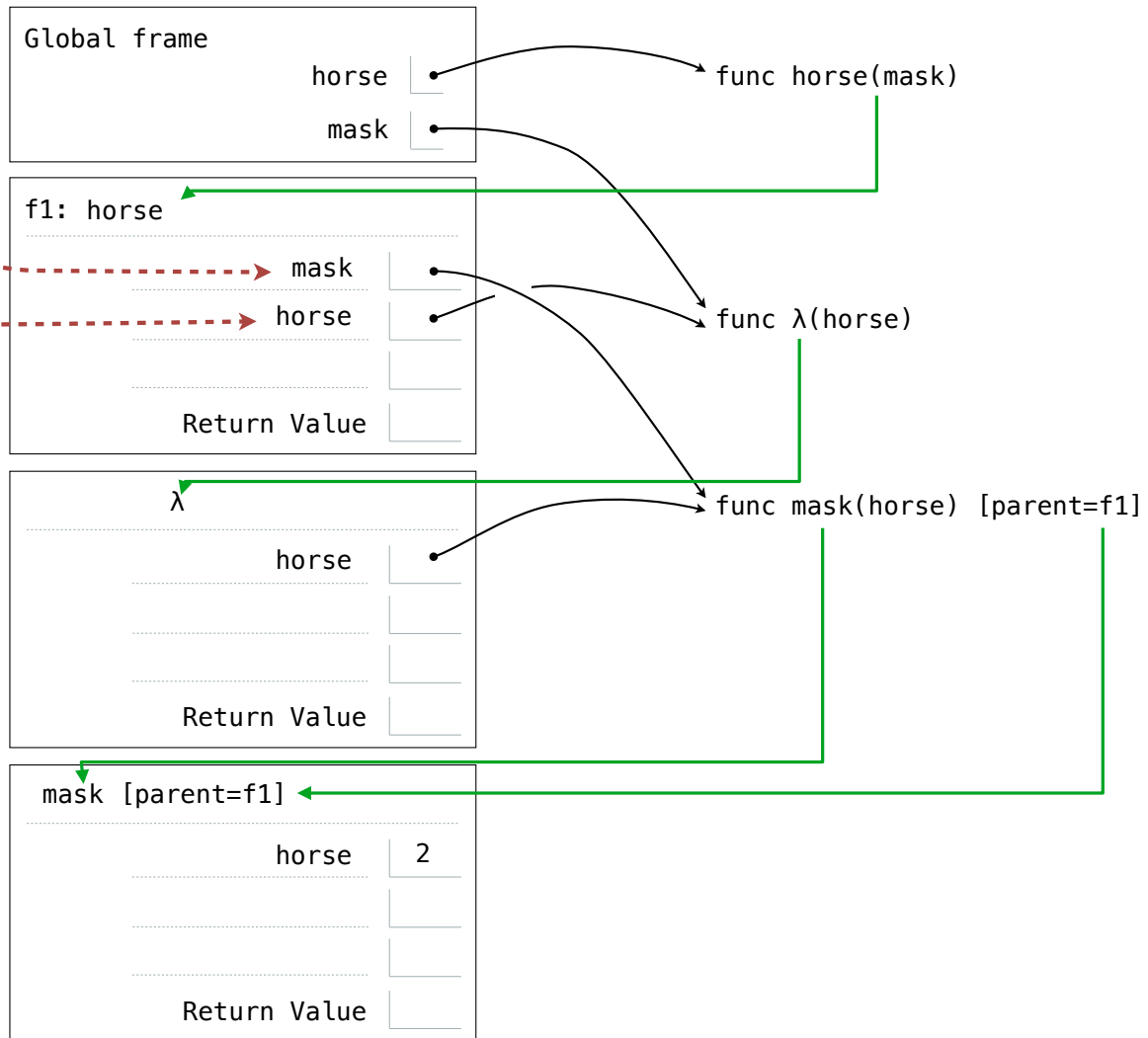
```



```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

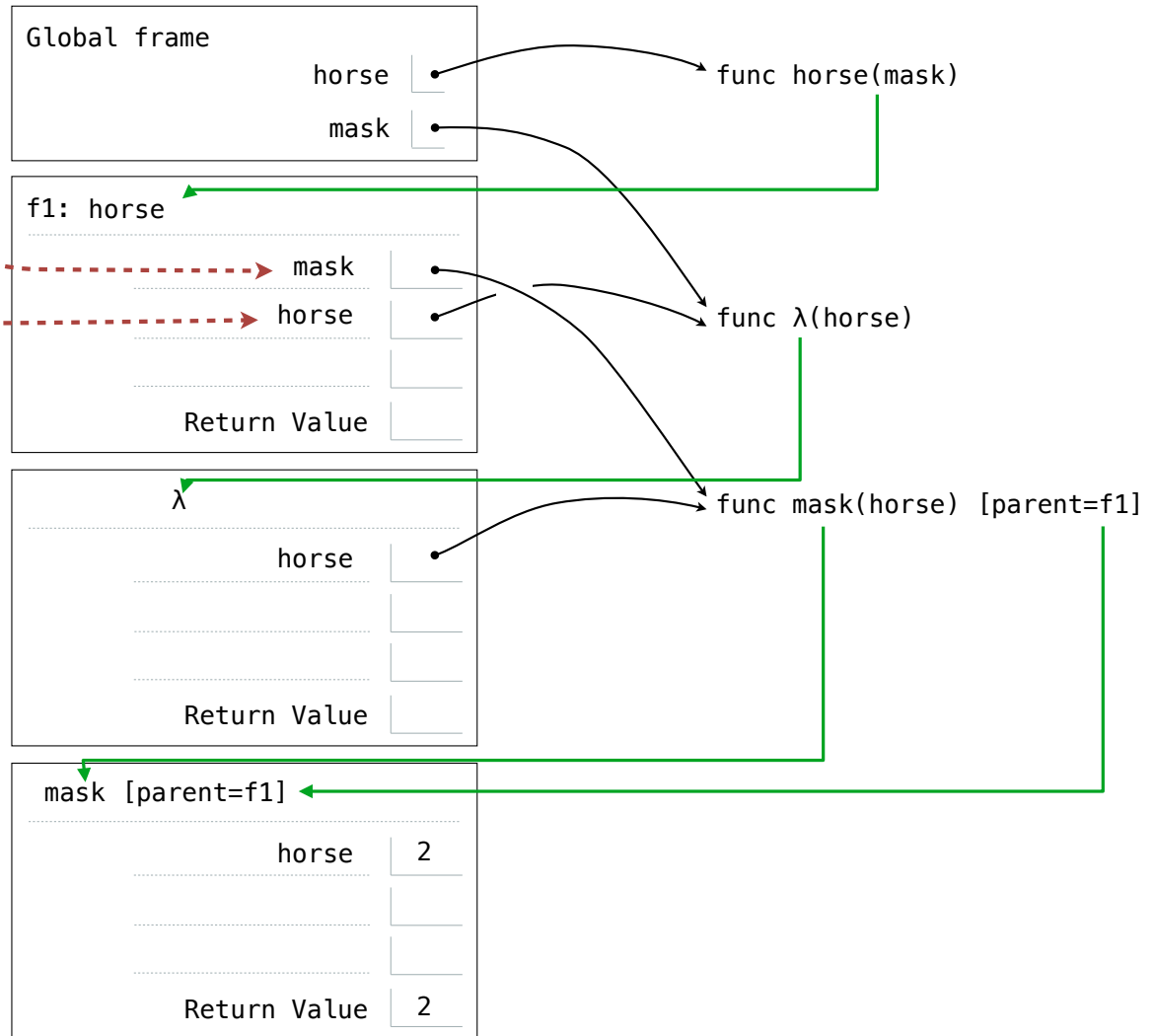
