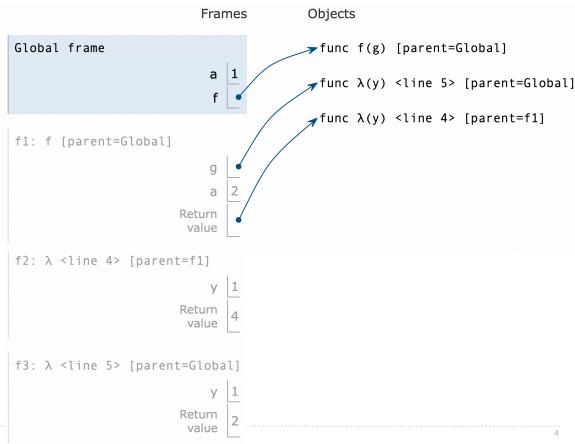




Environment	Diagrams	with	Lambda

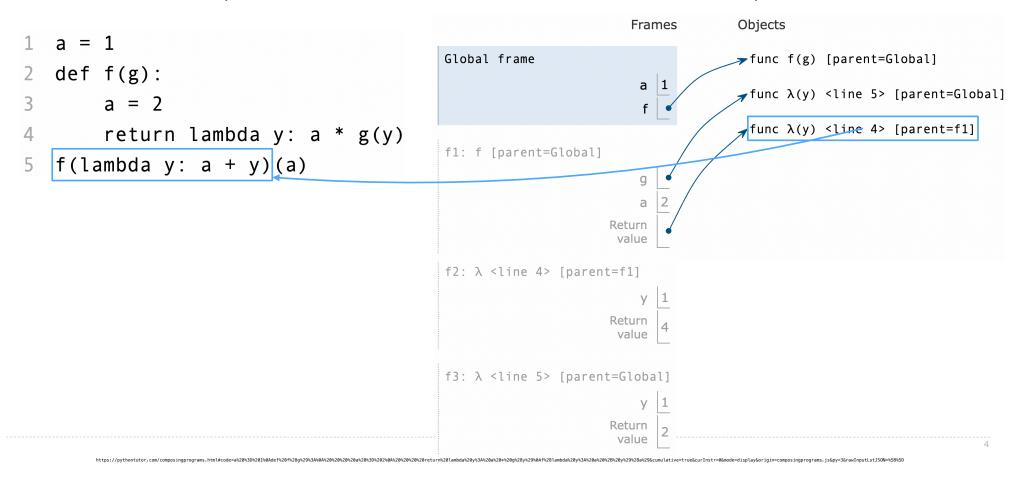
```
1  a = 1
2  def f(g):
3     a = 2
4     return lambda y: a * g(y)
5  f(lambda y: a + y)(a)
```

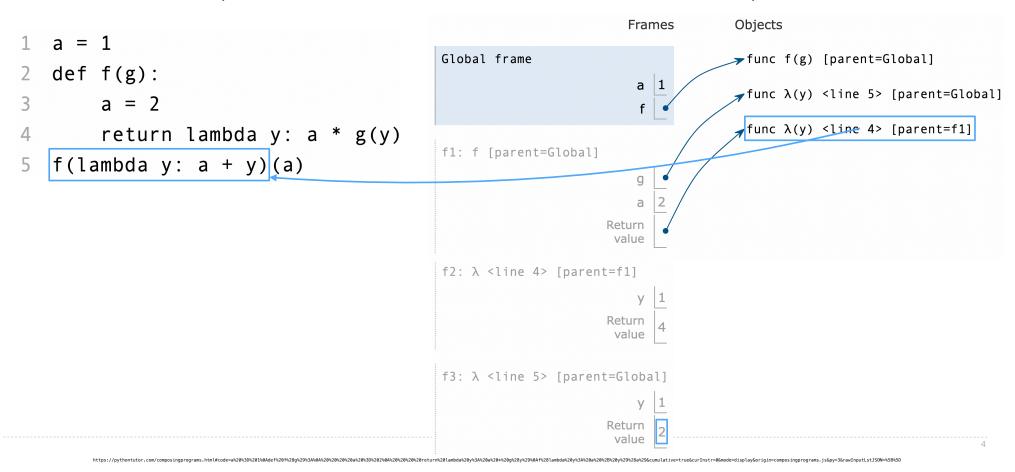
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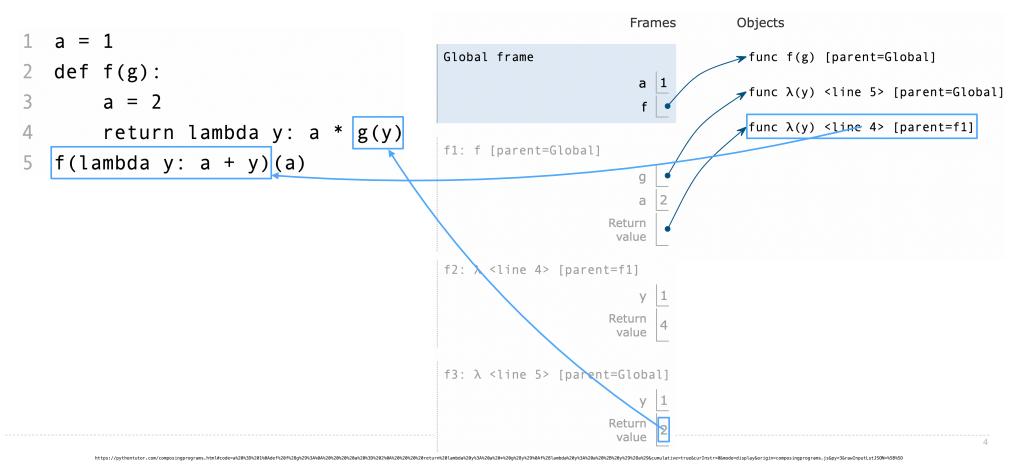


