



CS61A Lecture 3

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UC Berkeley
January 28, 2013

Announcements



- Reminder: hw0 due tonight, hw1 due Wed.

- In-class quiz on Friday
 - Covers through Wednesday's lecture
 - Bring a writing implement

- Hog project out
 - Get started early!
 - More on hog next time

The Elements of Programming



The Elements of Programming



- Primitive Expressions and Statements
 - The simplest building blocks of a language

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- Means of Combination

- Compound elements built from simpler ones

The Elements of Programming



- Primitive Expressions and Statements
 - The simplest building blocks of a language

- Means of Combination
 - Compound elements built from simpler ones

- Means of Abstraction
 - Elements can be named and manipulated as units

Environment Diagrams



Environment diagrams visualize the interpreter's process.

```
→ 1 from math import pi  
→ 2 tau = 2 * pi
```

```
Global frame  
pi 3.1416
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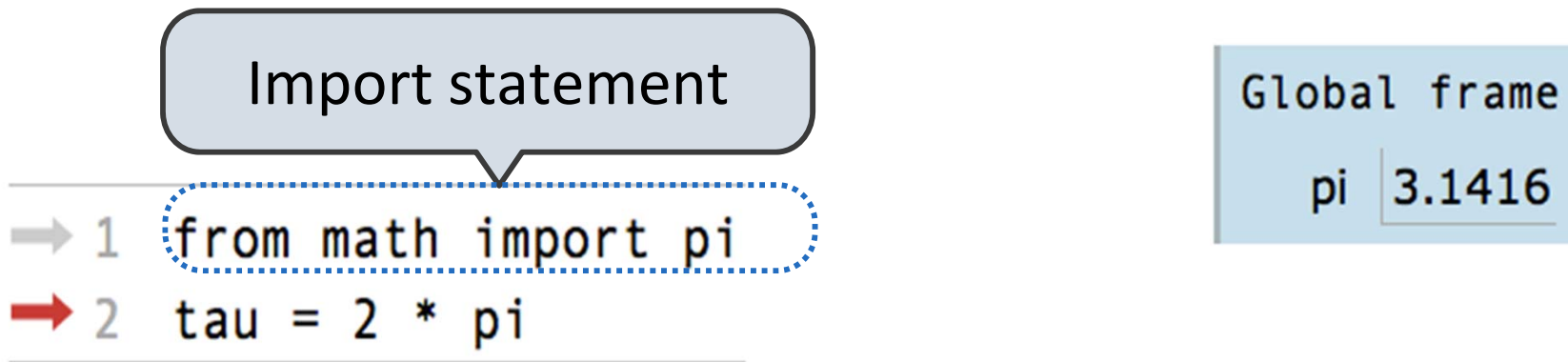
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Example: <http://goo.gl/SK13i>

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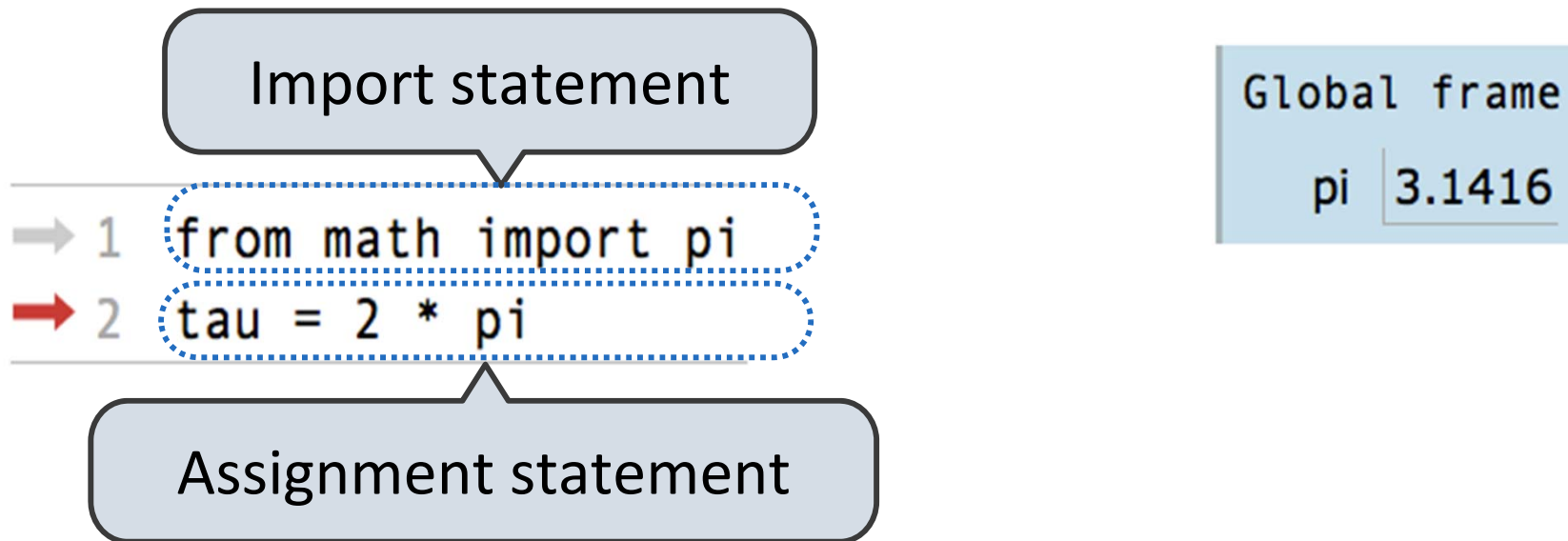
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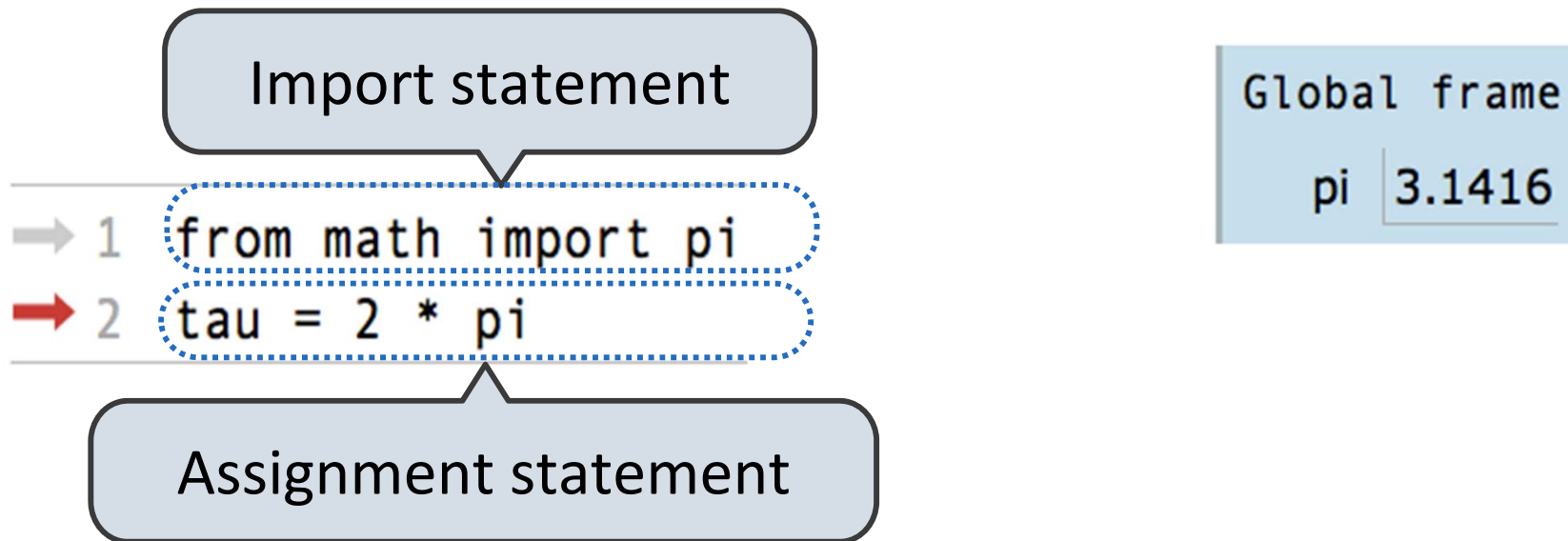
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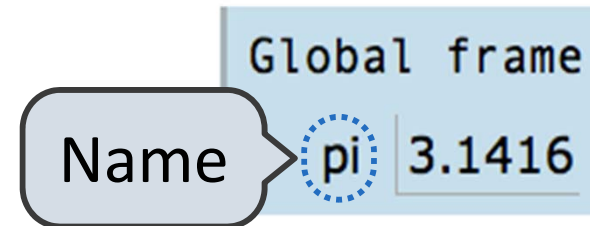
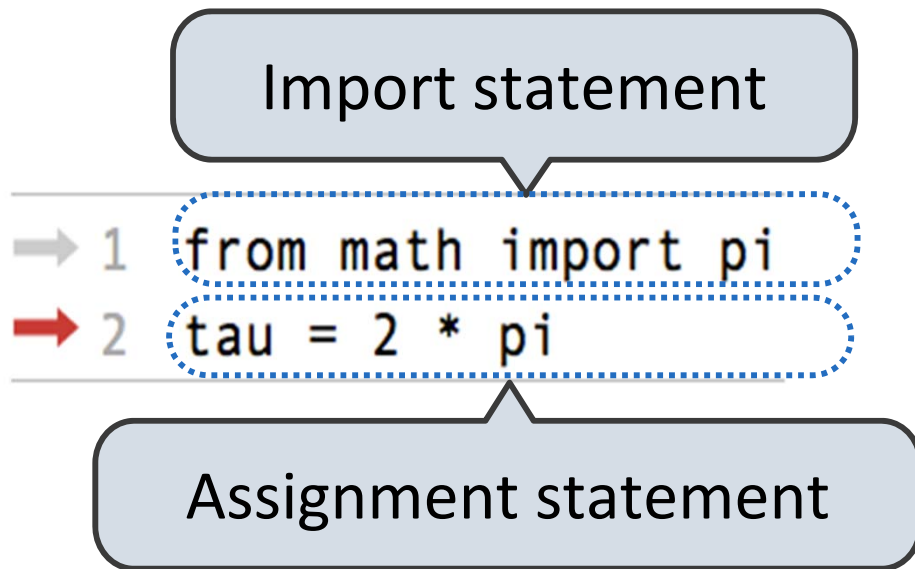
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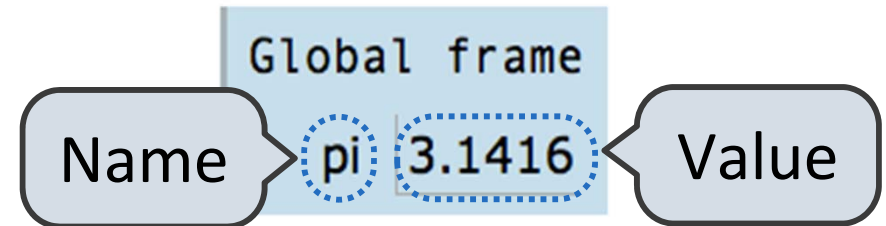
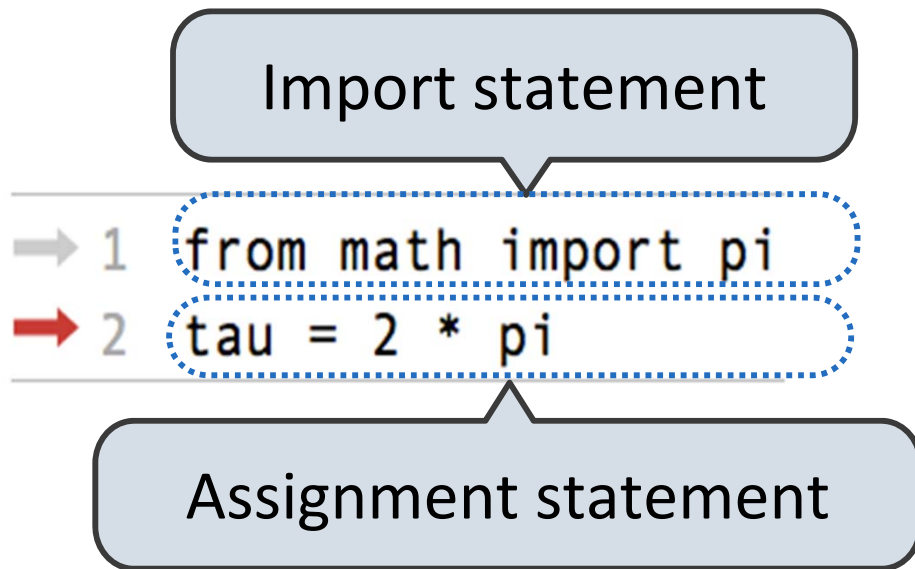
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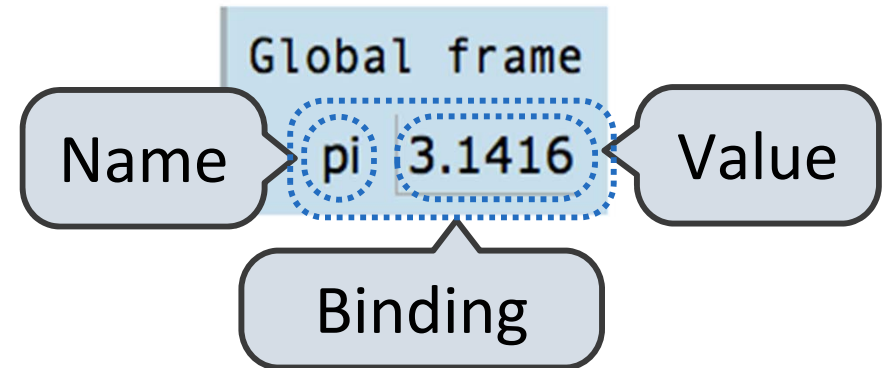
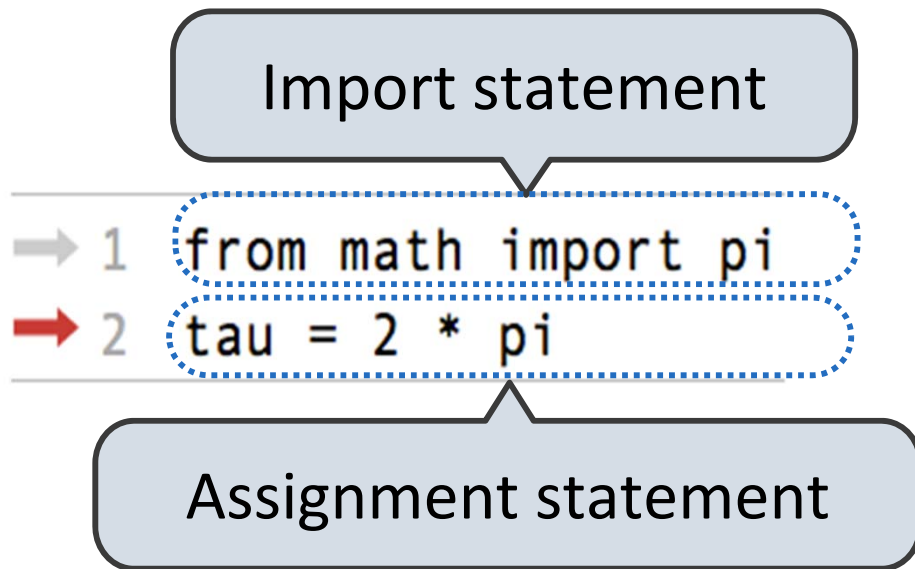
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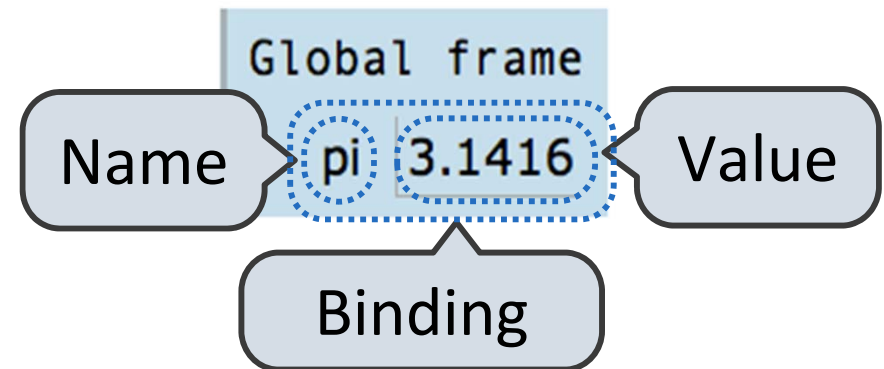
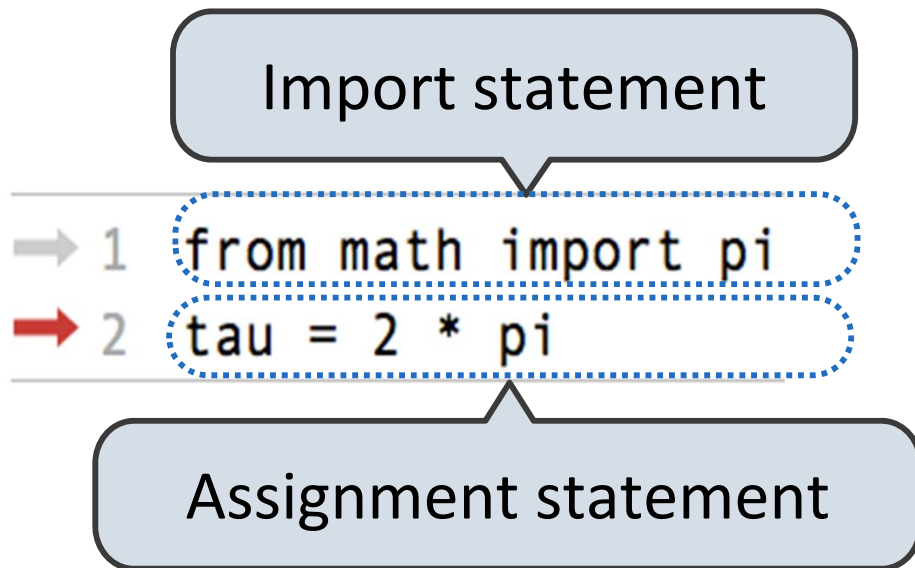
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Frames (right):

A name is bound to a value

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

User-Defined Functions



Named values are a simple means of abstraction

Named computational processes are a more powerful means of abstraction

User-Defined Functions



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>>> def <name>(<formal parameters>):  
        return <return expression>
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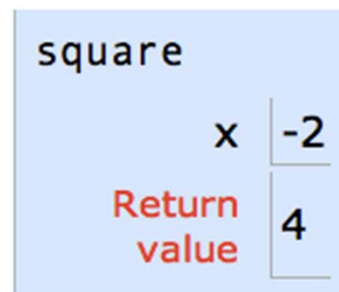
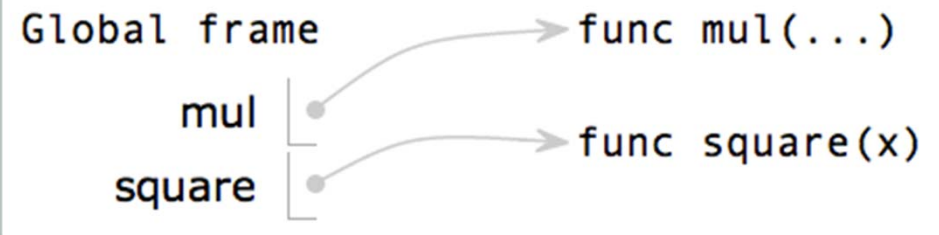
Execution procedure for def statements:

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

Calling User-Defined Functions