```




```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

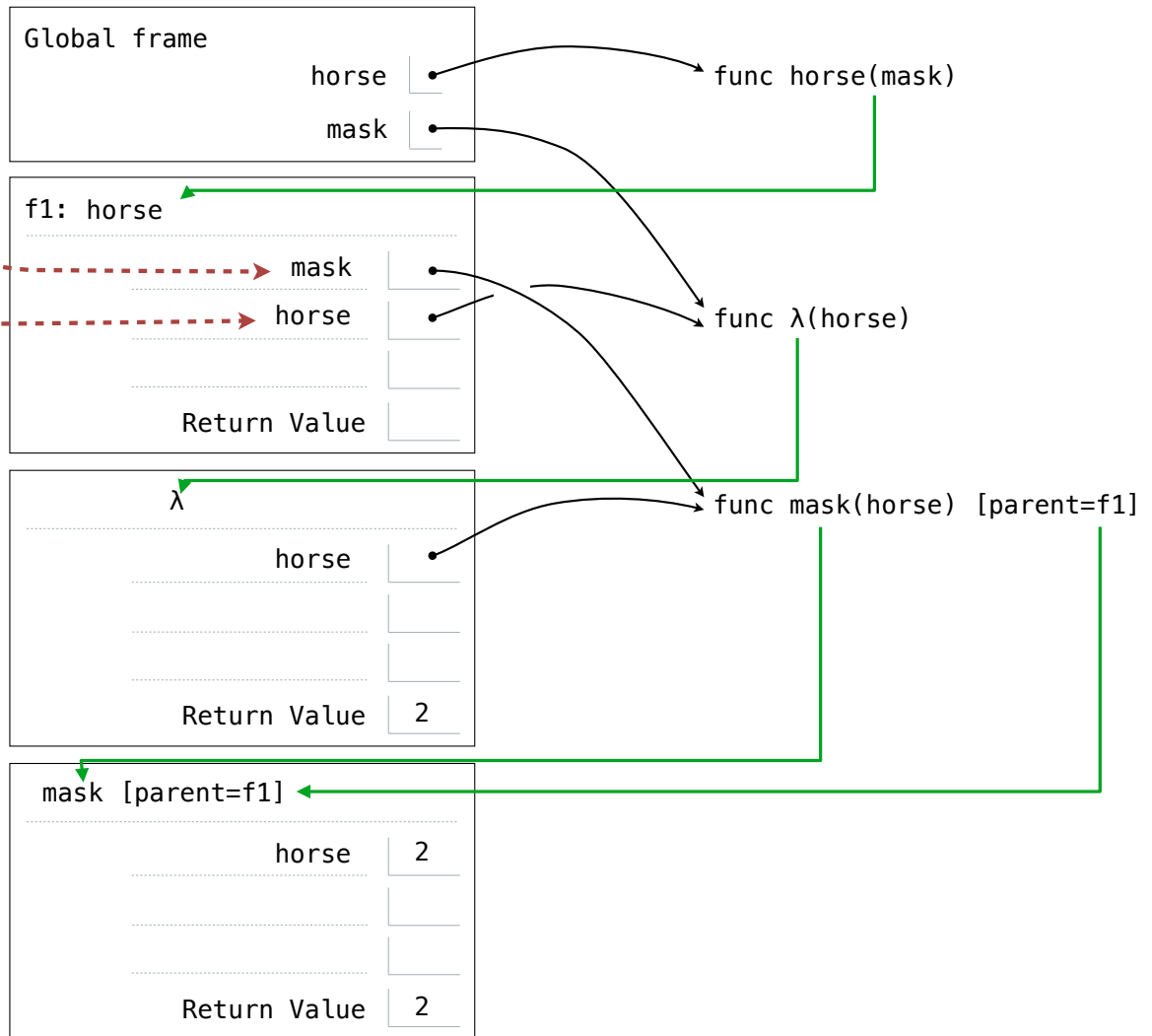
```



```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

```



```

def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)
mask = lambda horse: horse(2)
horse(mask)

```