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Return	∩ <	ΓΩΤΔ	mar)TC
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"""Print the final digits of N in reverse order until D is found.

>>> end(34567, 5) 7 6 5

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>>> end(34567, 5)
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5
"""
while n > 0:
    last, n = n % 10, n // 10
    print(last)
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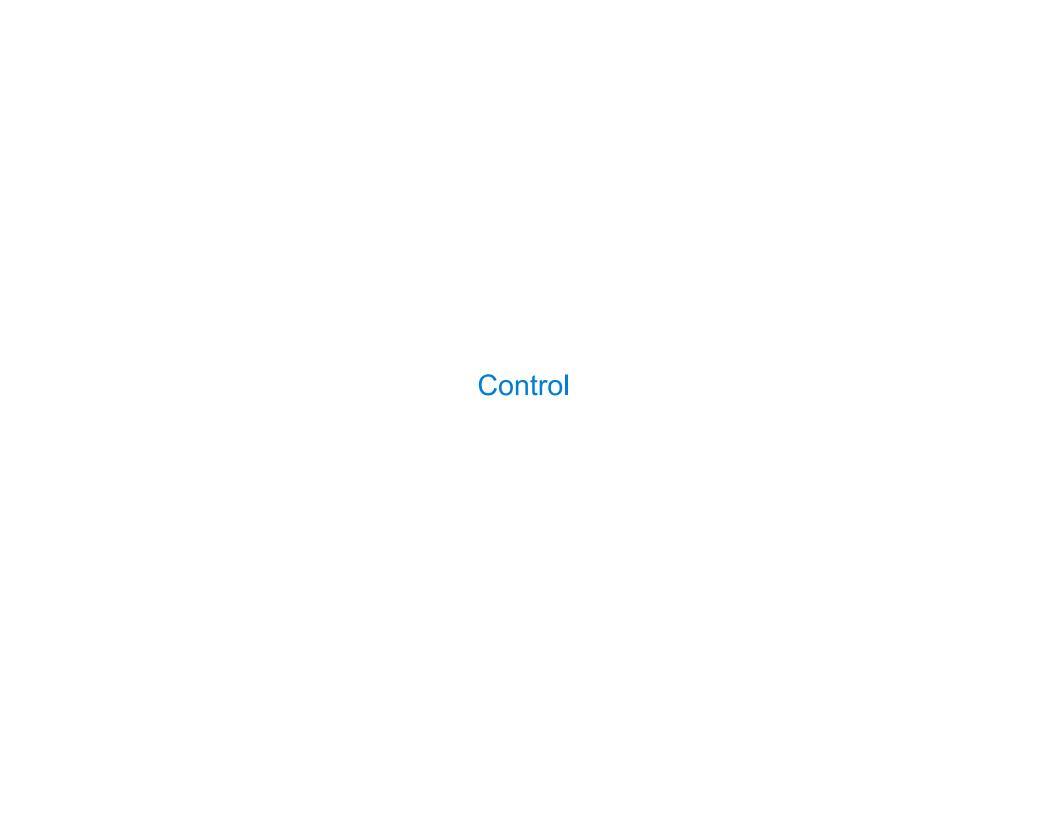
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>>> end(34567, 5)
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"""
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                                     (Demo)
```



Let's try to write a function that does the same thing as an if statement.

lf	Statements	and	Call	Ex	pressions

Let's try to write a function that does the same thing as an if statement.

if _____:

else:

	lf	Statements	and	Call	Expression	าร
--	----	-------------------	-----	------	-------------------	----

Let's	try to	o write a	function	that	does	the	same	thing	as	an	if	statement.
-------	--------	-----------	----------	------	------	-----	------	-------	----	----	----	------------

ΤI			

else:

Execution Rule for Conditional Statements:

lf	Statements	and	Call	Ex	pressions

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Execution Rule for Conditional Statements:

Each clause is considered in order.

1. Evaluate the header's expression (if present).

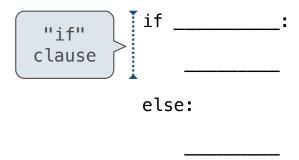
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	_