```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
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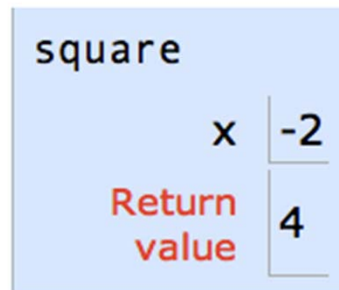
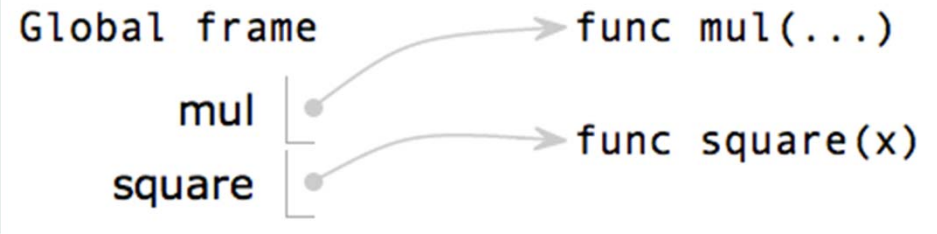
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Procedure for applying user-defined functions (version 1):

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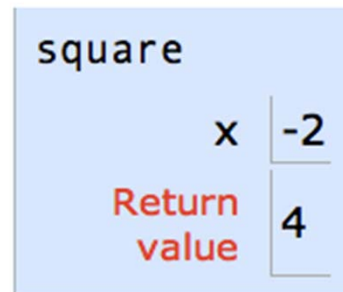
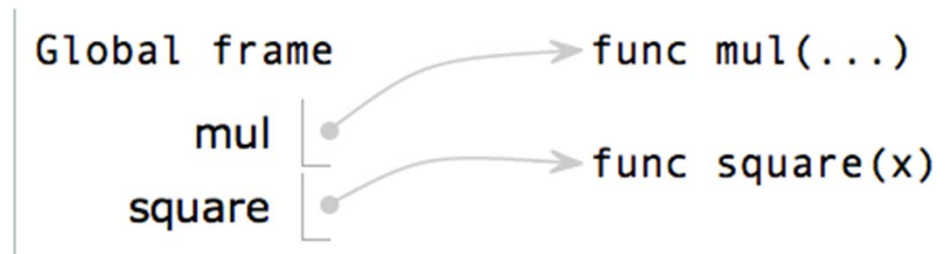
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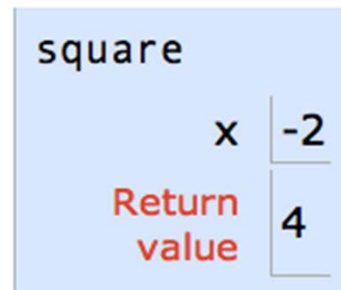
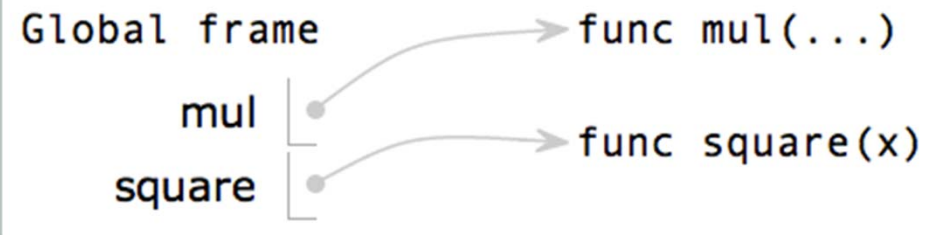
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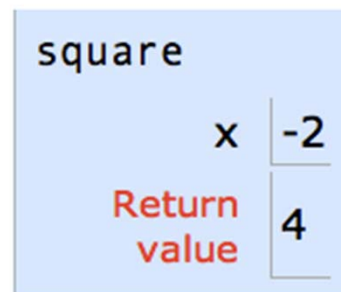
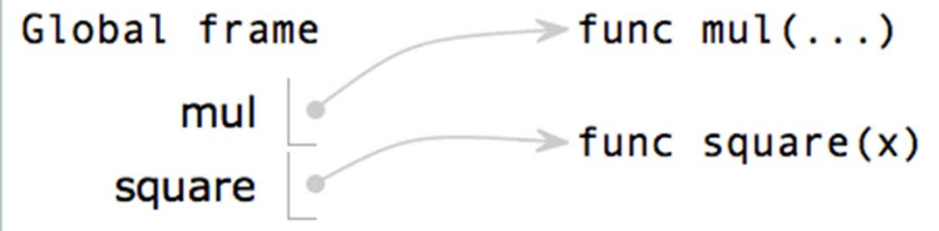
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1. Add a local frame
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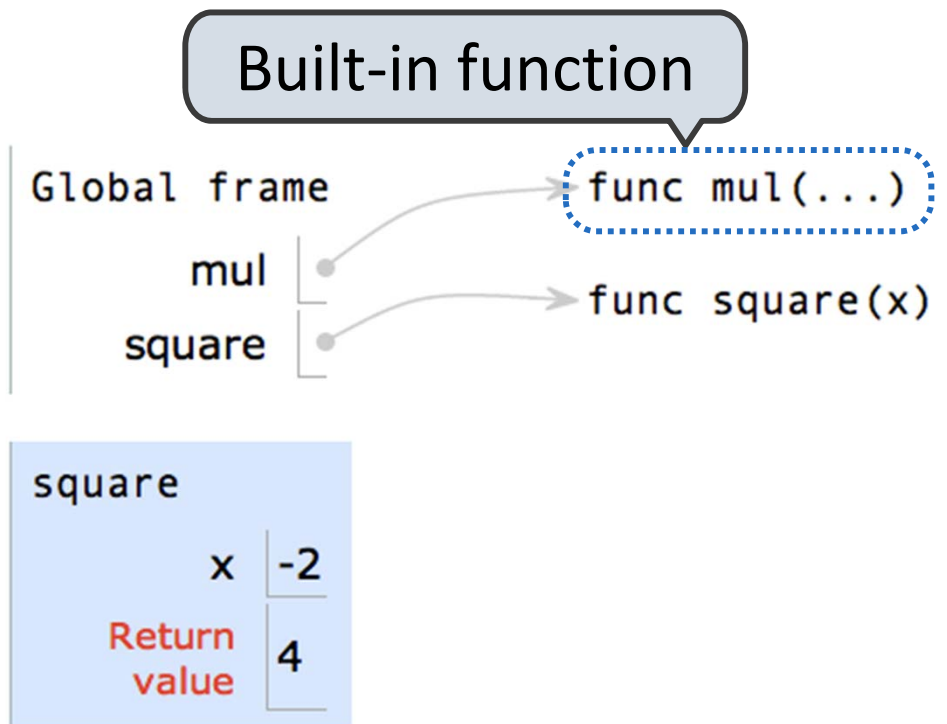
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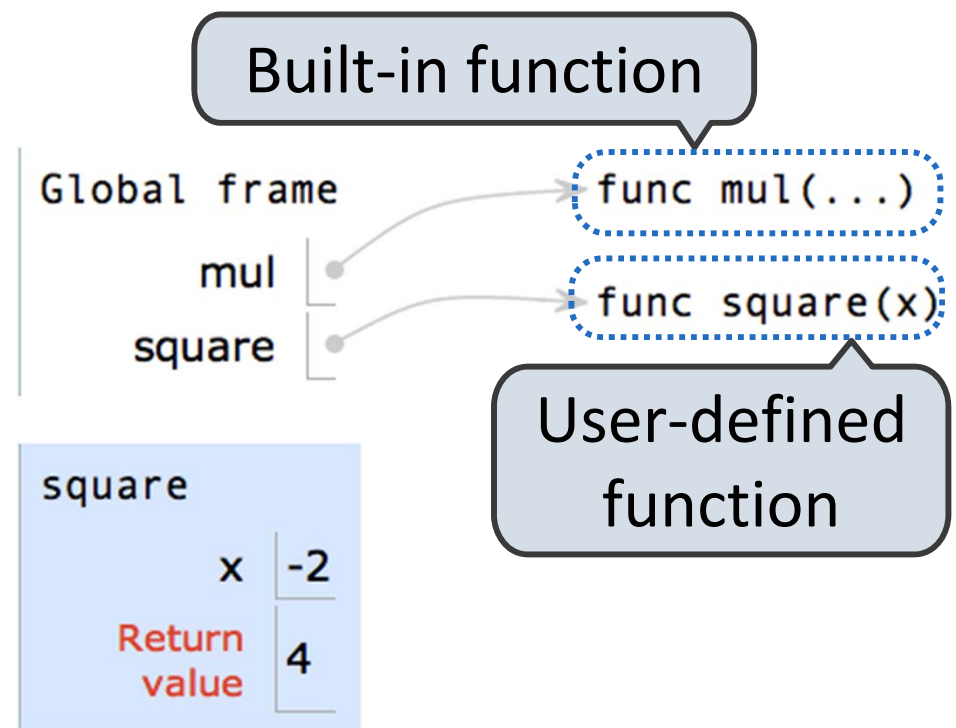
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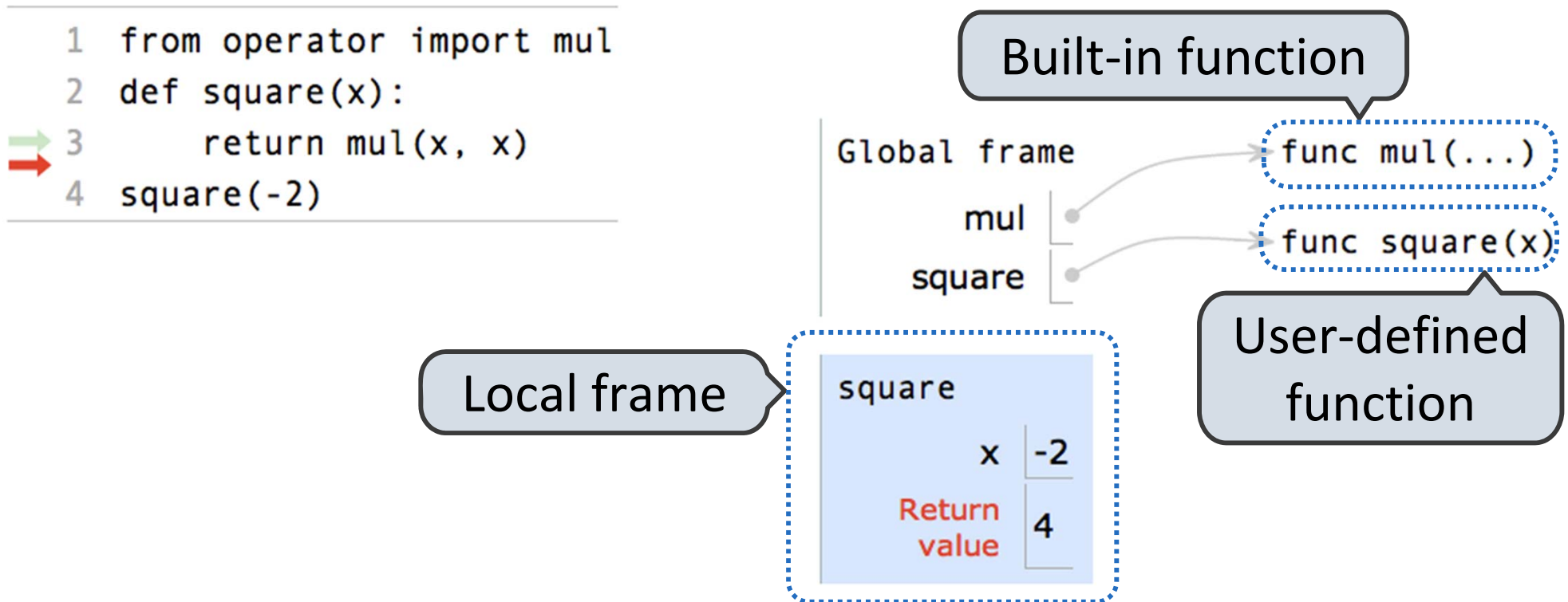


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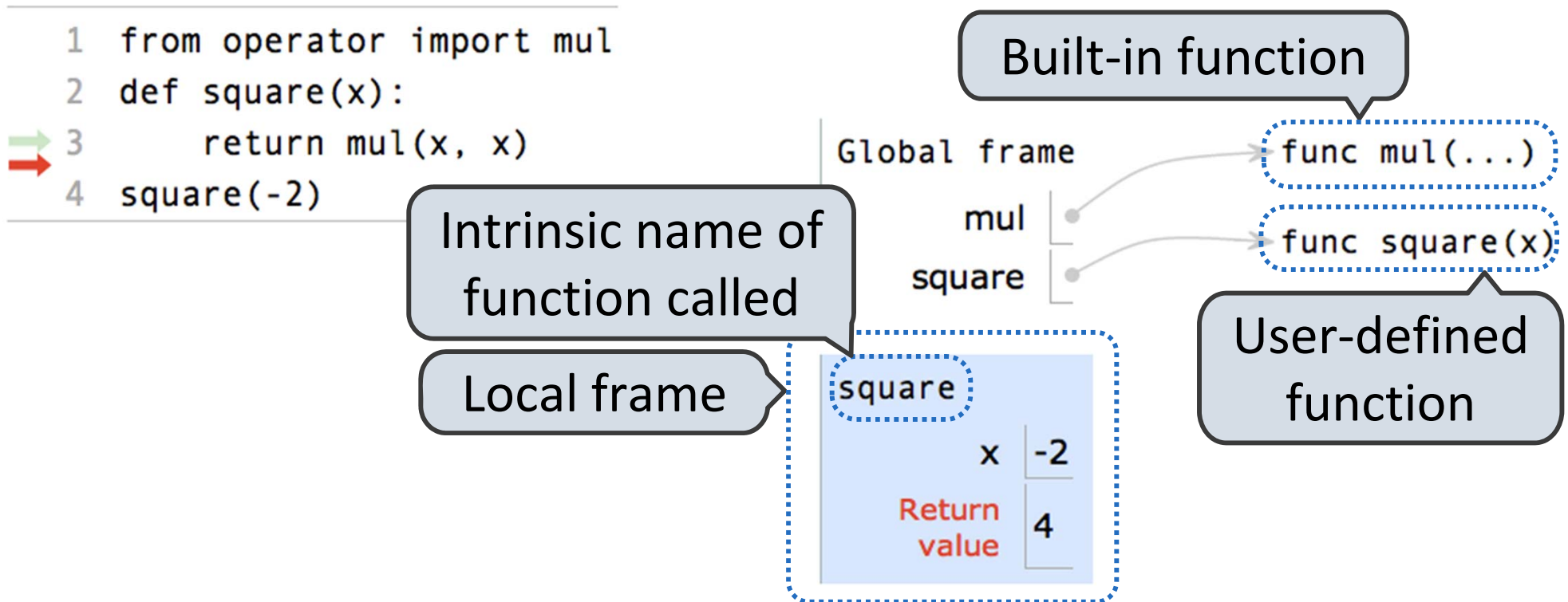
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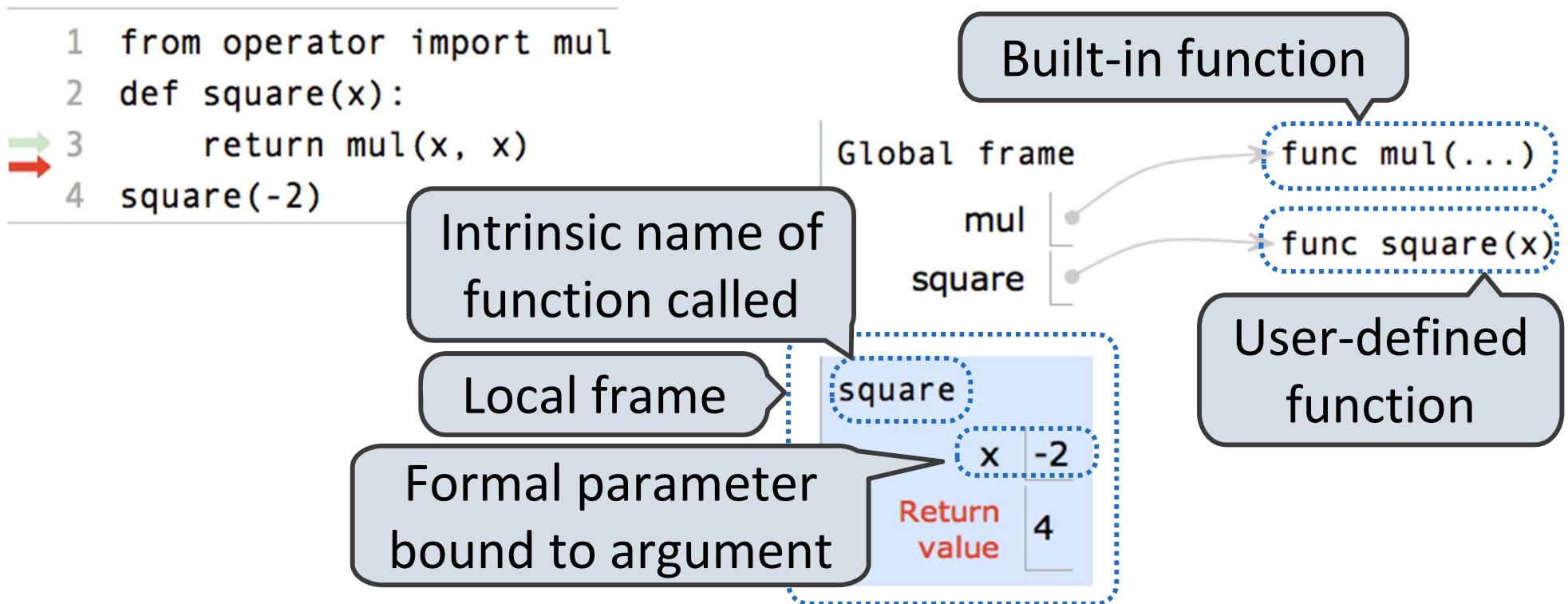


