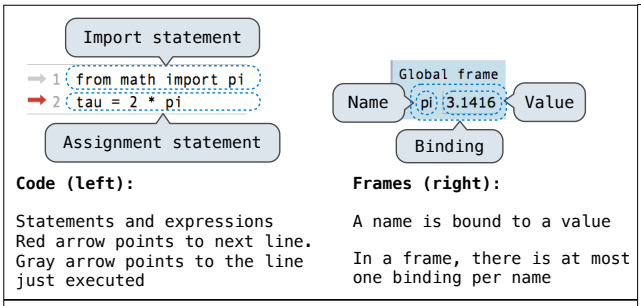


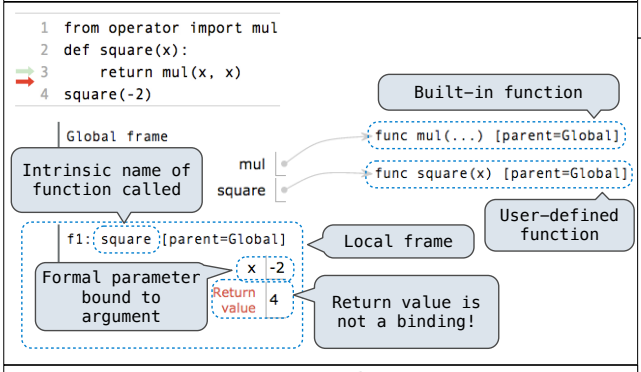
Code (left):

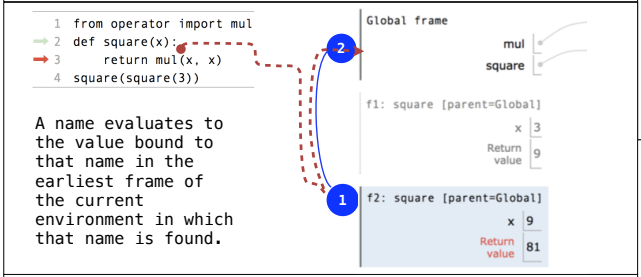
Statements and expressions
Red arrow points to next line.
Gray arrow points to the line just executed

Frames (right):

A name is bound to a value

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





Evaluation rule for call expressions:

1. Evaluate the operator and operand subexpressions.
2. Apply the function that is the value of the operator subexpression to the arguments that are the values of the operand subexpressions.

Applying user-defined functions:

1. Create a new local frame with the same parent as the function that was applied.
2. Bind the arguments to the function's formal parameter names in that frame.
3. Execute the body of the function in the environment beginning at that frame.

Execution rule for def statements:

1. Create a new function value with the specified name, formal parameters, and function body.
2. Its parent is the first frame of the current environment.
3. Bind the name of the function to the function value in the first frame of the current environment.

Execution rule for assignment statements:

1. Evaluate the expression(s) on the right of the equal sign.
2. Simultaneously bind the names on the left to those values, in the first frame of the current environment.

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, then skip the remaining clauses in the statement.

Evaluation rule for or expressions:

1. Evaluate the subexpression <left>.
2. If the result is a true value v, then the expression evaluates to v.
3. Otherwise, the expression evaluates to the value of the subexpression <right>.

Evaluation rule for and expressions:

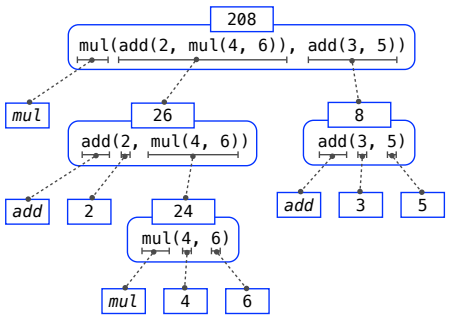
1. Evaluate the subexpression <left>.
2. If the result is a false value v, then the expression evaluates to v.
3. Otherwise, the expression evaluates to the value of the subexpression <right>.

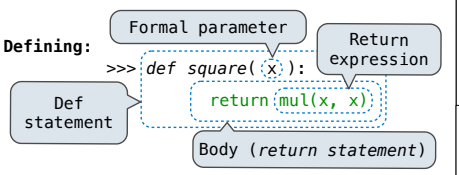
Evaluation rule for not expressions:

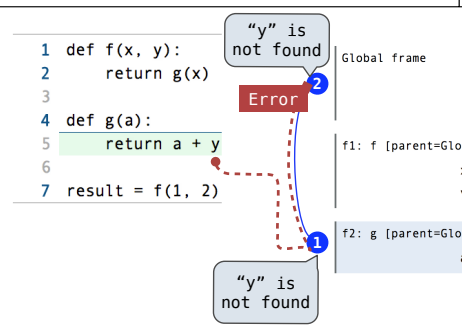
1. Evaluate <exp>; The value is True if the result is a false value, and False otherwise.

