# 61A LECTURE 4 – ENVIRONMENTS 2

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## **Announcements**

- · Homework 1 is due tonight, by 11:59pm!
- Make sure you leave yourself some time to figure out how submission works!
- Homework 2 is out, due Monday by 11:59
- And expect Homework 3 released sometime this weekend...
- · Work on the project!

# Congratulations!

- · You've almost made it through your first week of 61A!
- · Just one more day to go!

# **Higher-Order Functions**

Functions are first-class: they can be manipulated as values in Python

Higher-order function: a function that takes a function as an argument value or returns a function as a return value

### Higher order functions:

- · Express general methods of computation
- Remove repetition from programs
- Separate concerns among functions

# First, some review...

Draw this environment diagram:

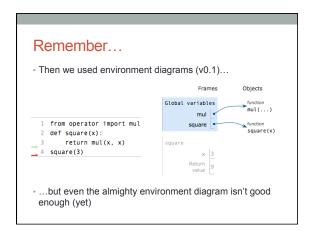
```
x = 3

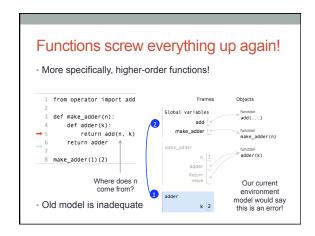
def of_duty()
    return x + 1

def me_maybe(x):
    return of_duty() * x

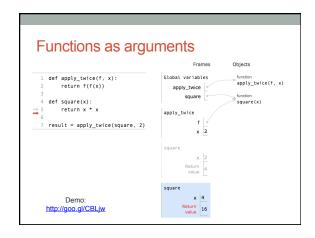
me_maybe(5)
```

# 

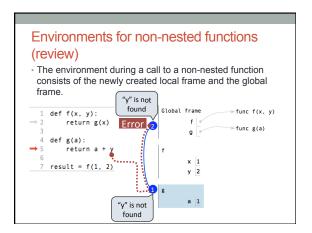




# Environments and higher-order functions Higher-order function: a function that takes a function as an argument value or returns a function as a return value Functions as arguments: The environment model we learned already handles that! We'll discuss an example today Functions as return values: We need to extend our model a little Change: functions need to know where they were defined Most things stay the same

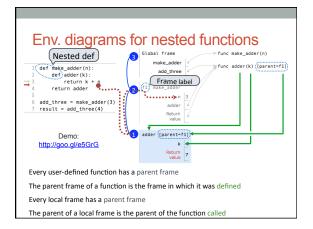


Break!



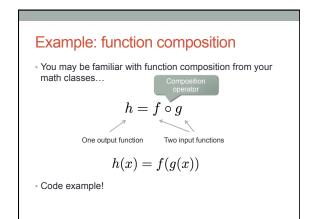
## What changes with nested functions?

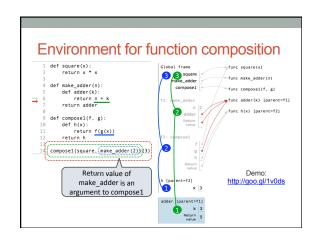
- · This is the most important slide of the lecture
- · Before:
  - The environment during a function call consists of the new local frame and the global frame
- · Check the local frame
- · If not there, check the global frame
- Now:
- The environment during a function call consists of the new local frame and the environment in which the function was defined
- · Check the local frame
- · If not there, check the rest of the environment



### The structure of environments A frame extends the environment that begins with its parent Global frame The global environment: the environment with only the global frame When a frame or function has no label A two-frame environment [parent=\_ Always adder [parent=f1] then its parent is always the global frame A three-frame environment

# How to draw an environment diagram When defining a function: Create a function value with signature <name>(-formal parameters>) For nested definitions, label the parent as the first frame of the current environment Bind <name> to the function value in the first frame of the current environment When calling a function: 1. Add a local frame labeled with the <name> of the function 2. If the function has a parent label, copy it to this frame 3. Bind the <formal parameters> to the arguments in this frame 4. Execute the body of the function in the environment that starts with this





# Closing remarks...

- We basically only changed one thing: functions now keep an additional bit of information
- With this, your environment model is now complete!
- Practice makes perfect
- Remember it well if you ever can't figure out why a variable has a certain value, draw the diagram!