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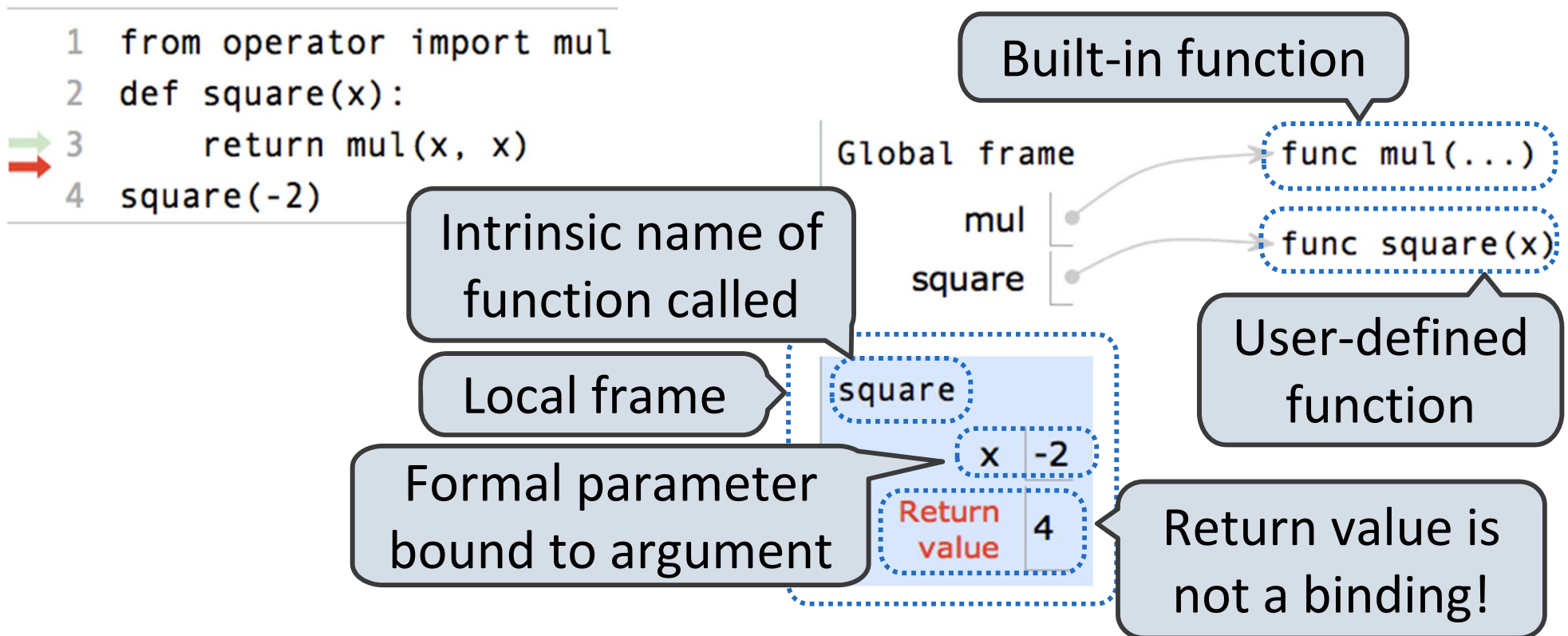


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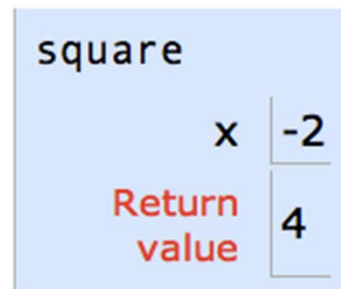
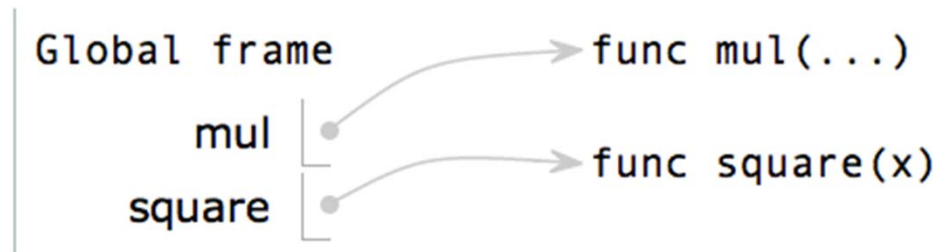
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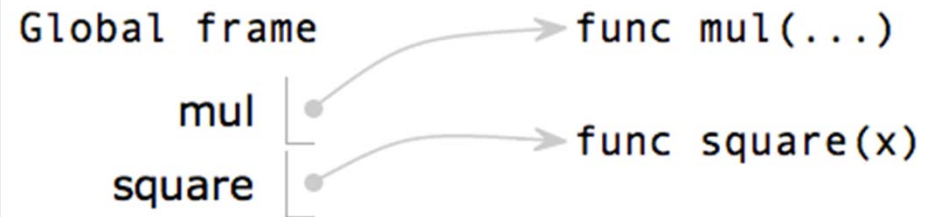
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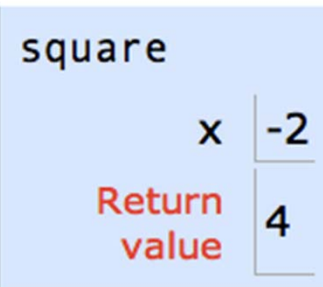
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A function's signature has all the information to create a local frame



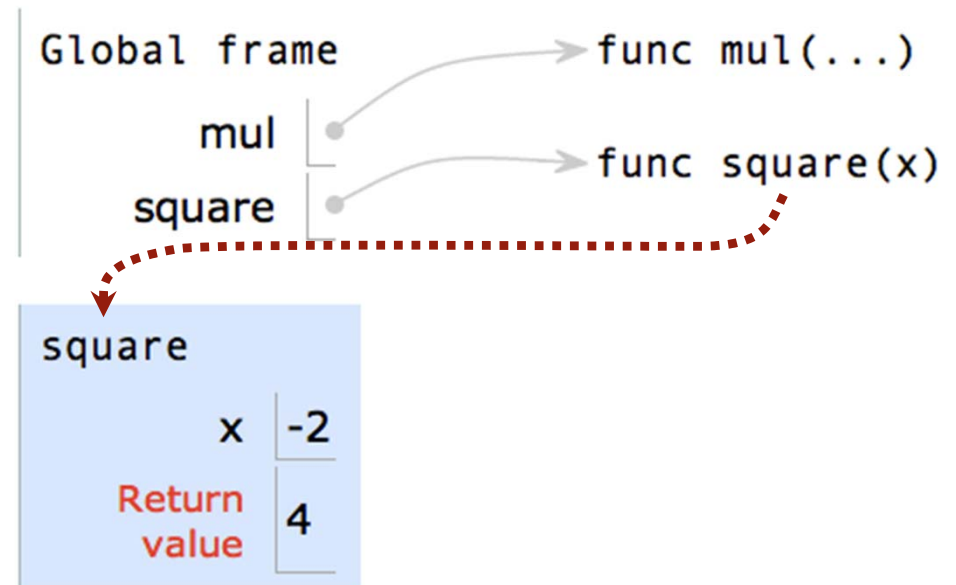
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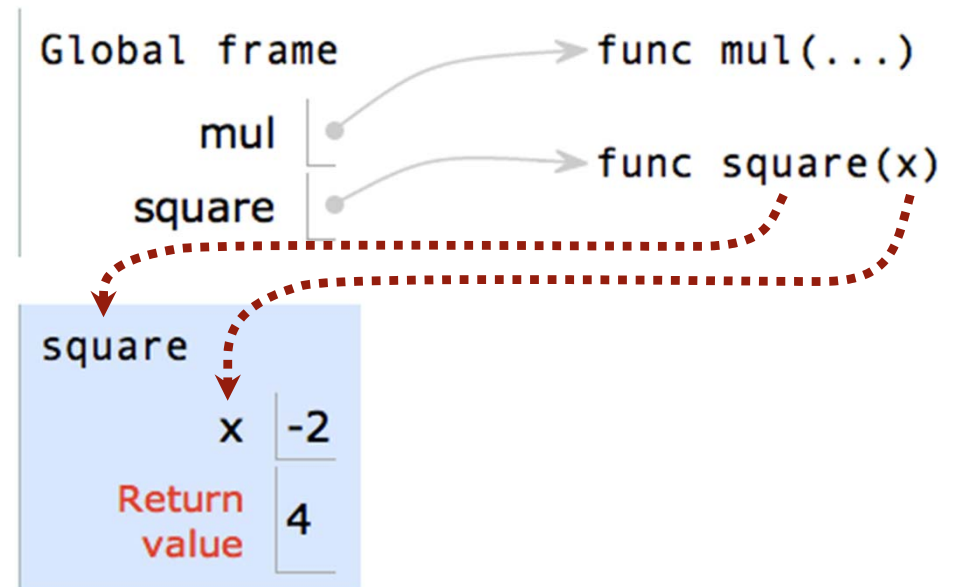


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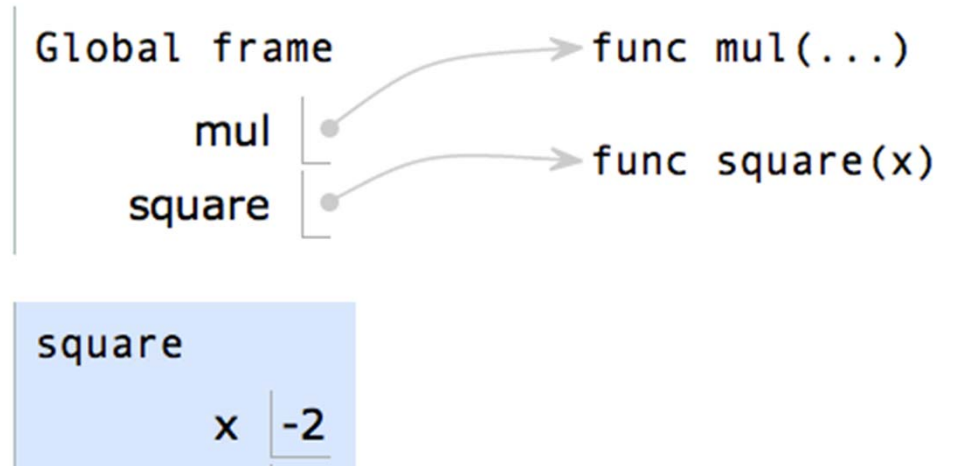


Looking Up Names



Procedure for looking up a name from inside a function (v. 1):

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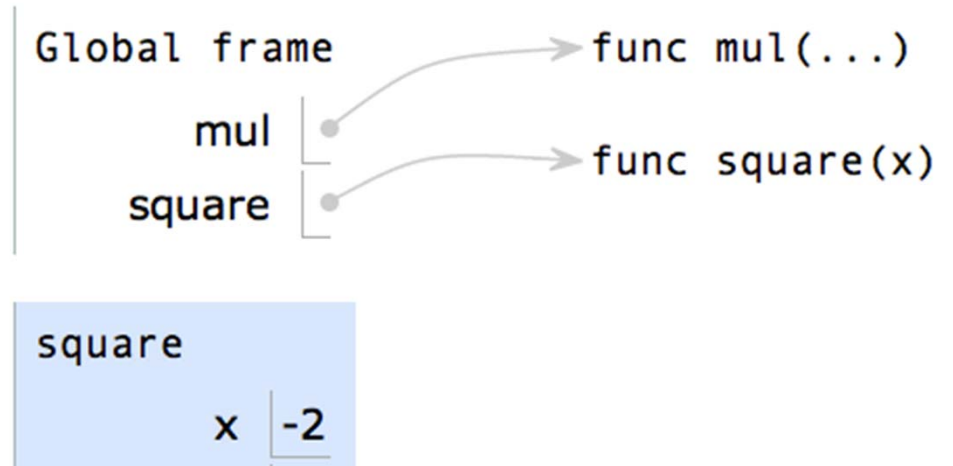
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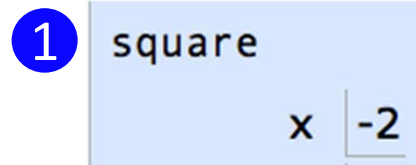
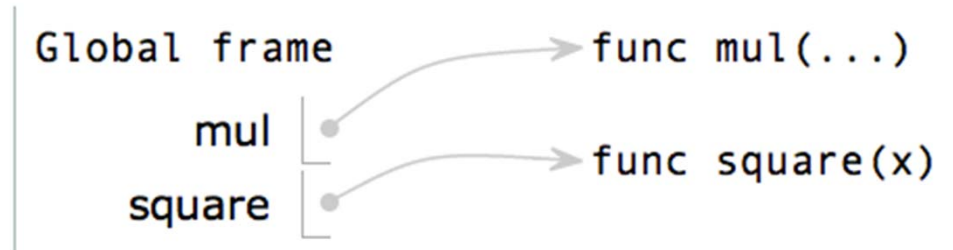
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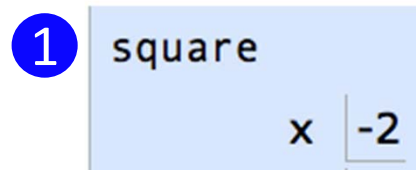
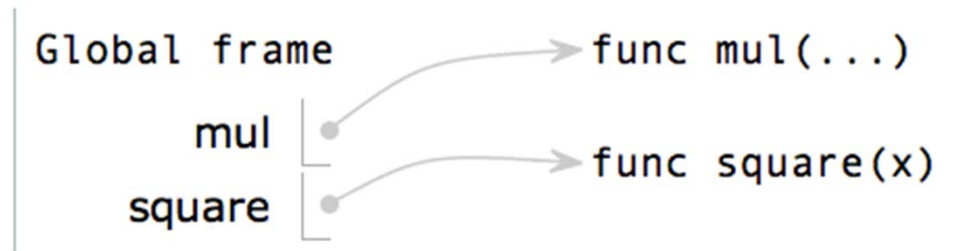
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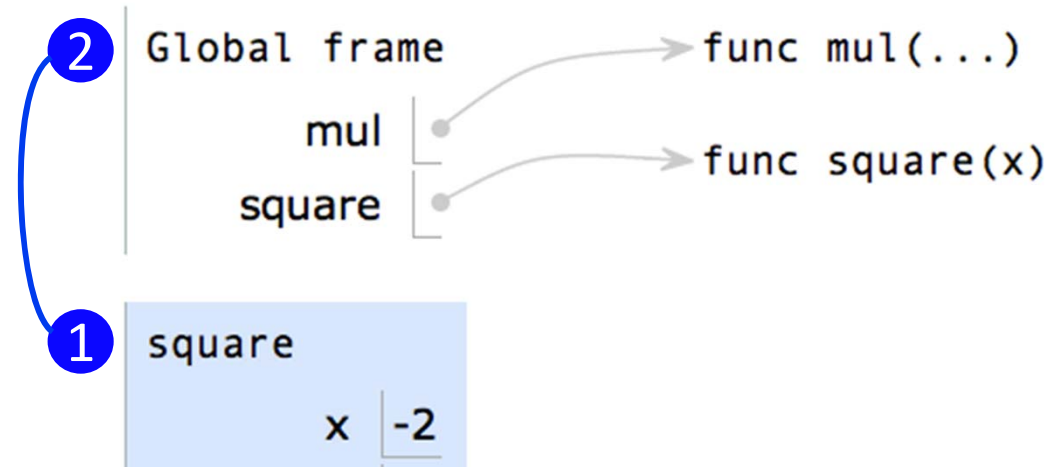
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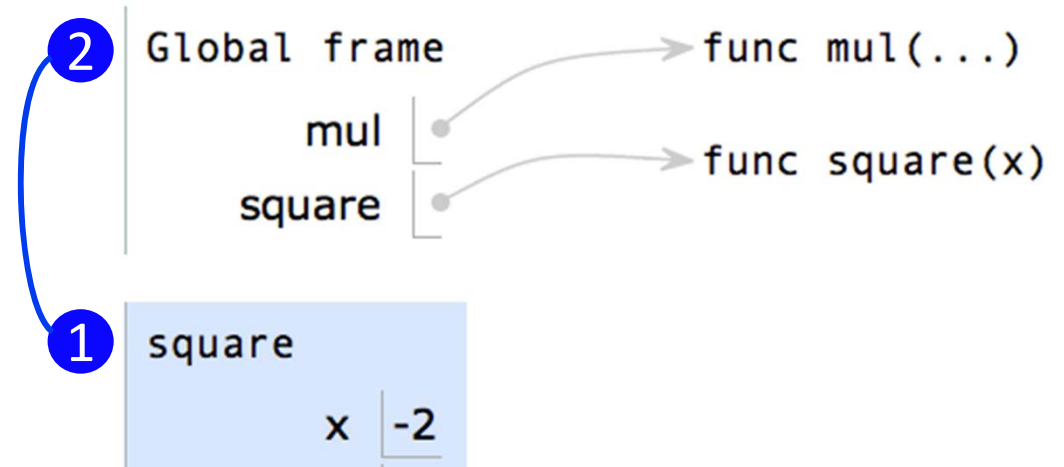
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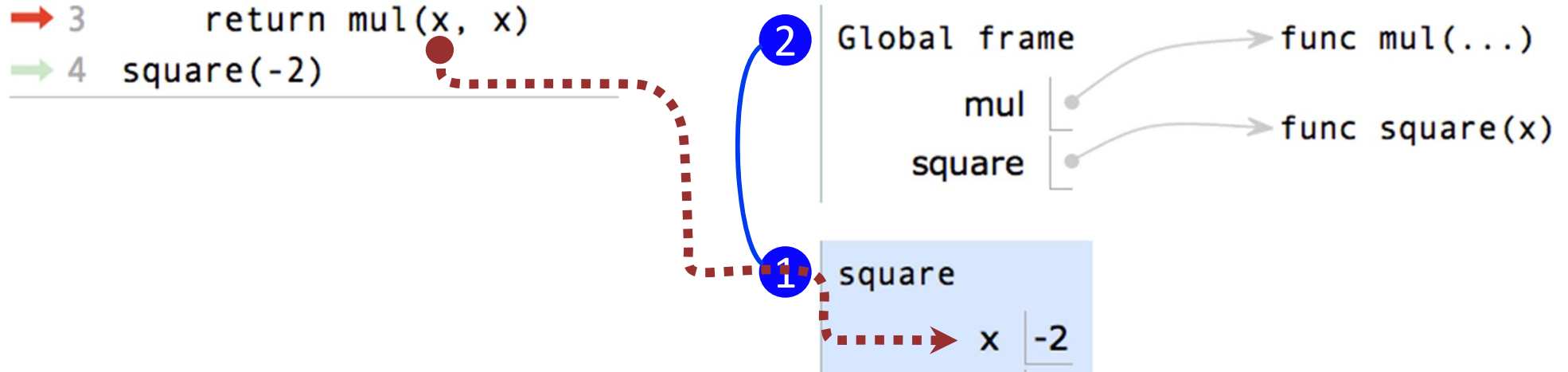
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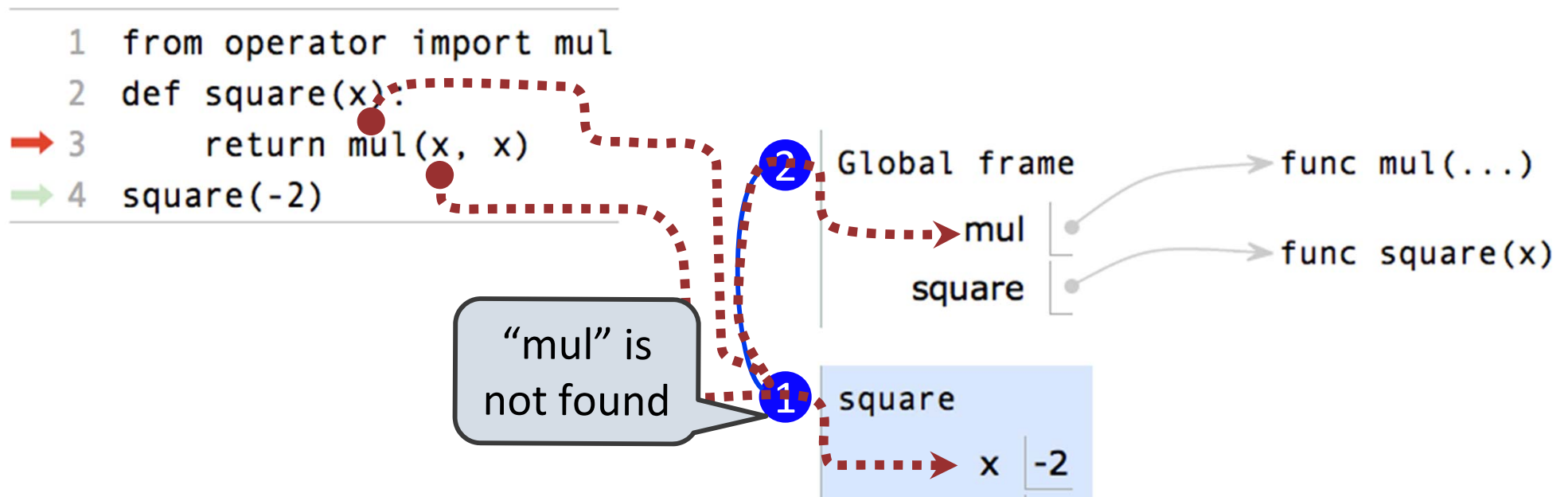
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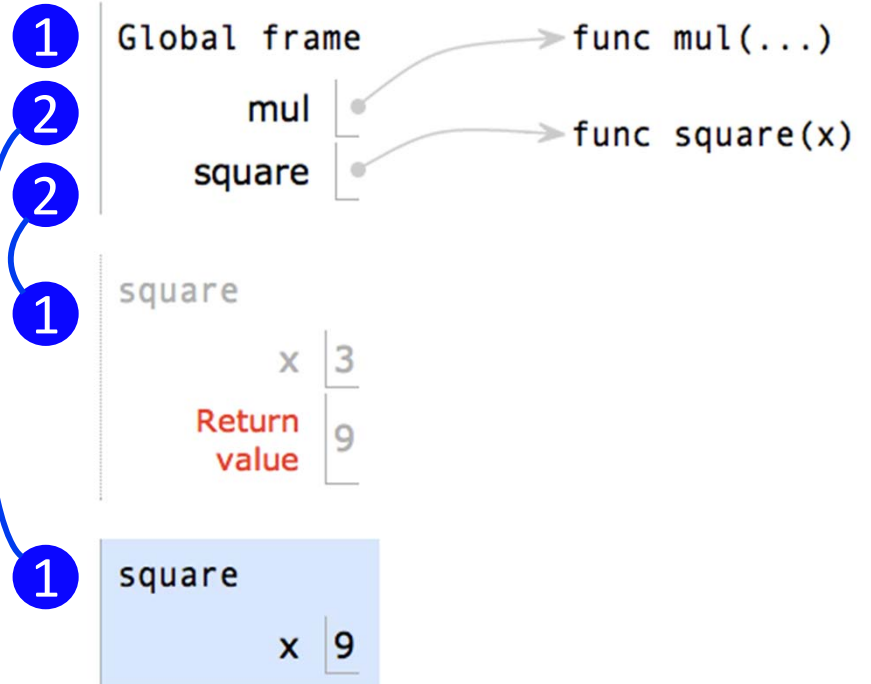