Execution rule for while statements:

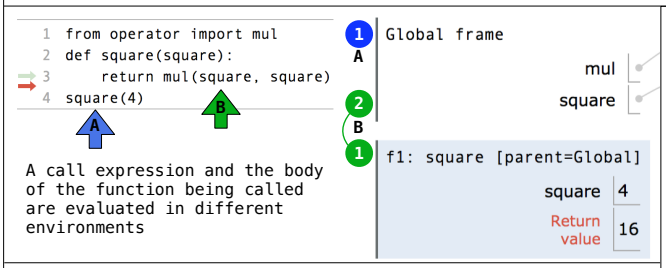
1. Evaluate the header's expression.
2. If it is a true value, execute the (*whole*) suite, then return to step 1.

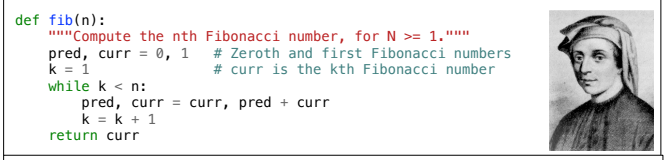


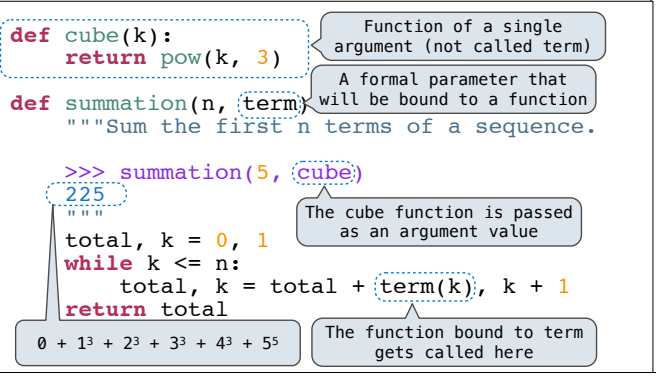




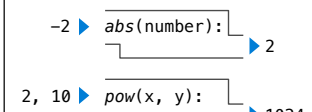
- An environment is a sequence of frames
- An environment for a non-nested function (no def within def) consists of one local frame, followed by the global frame



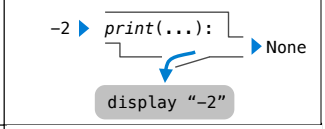




Pure Functions



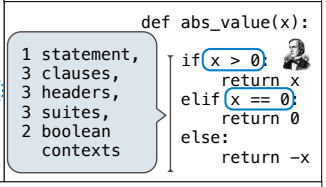
Non-Pure Functions




```
1 def strconcat( a, b ):
2     print( a + " " + b )
3
4 strconcat( "hello", "world" )
```

```
hello world
```

A and B:
  True if A is True and B is True
A or B:
  True if A is True or B is True
not A:
  True if A is False
  False if A is True



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

Nested def statements: Functions defined within other function bodies are bound to names in the local frame

```
square = lambda x,y: x * y
```

A function with formal parameters x and y that returns the value of "x * y"

Evaluates to a function. No "return" keyword!

Must be a single expression

```
square = lambda x: x * x
```

VS

```
def square(x):
    return x * x
```

- Both create a function with the same domain, range, and behavior.
- Both functions have as their parent the environment in which they were defined.
- Both bind that function to the name square.
- Only the def statement gives the function an intrinsic name.

```
def make_adder(n):
    """Return a function that takes one argument k and returns k + n.

    >>> add_three = make_adder(3)
    >>> add_three(4)
    7
    """
    def adder(k):
        return k + n
    return adder
```

A function that returns a function

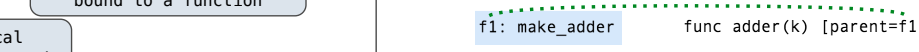
The name add_three is bound to a function

A local def statement

Can refer to names in the enclosing function

When a function is defined:

1. Create a **function value**: func <name>(<formal parameters>)
2. Its parent is the current frame.



3. Bind <name> to the **function value** in the current frame (which is the first frame of the current environment).

When a function is called:

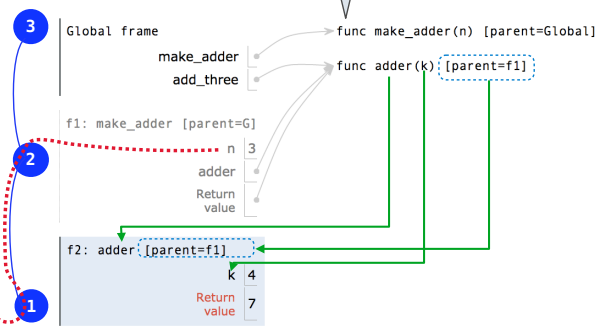
1. Add a **local frame**, titled with the <name> of the function being called.
2. Copy the parent of the function to the **local frame**: [parent=<label>]
3. Bind the <formal parameters> to the arguments in the **local frame**.
4. Execute the body of the function in the environment that starts with the **local frame**.