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- **Important properties of environments:**
 - An environment is a sequence of frames
 - The earliest frame that contains a binding for a name determines the value that the name evaluates to
- The *scope* of a name is the region of code that has access to it

Multiple Environments in a Diagram



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



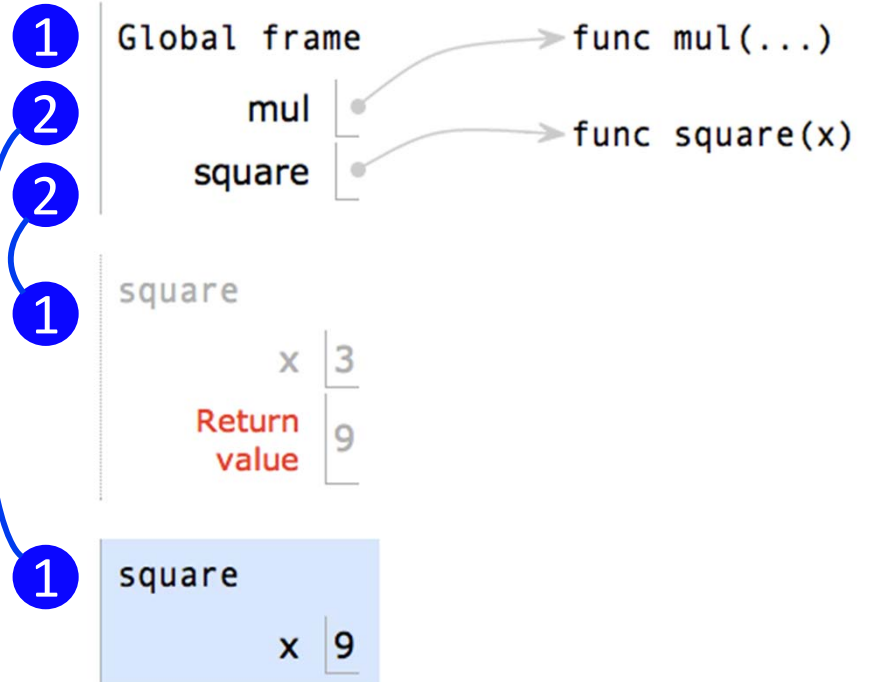
Example: <http://goo.gl/hrfnV>

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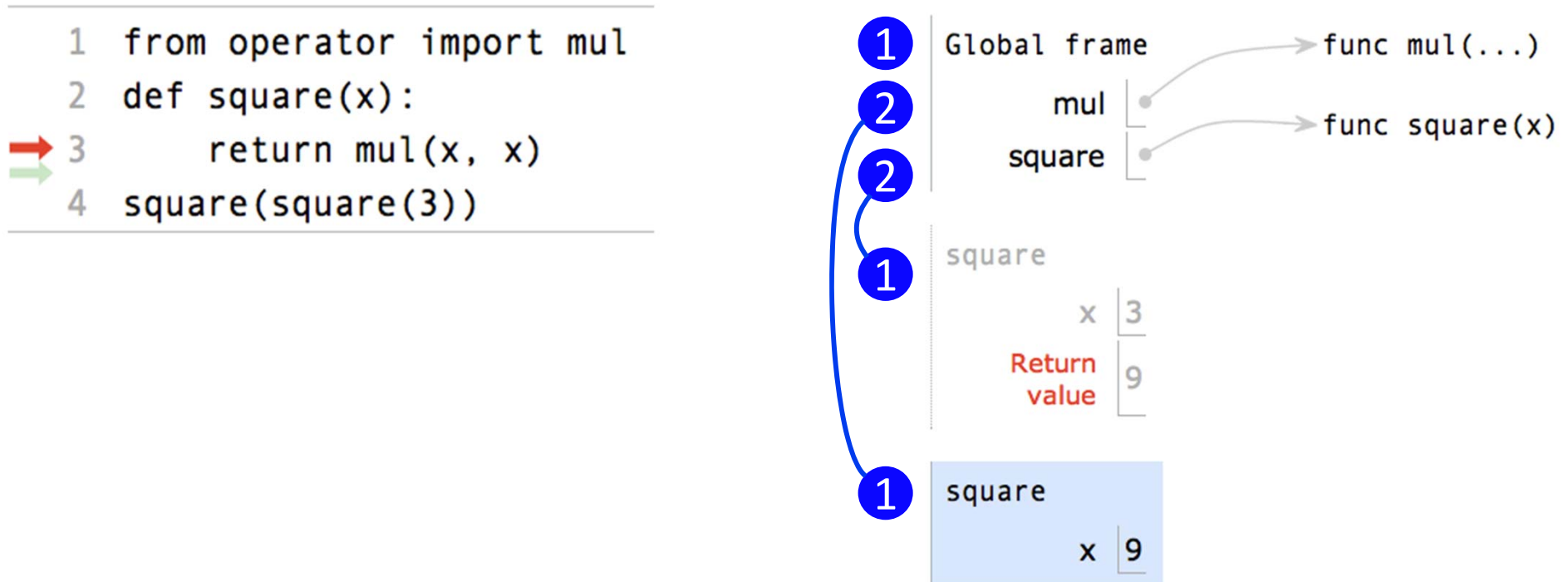


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Example: <http://goo.gl/hrfnV>

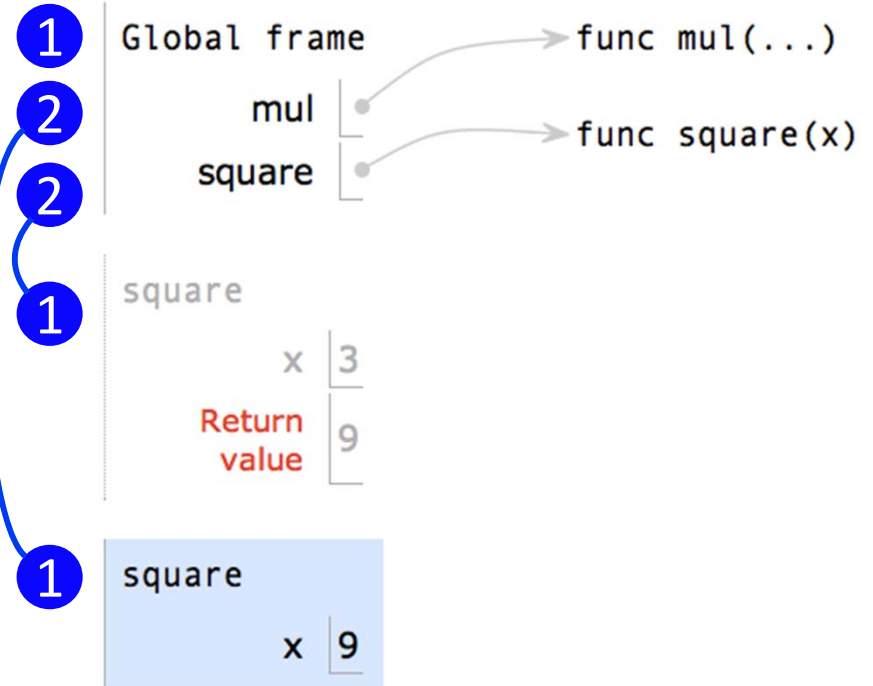
Multiple Environments in a Diagram



Every expression is evaluated in the context of an environment.
The earliest frame that contains a binding for a name determines the value that the name evaluates to.

mul(x, x)

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



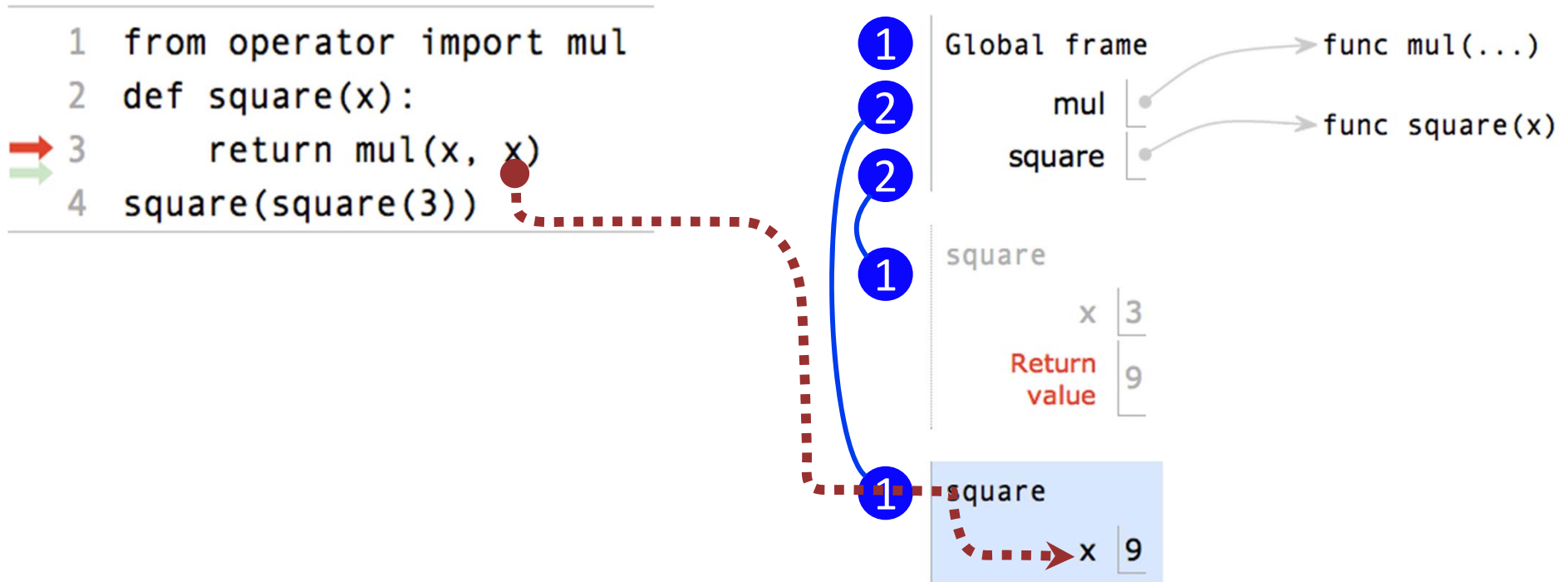
Example: <http://goo.gl/hrfnV>

Multiple Environments in a Diagram



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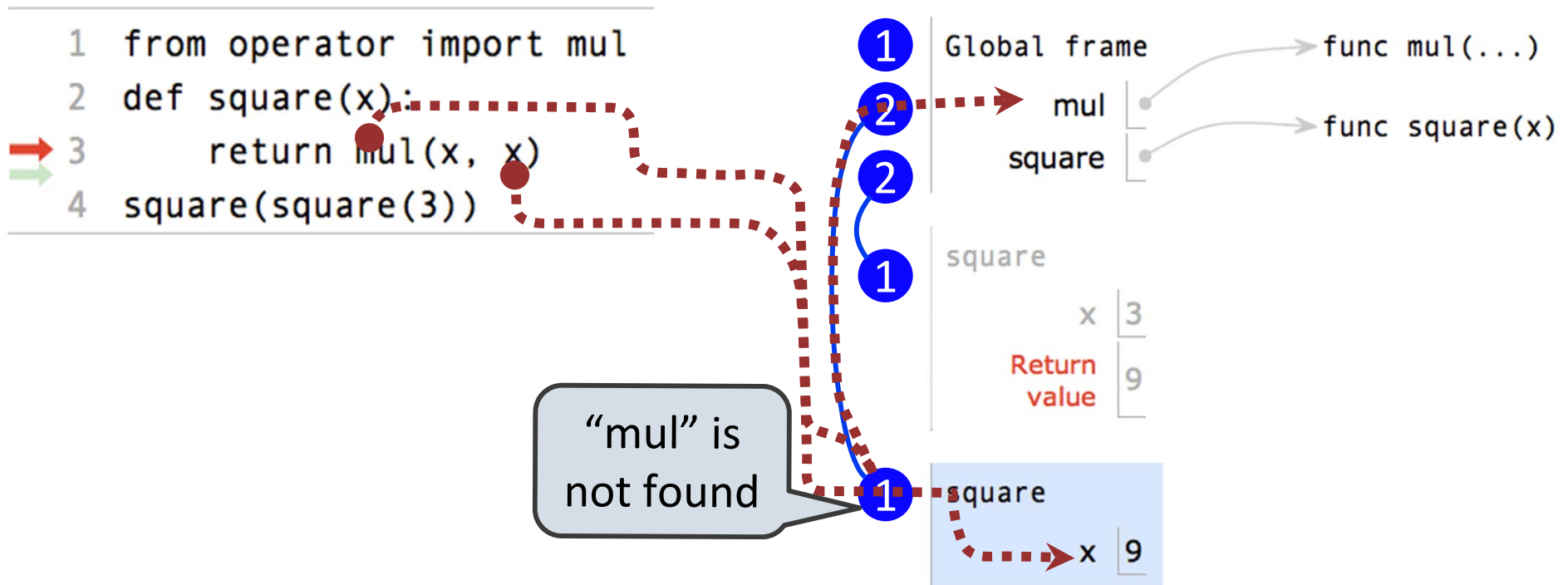
Example: <http://goo.gl/hrfnV>

Multiple Environments in a Diagram



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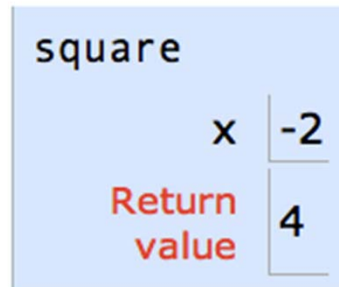
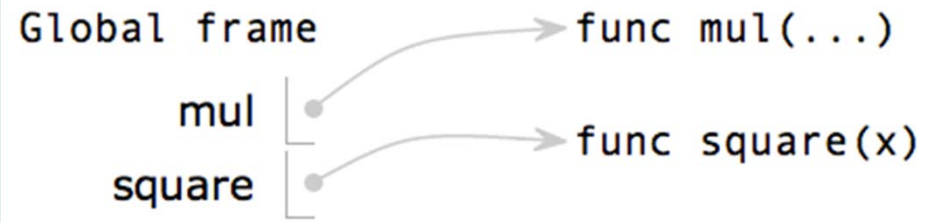


Example: <http://goo.gl/hrfnV>

Formal Parameters



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



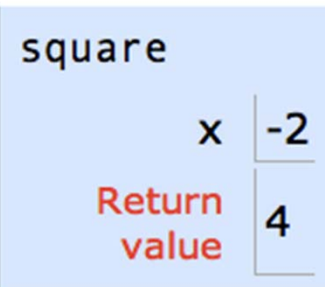
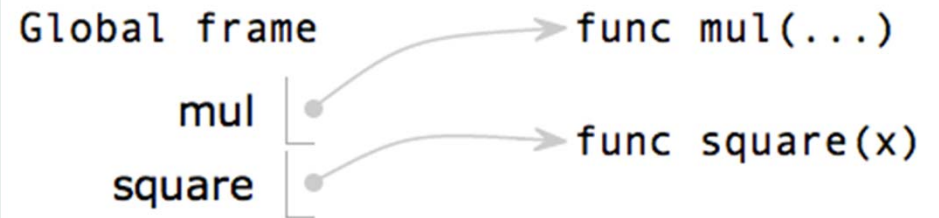
Example: <http://goo.gl/boCk0>

Formal Parameters



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

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



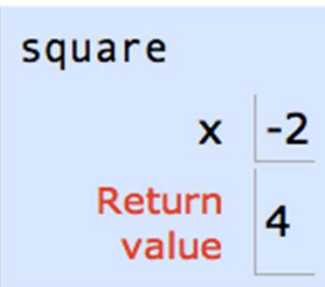
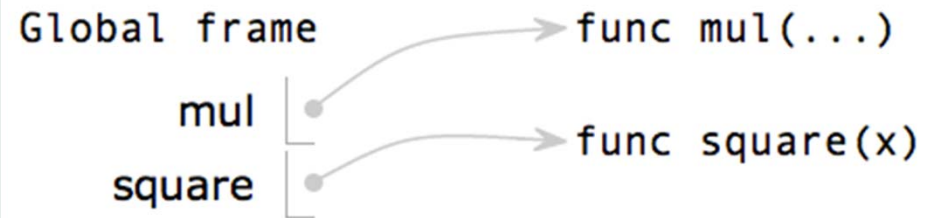
Formal Parameters



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

vs

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



Example: <http://goo.gl/boCk0>

Formal Parameters

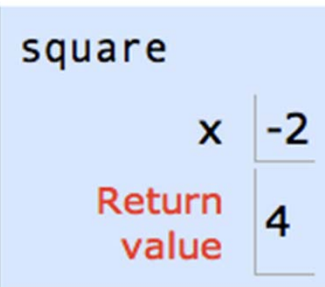
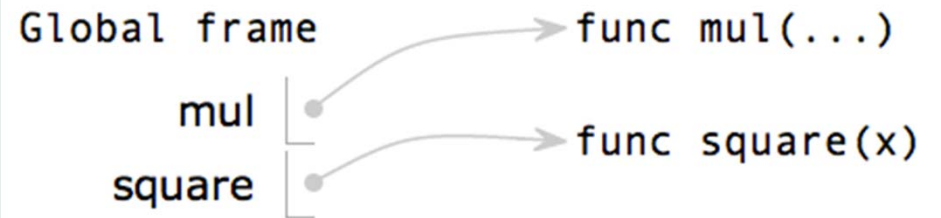


```
def square(x):  
    return mul(x, x)
```

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)
```



Example: <http://goo.gl/boCk0>

Formal Parameters

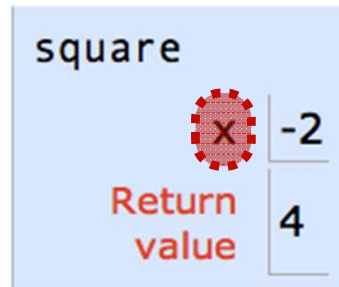
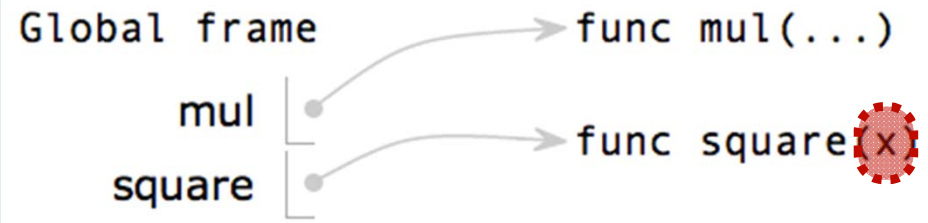


```
def square(x):  
    return mul(x, x)
```

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)
```



Example: <http://goo.gl/boCk0>

Formal Parameters

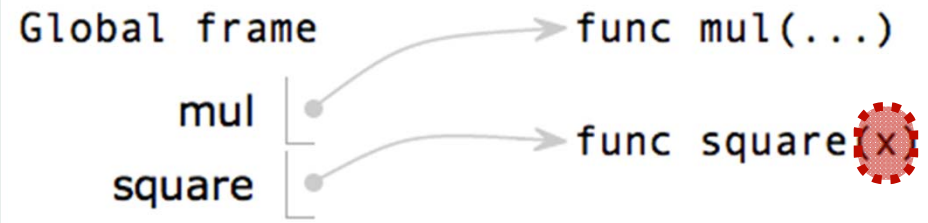


```
def square(x):  
    return mul(x, x)
```

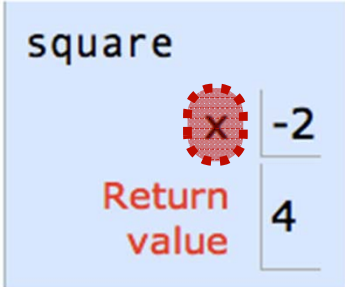
vs

```
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



Life Cycle of a User-Defined Function



Def statement:

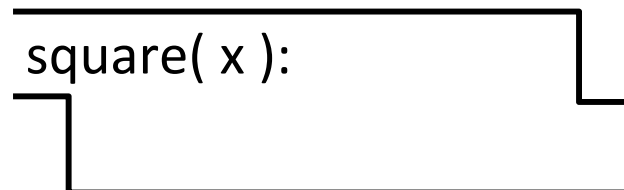
```
>>> def square(x):  
        return mul(x, x)
```

What happens?

Call expression:

```
square(2+2)
```

Calling/Applying:



Life Cycle of a User-Defined Function



Def statement:

What happens?

Def statement

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

Call expression:

```
square(2+2)
```

Calling/Applying:

```
square(x):
```

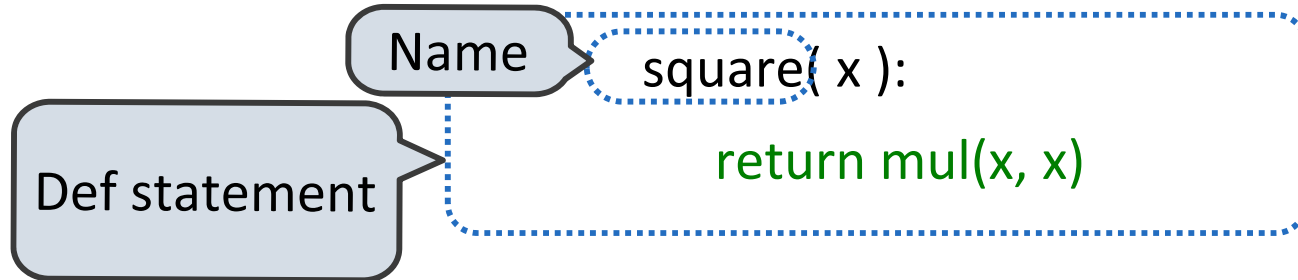
A diagram representing a function call frame. It consists of a horizontal line at the top, a vertical line on the left side, a vertical line on the right side, and a horizontal line at the bottom. The text "square(x):" is positioned inside the frame, above the bottom horizontal line.

Life Cycle of a User-Defined Function



Def statement:

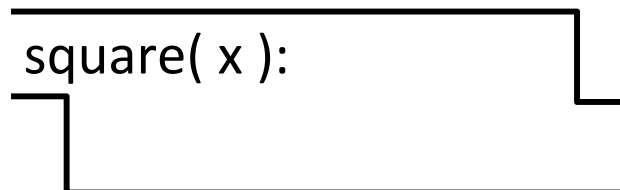
What happens?



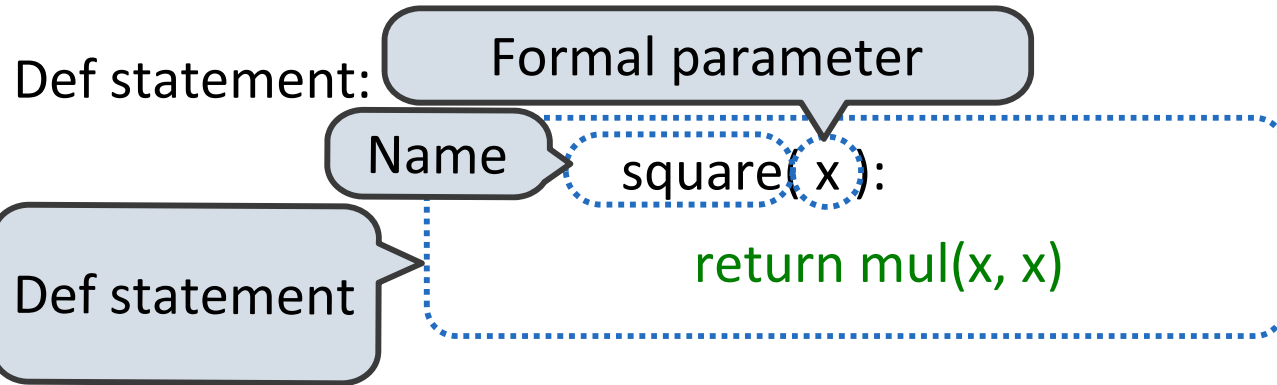
Call expression:

`square(2+2)`

Calling/Applying:



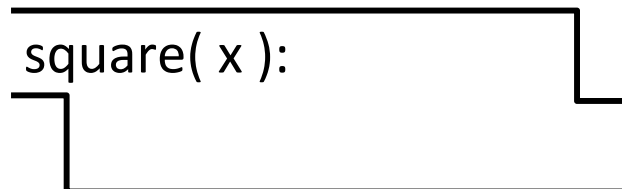
Life Cycle of a User-Defined Function



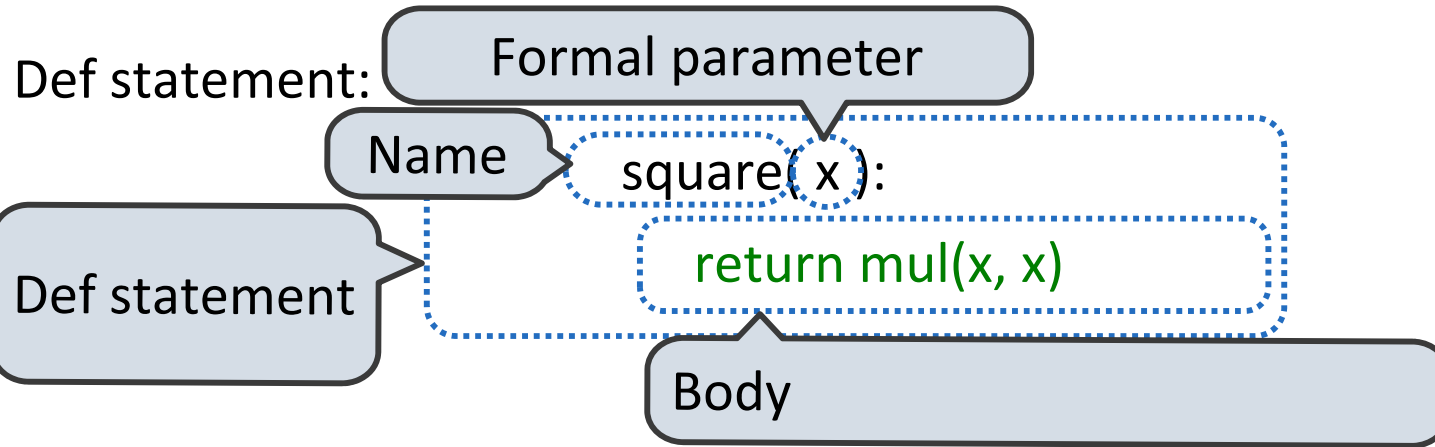
What happens?

Call expression: `square(2+2)`

Calling/Applying:



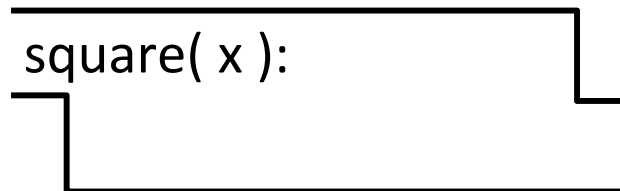
Life Cycle of a User-Defined Function



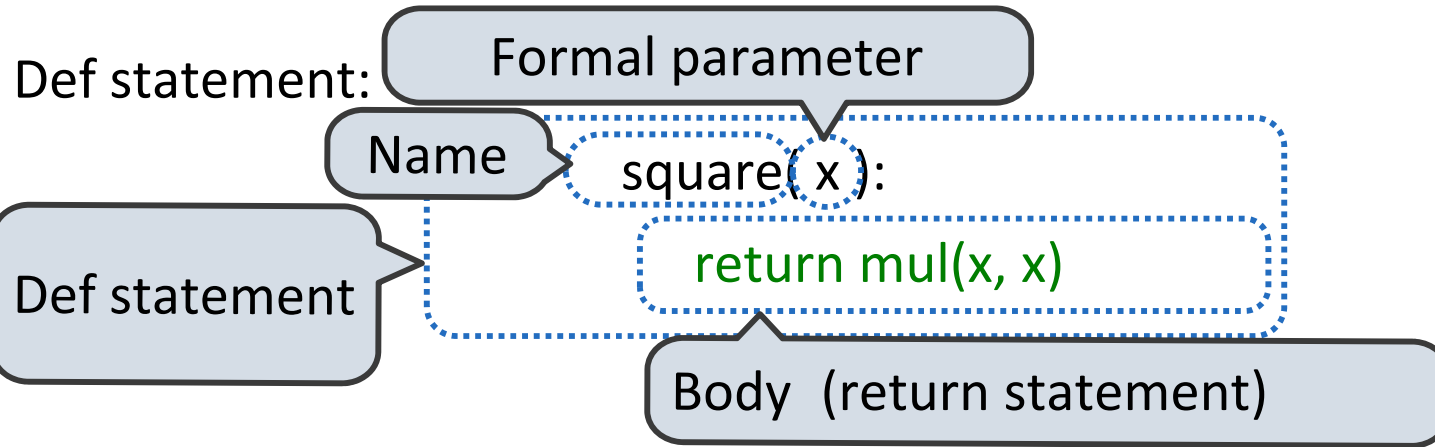
What happens?

Call expression: `square(2+2)`

Calling/Applying:



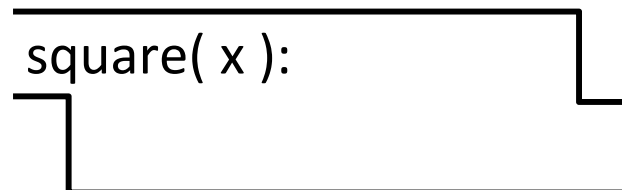
Life Cycle of a User-Defined Function



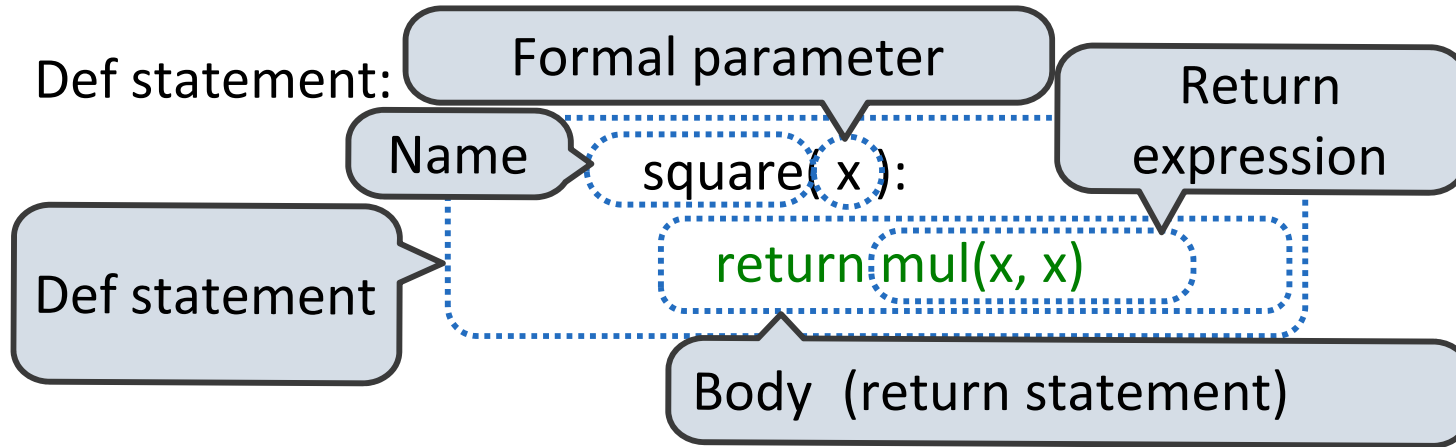
What happens?

Call expression: `square(2+2)`

Calling/Applying:



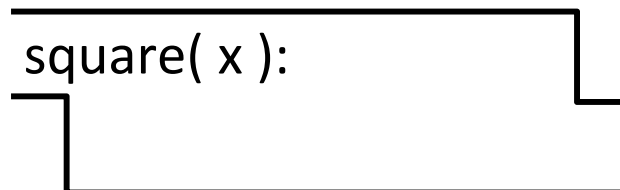
Life Cycle of a User-Defined Function



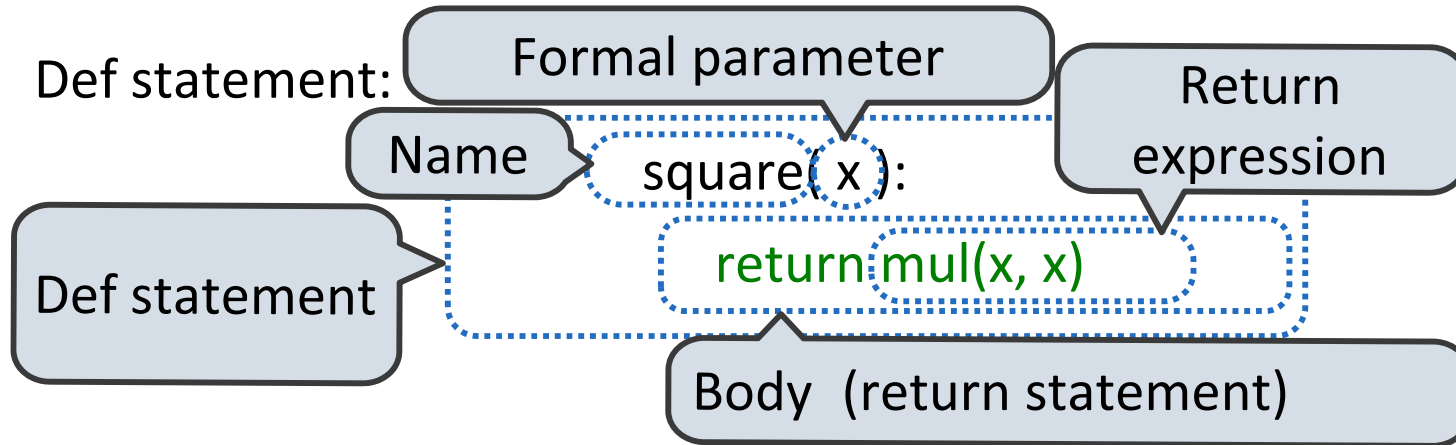
What happens?

Call expression: `square(2+2)`

Calling/Applying:



Life Cycle of a User-Defined Function

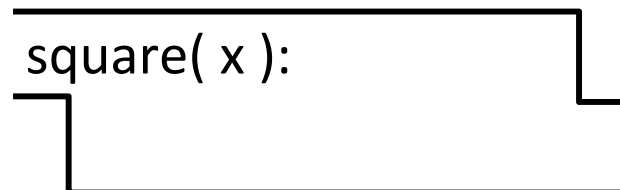


What happens?

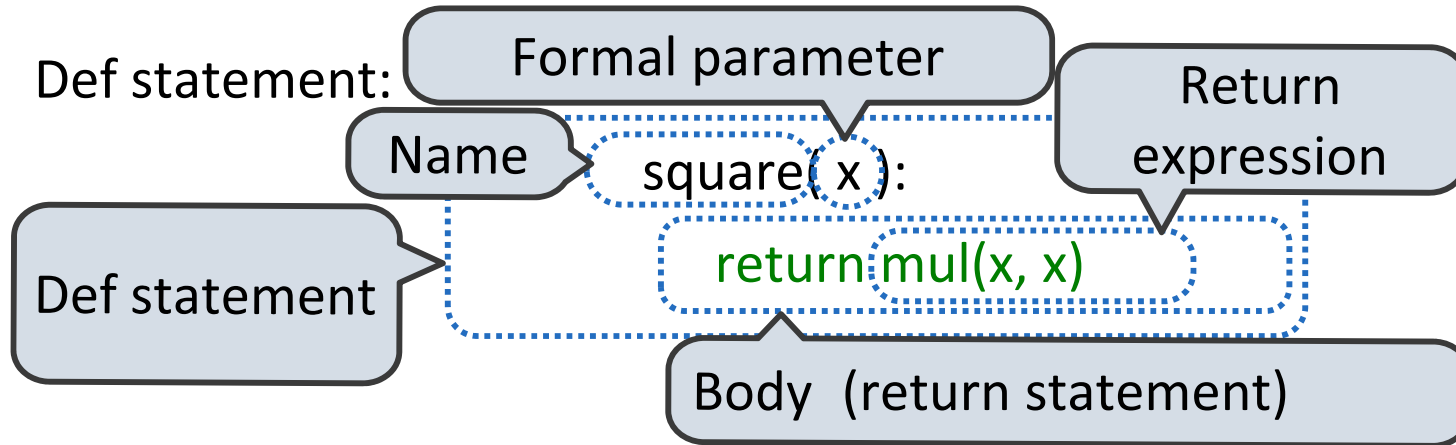
Function created

Call expression: `square(2+2)`

Calling/Applying:



Life Cycle of a User-Defined Function



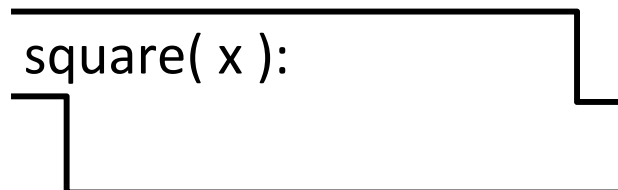
What happens?

Function created