- Every user-defined **function** has a ***parent frame*** (often global)
- The parent of a **function** is the frame in which it was *defined*
- Every local **frame** has a ***parent frame*** (often global)
- The parent of a **frame** is the parent of the function *called*

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

```
1 def make_adder(n):
2     def adder(k):
3         return k + n
4     return adder
5
6 add_three = make_adder(3)
7 add_three(4)
```

Nested def

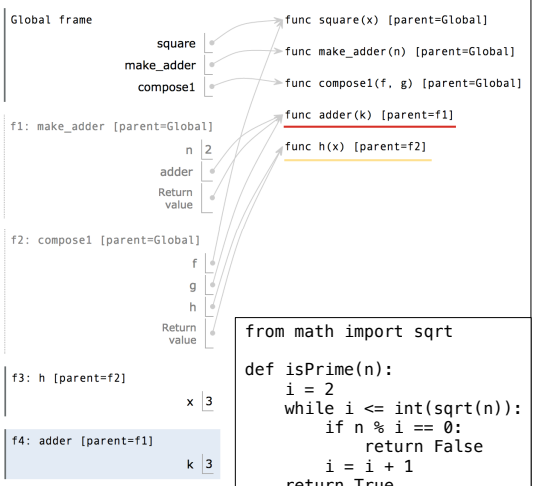



```
>>> min(2, 1, 4, 3)
1
>>> max(2, 1, 4, 3)
4
>>> abs(-2)
2
>>> pow(2, 3)
8
>>> len('word')
4
>>> round(1.75)
2
>>> print(1, 2)
1 2
>>> float(5)
5.0
```

```
>>> 2 + 3
5
>>> 2 * 3
6
>>> 2 ** 3
8
>>> 5 / 3
1.6666666666666667
>>> 5 // 3
1
>>> 5 % 3
2
>>> str(5)
'5'
>>> int('5')
5
```

```
1  def square(x):
2      return x * x
3
4  def make_adder(n):
5      def adder(k):
6          return k + n
7      return adder
8
9  def compose1(f, g):
10     def h(x):
11         return f(g(x))
12     return h
13
14 compose1(square, make_adder(2))(3)
```

Return value of make_adder is an argument to compose1

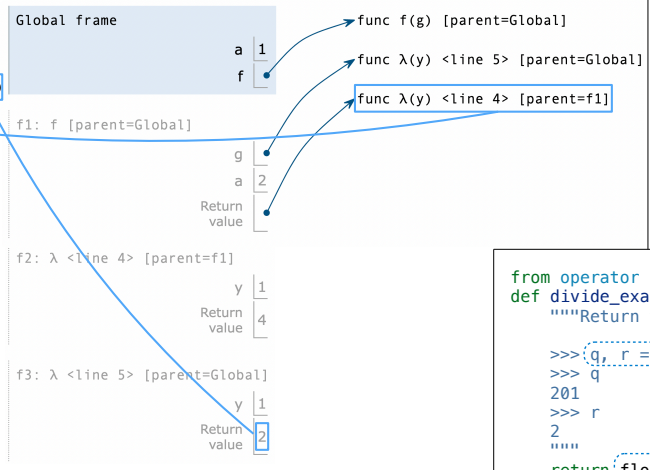



```
from math import sqrt

def isPrime(n):
    i = 2
    while i <= int(sqrt(n)):
        if n % i == 0:
            return False
        i = i + 1
    return True
```

```
def search(f):
    """Return the smallest non-negative
    integer x for which f(x) is a true value.
    """
    x = 0
    while True:
        if f(x):
            return x
        x += 1

def is_three(x):
    """Return whether x is three.

    >>> search(is_three)
    3
    """
    return x == 3

def inverse(f):
    """Return a function g(y) that returns
    x such that f(x) == y.

    >>> sqrt = inverse(lambda x: x * x)
    >>> sqrt(16)
    4
    """
    return lambda y: search(lambda x: f(x)==y)
```

Frames Objects

```
1 a = 1
2 def f(g):
3     a = 2
4     return lambda y: a * g(y)
5 f(lambda y: a + y)(a)
```



False values so far: **0**, **False**, '', **None**

Anything value that's not false is true.

```
>>> if 0:
...     print('*')
>>> if 1:
...     print('*')
*
>>> if abs:
...     print('*')
*
```

```
>>> if 1 and 0:
...     print('*')
>>> if 1 or 0:
...     print('*')
*
>>> if 1 or 1/0:
...     print('*')
*
```

```
from operator import floordiv, mod
def divide_exact(n, d):
    """Return the quotient and remainder of dividing N by D.

    >>> q, r = divide_exact(2012, 10)
    >>> q
    201
    >>> r
    2
    """
    return floordiv(n, d), mod(n, d)
```

Multiple assignment to two names

Two return values, separated by commas