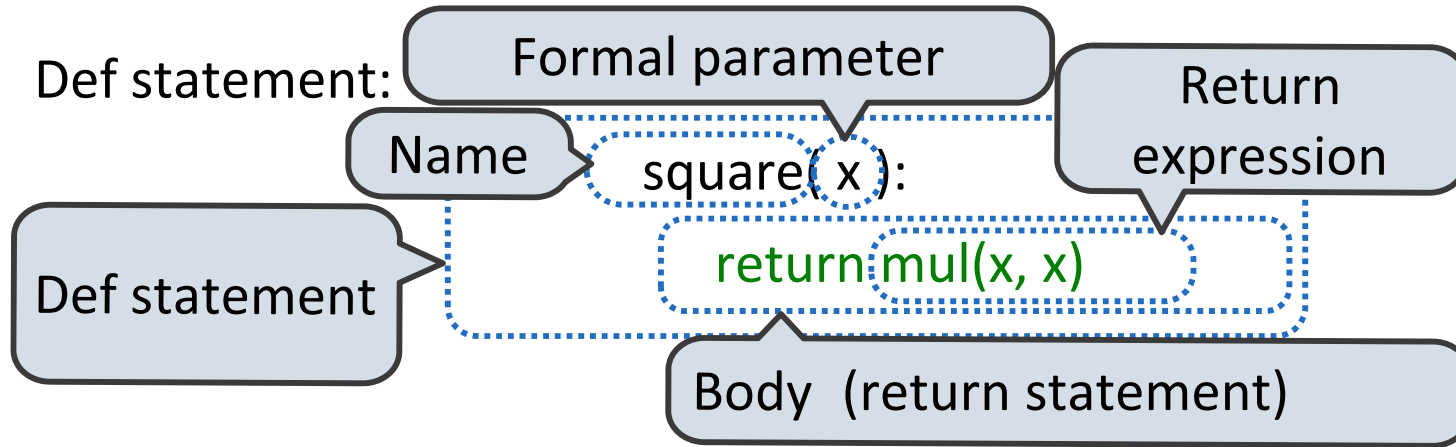
Name bound

Call expression: `square(2+2)`

Calling/Applying:



Life Cycle of a User-Defined Function

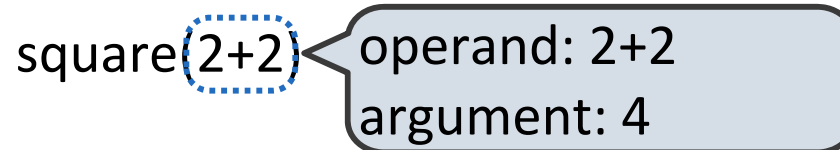


What happens?

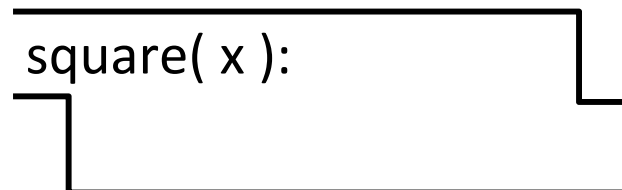
Function created

Name bound

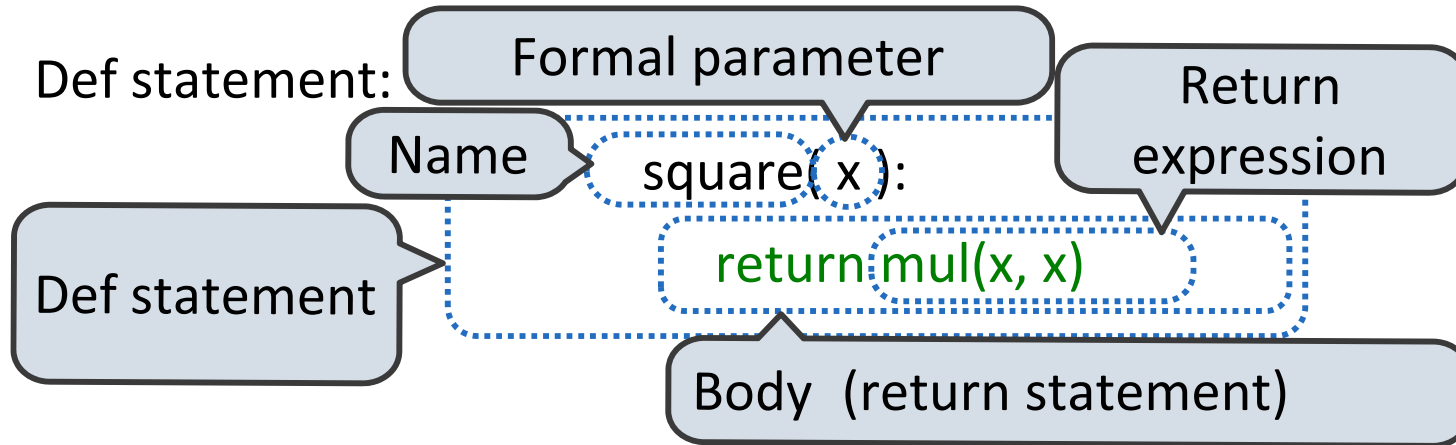
Call expression:



Calling/Applying:



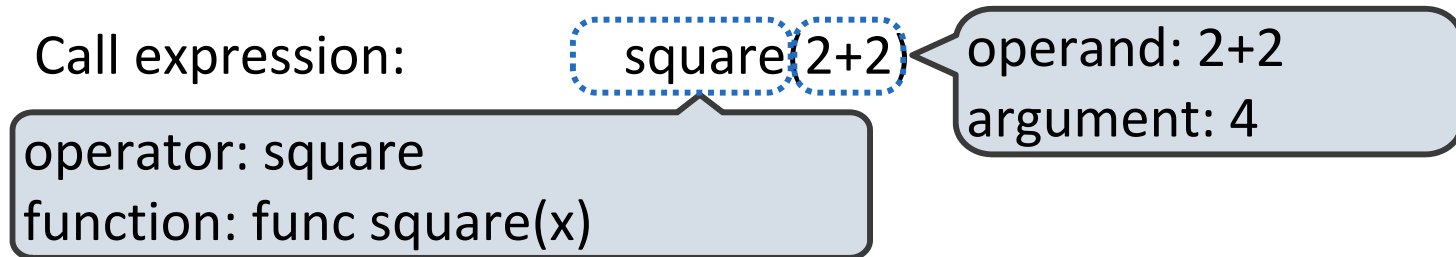
Life Cycle of a User-Defined Function



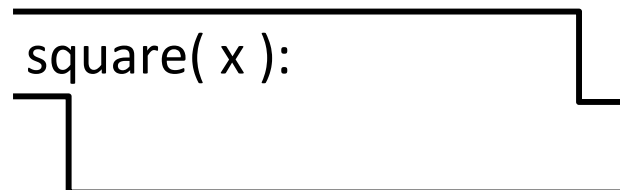
What happens?

Function created

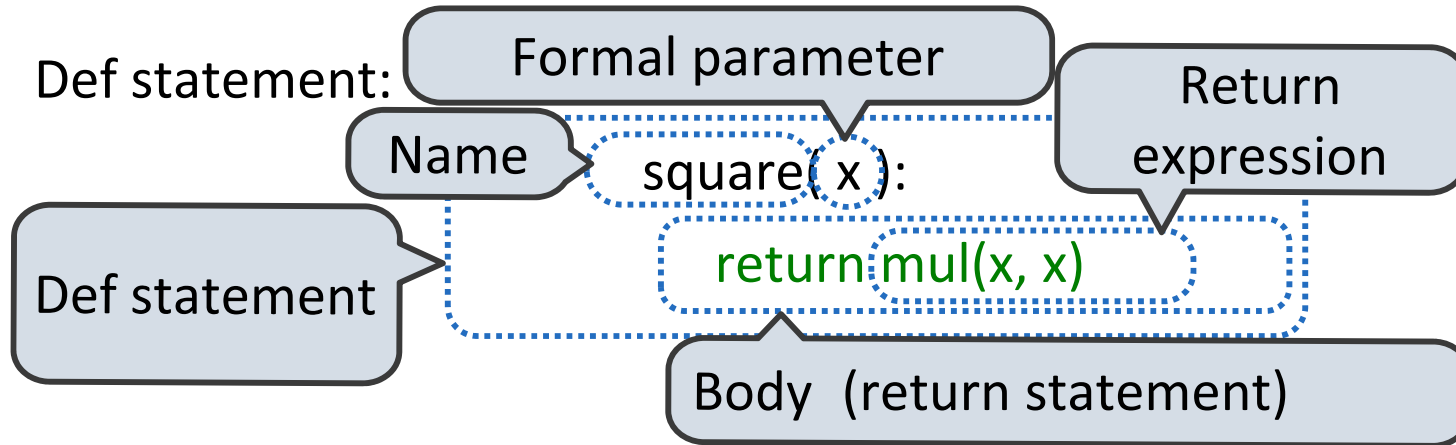
Name bound



Calling/Applying:



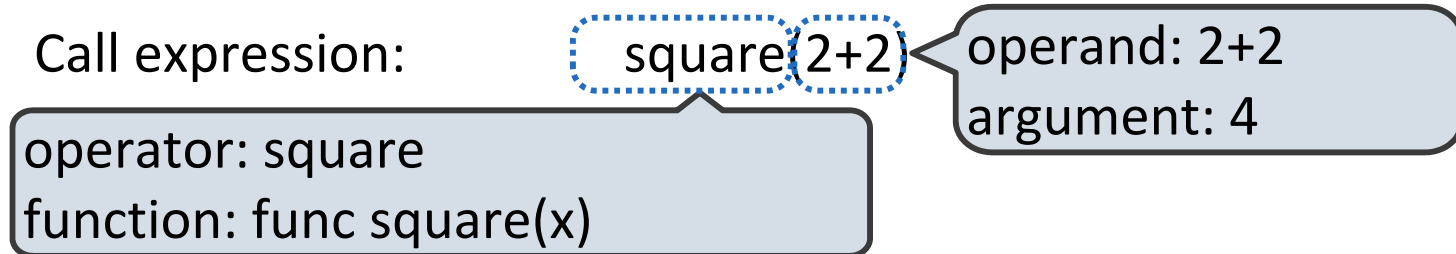
Life Cycle of a User-Defined Function



What happens?

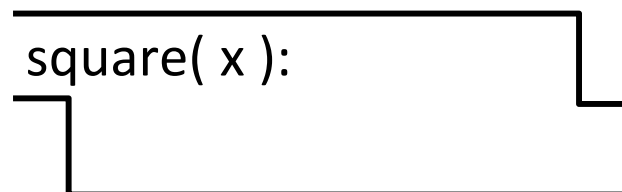
Function created

Name bound

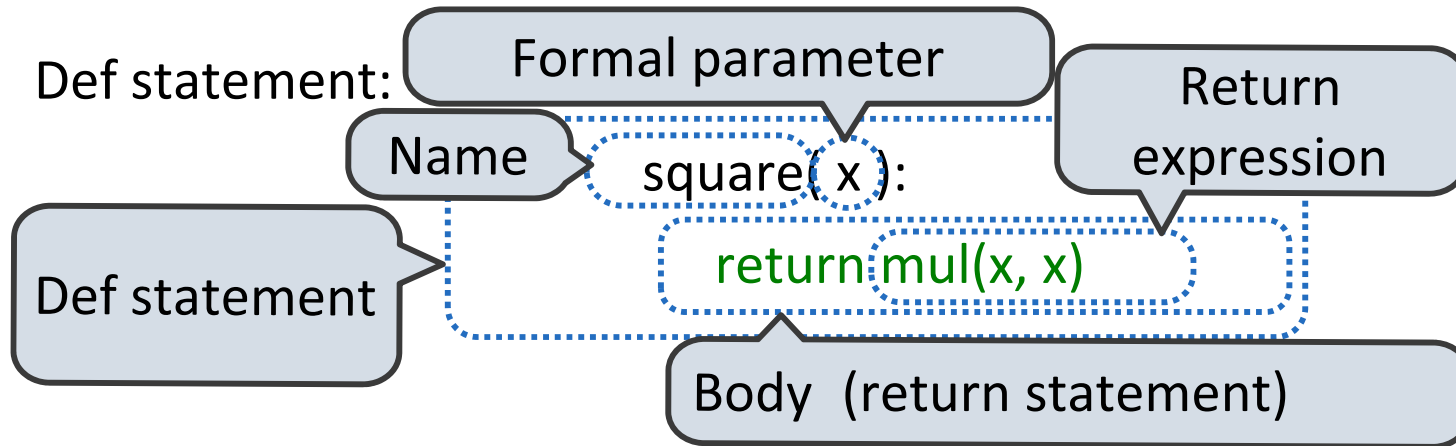


Op's evaluated

Calling/Applying:



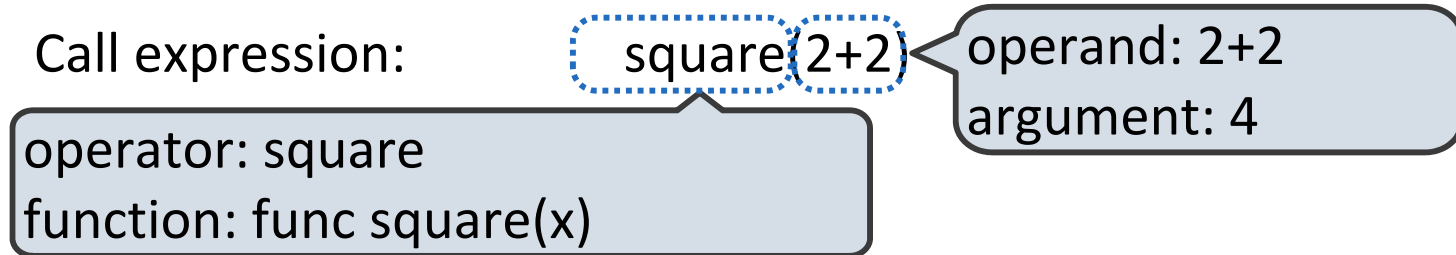
Life Cycle of a User-Defined Function



What happens?

Function created

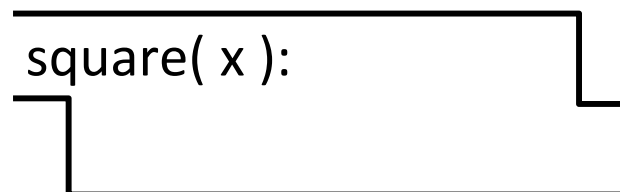
Name bound



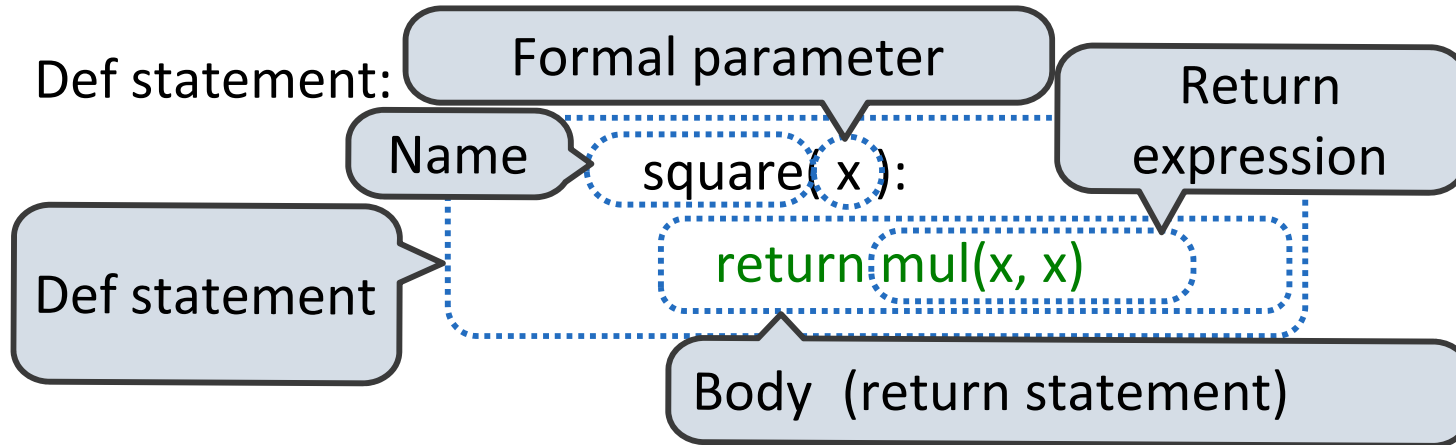
Op's evaluated

Function called
with argument(s)

Calling/Applying:



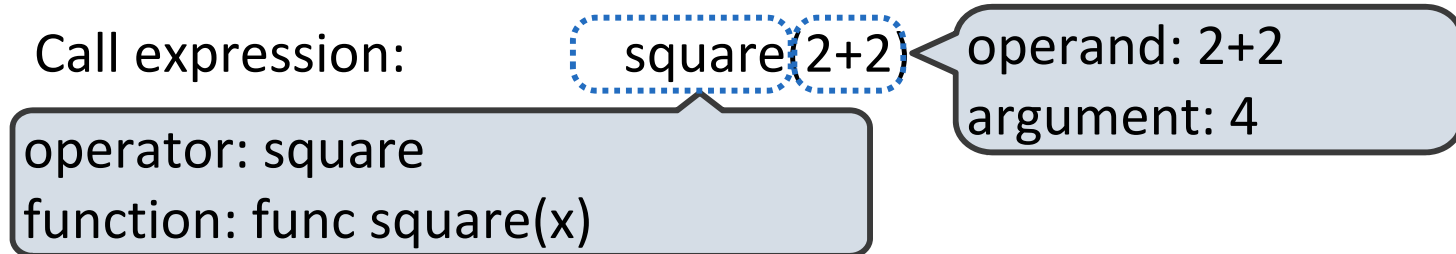
Life Cycle of a User-Defined Function



What happens?

Function created

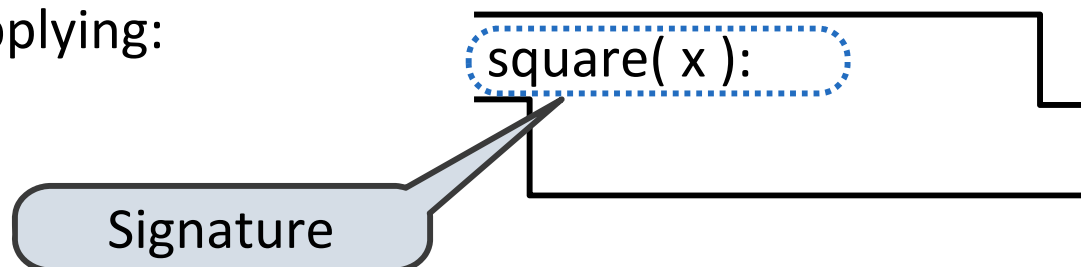
Name bound



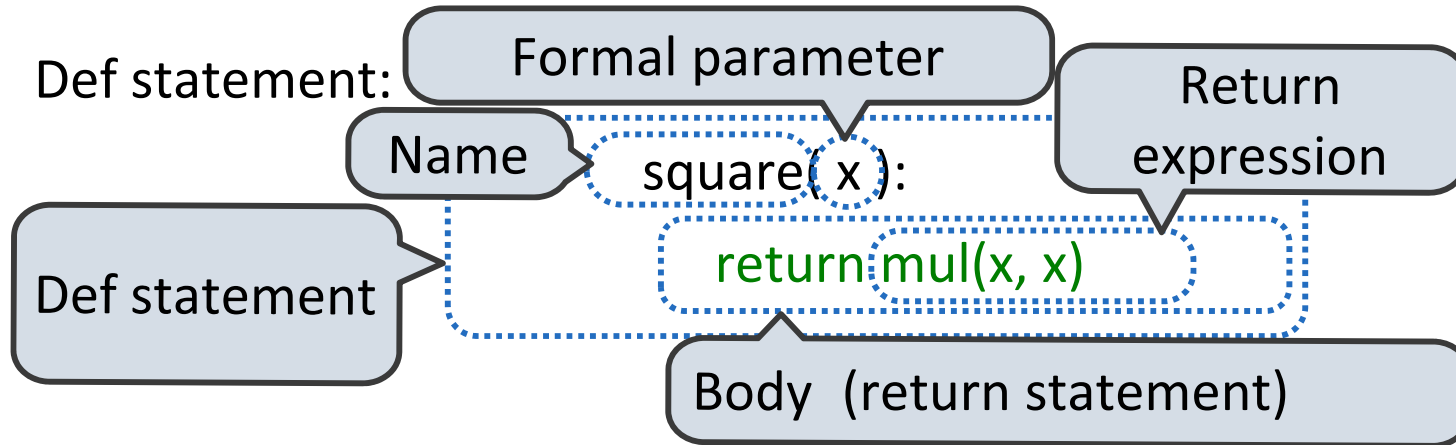
Op's evaluated

Function called with argument(s)

Calling/Applying:



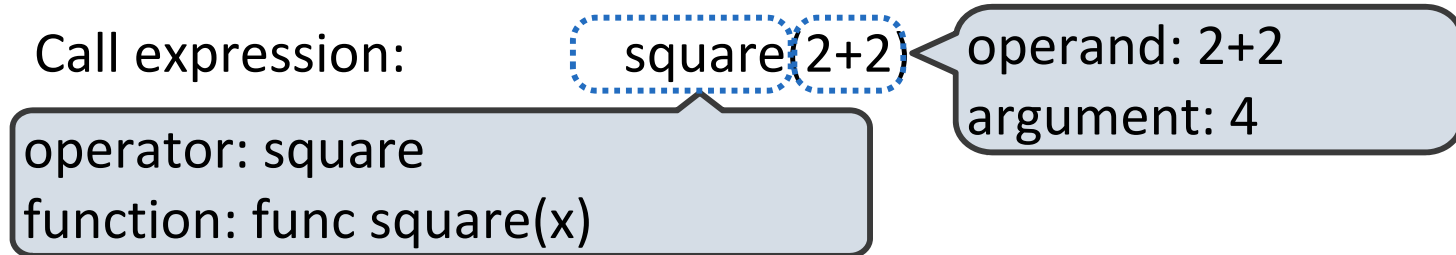
Life Cycle of a User-Defined Function



What happens?

Function created

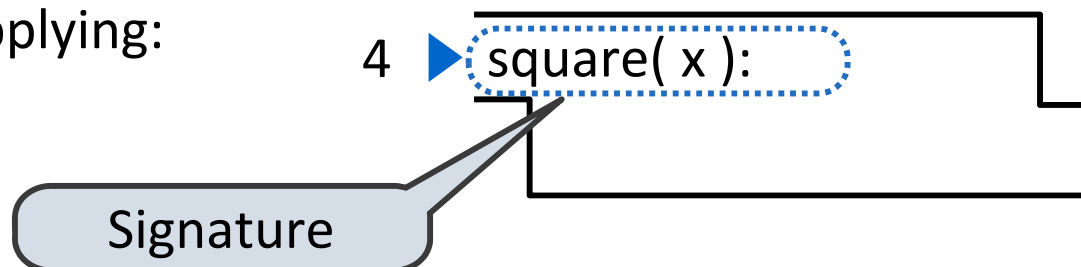
Name bound



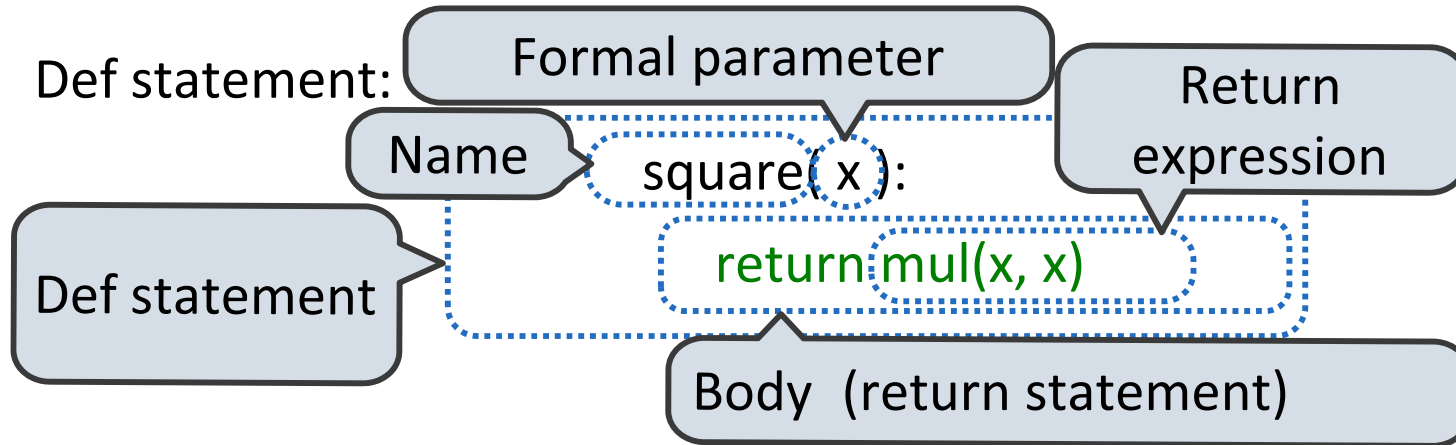
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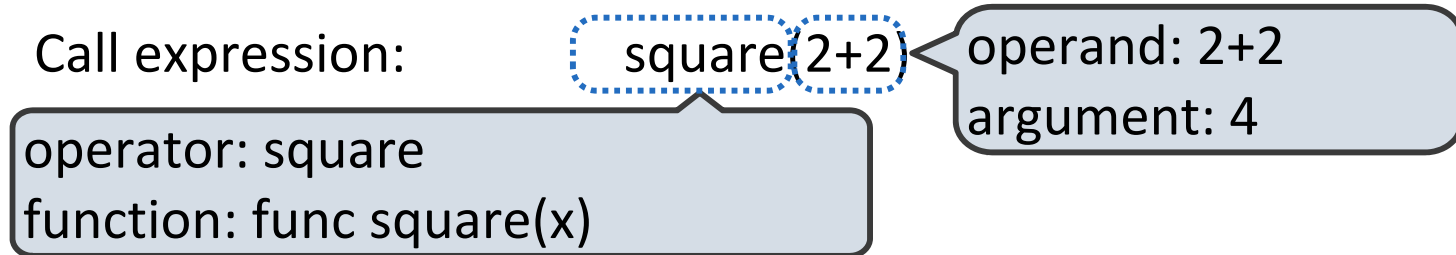
Life Cycle of a User-Defined Function



What happens?

Function created

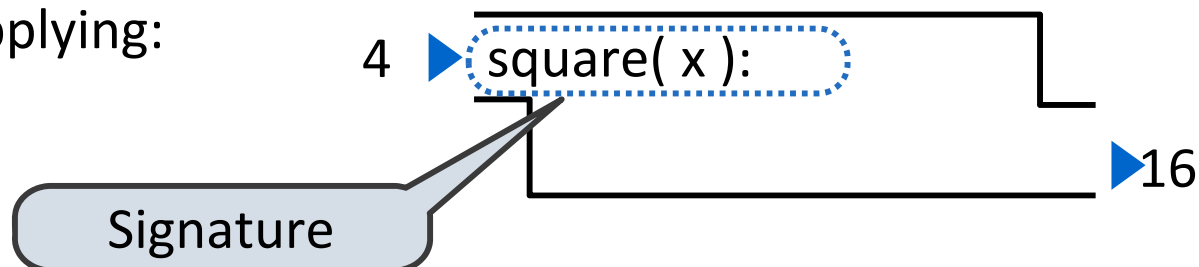
Name bound



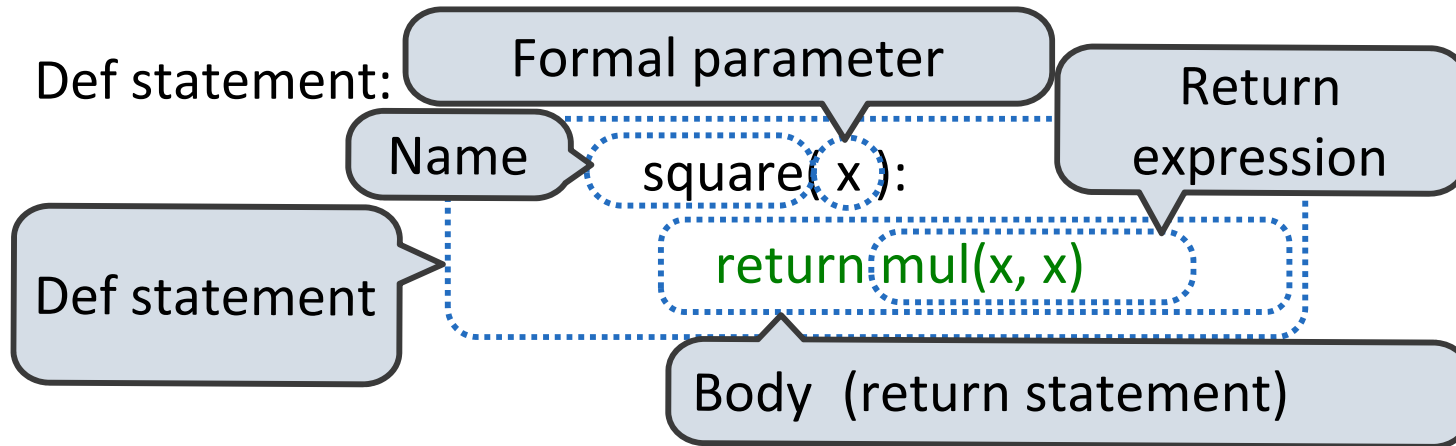
Op's evaluated

Function called
with argument(s)

Calling/Applying:



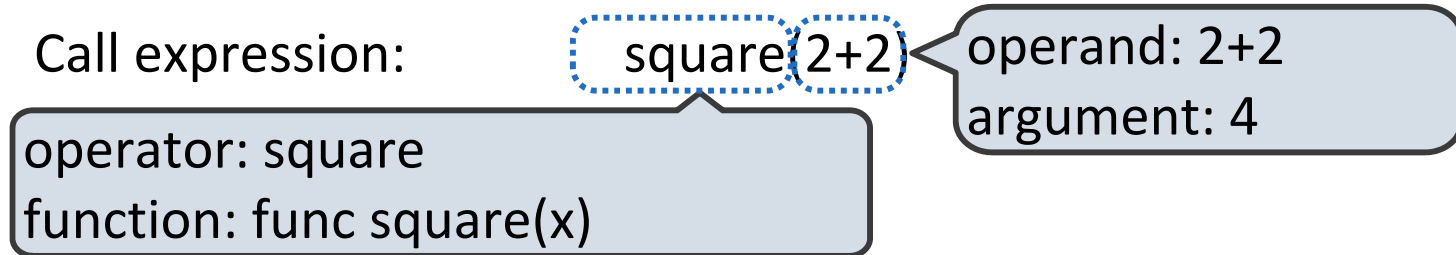
Life Cycle of a User-Defined Function



What happens?

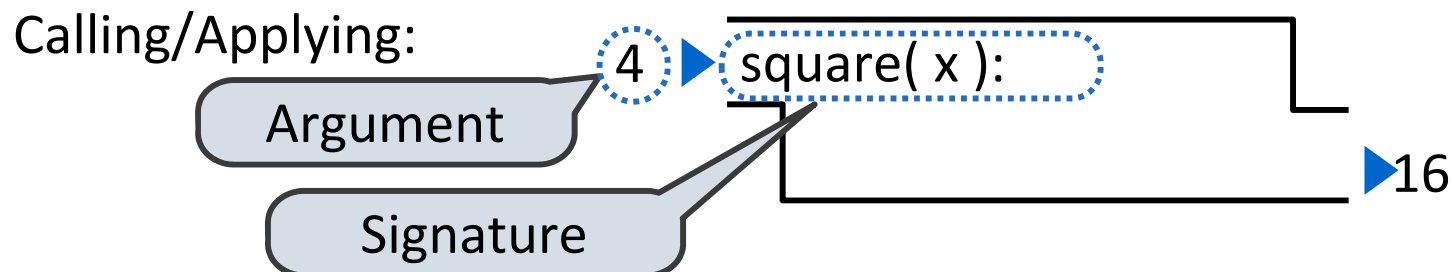
Function created

Name bound

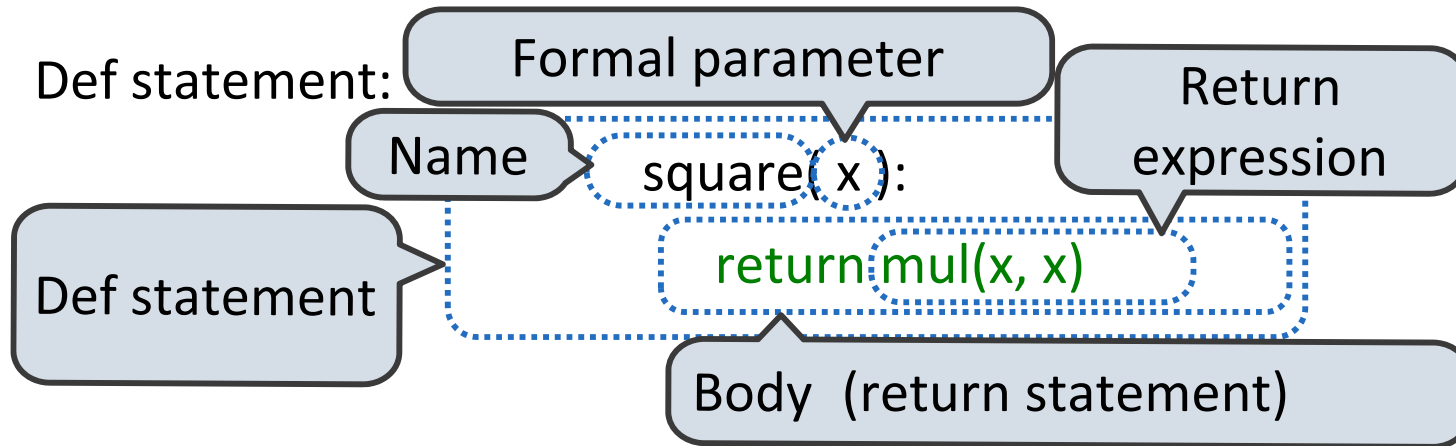


Op's evaluated

Function called
with argument(s)



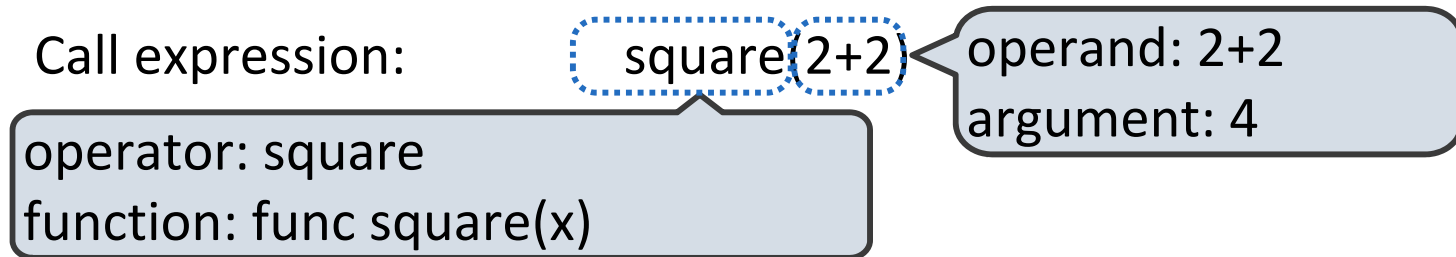
Life Cycle of a User-Defined Function



What happens?

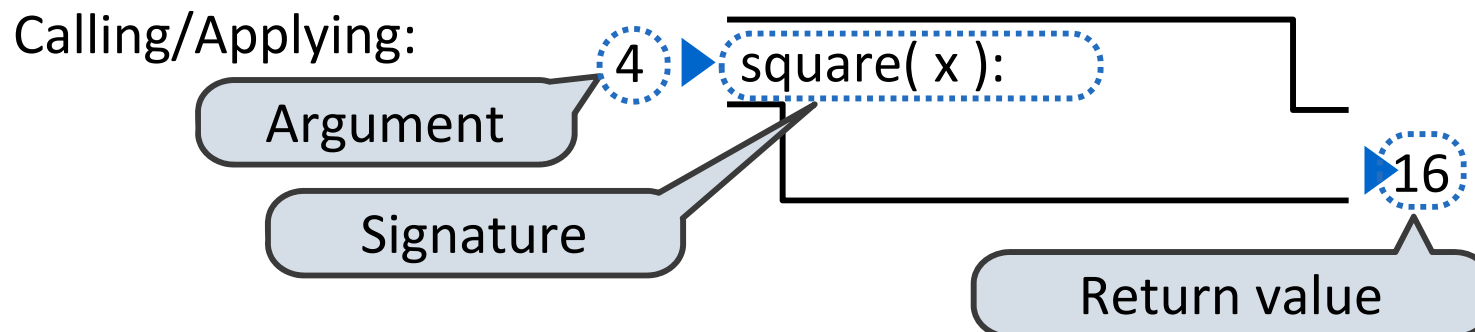
Function created

Name bound

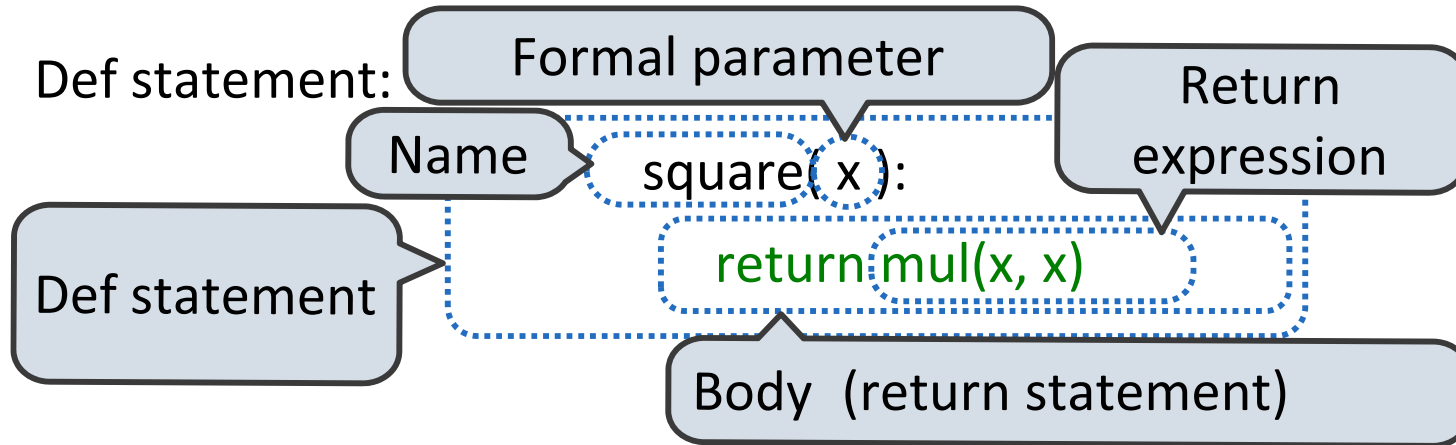


Op's evaluated

Function called
with argument(s)



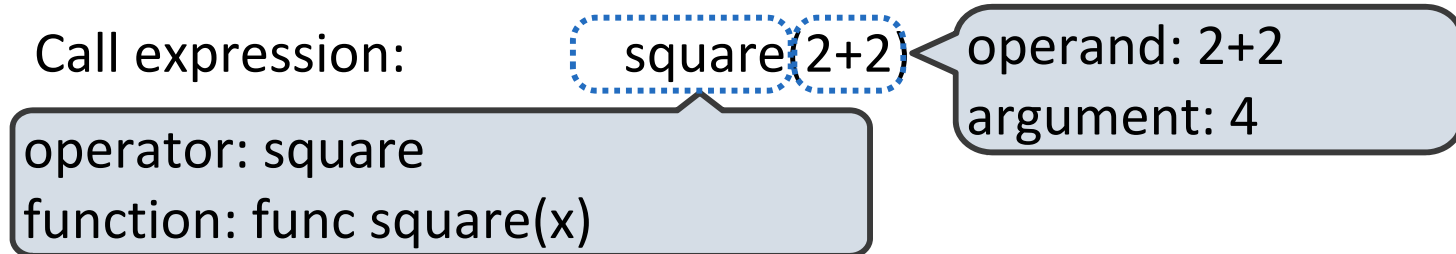
Life Cycle of a User-Defined Function



What happens?

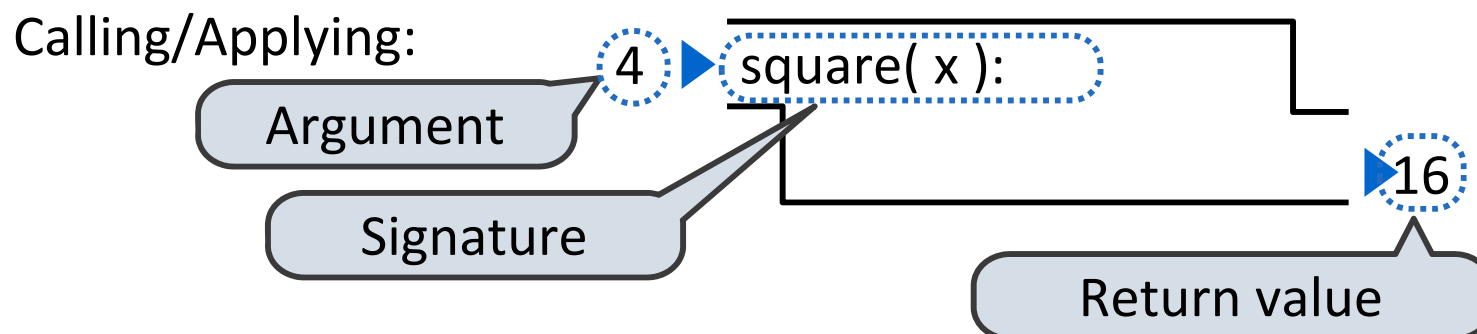
Function created

Name bound



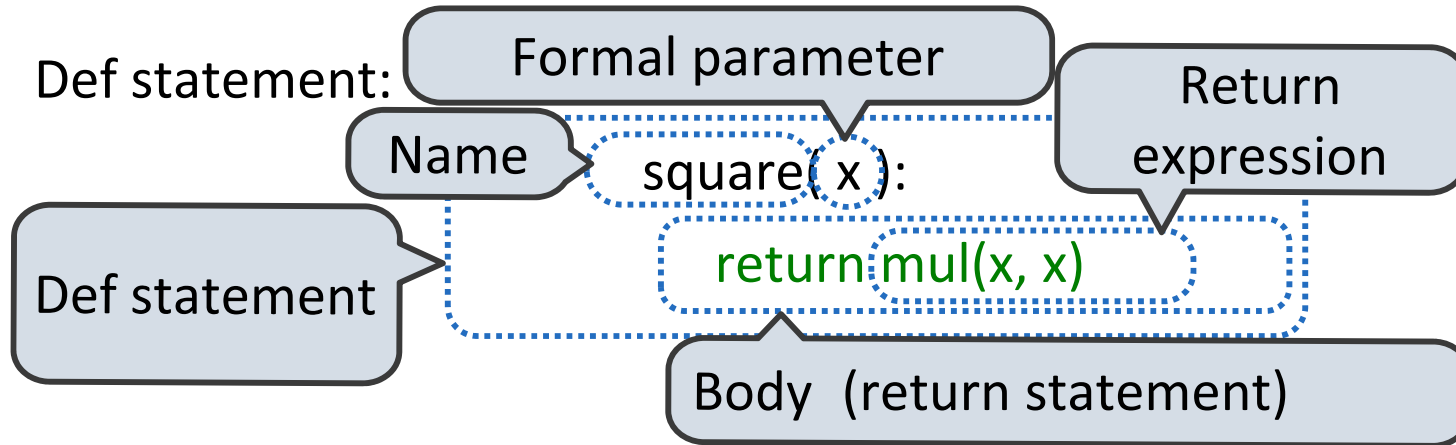
Op's evaluated

Function called
with argument(s)



New frame!

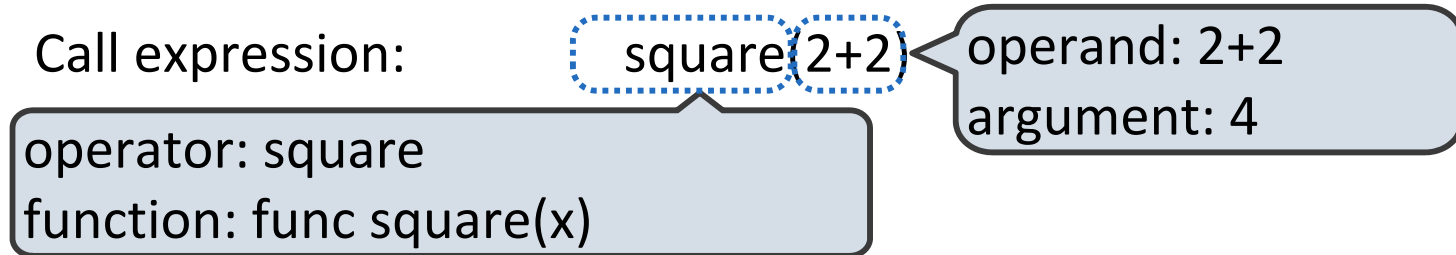
Life Cycle of a User-Defined Function



What happens?

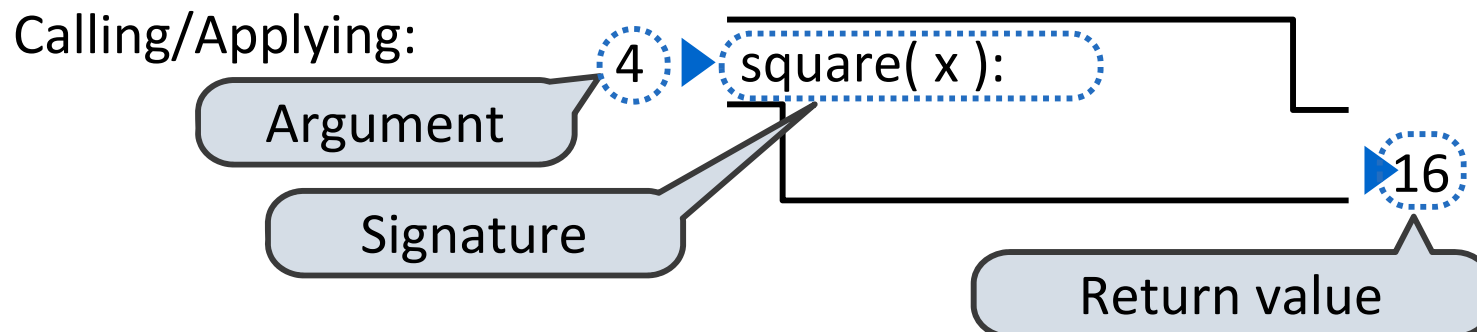
Function created

Name bound



Op's evaluated

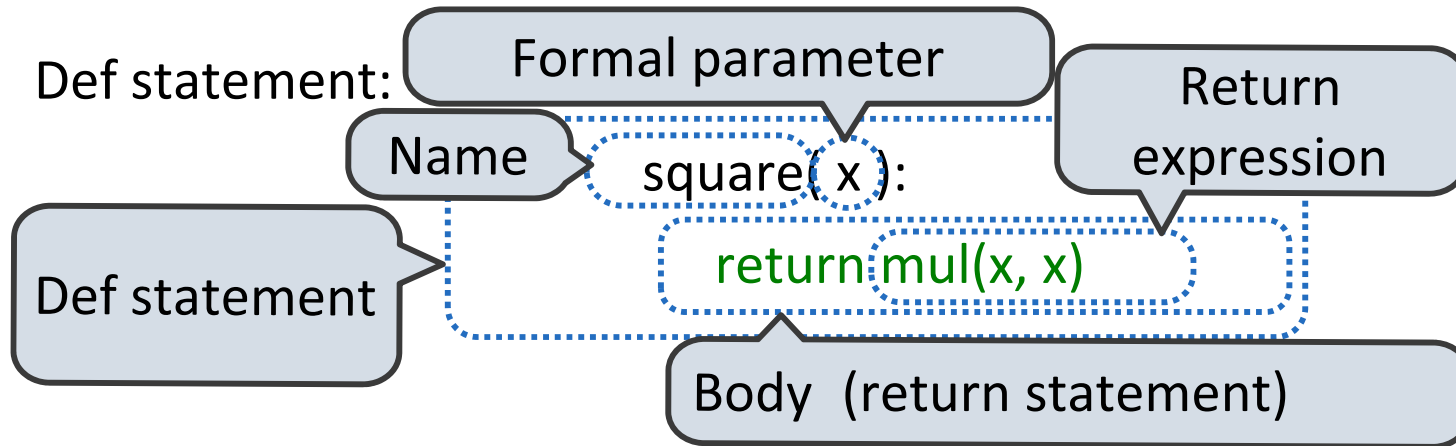
Function called
with argument(s)



New frame!

Params bound

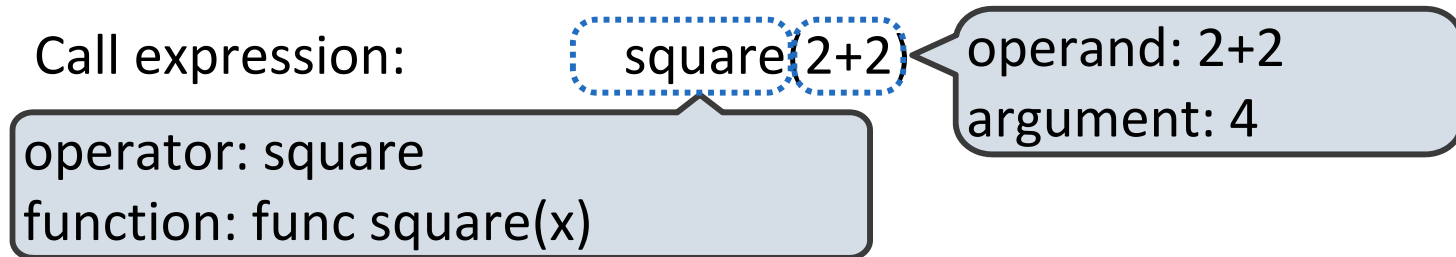
Life Cycle of a User-Defined Function



What happens?

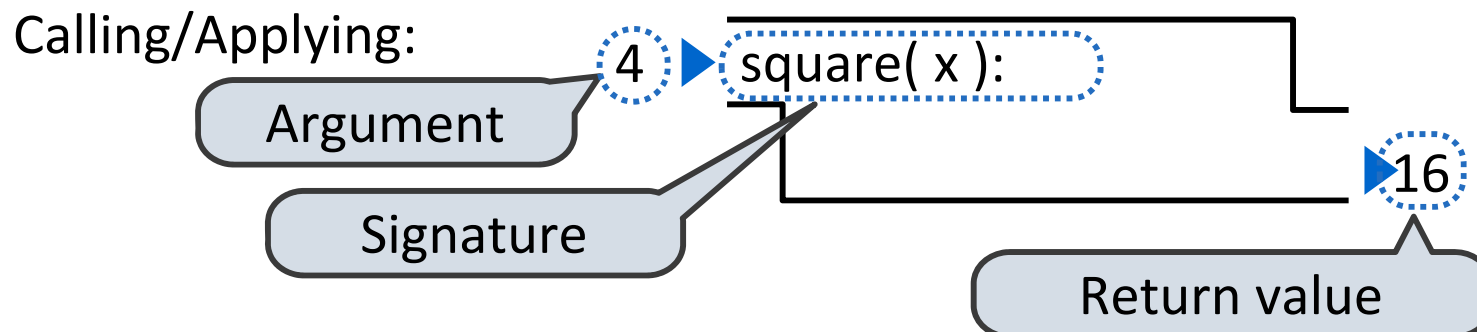
Function created

Name bound



Op's evaluated

Function called
with argument(s)



New frame!

Params bound

Body executed