	_
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Execution Rule for Conditional Statements:

- 1. Evaluate the header's expression (if present).
- 2. If it is a true value (or an else header), execute the suite & skip the remaining clauses.

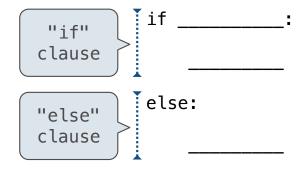
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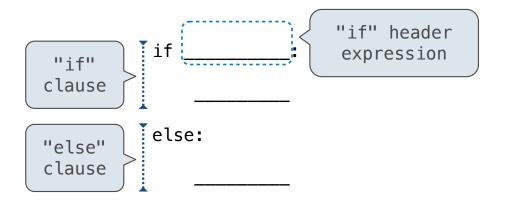
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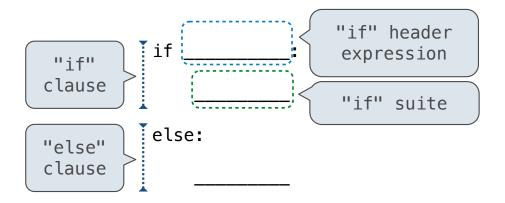
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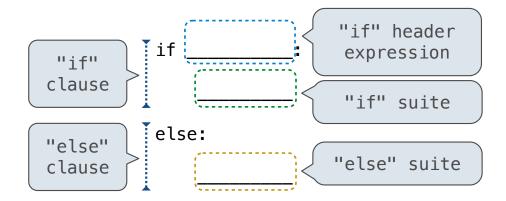
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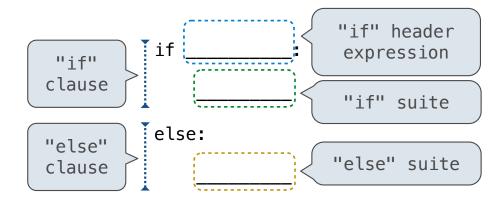
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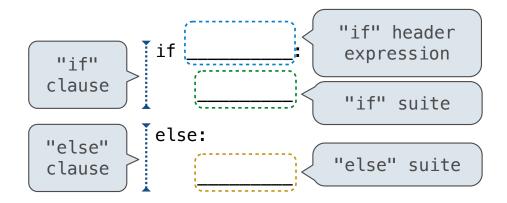
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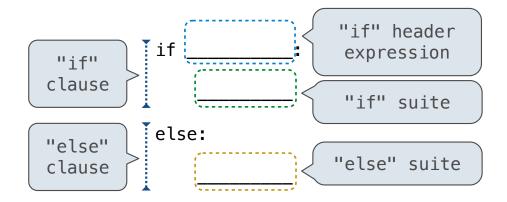
if_(____, ____)

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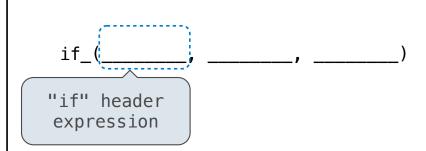
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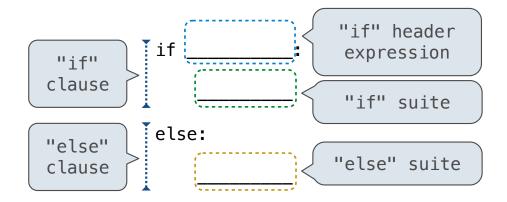


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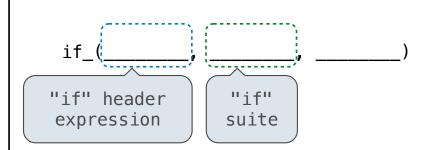
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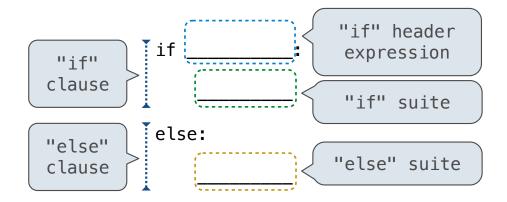
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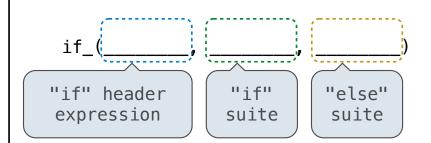
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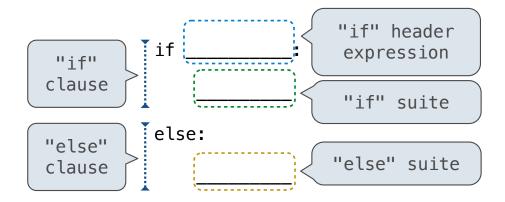
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8

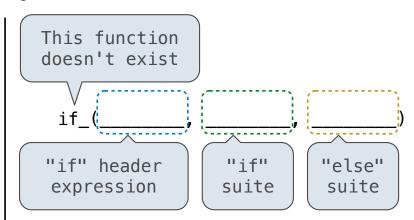
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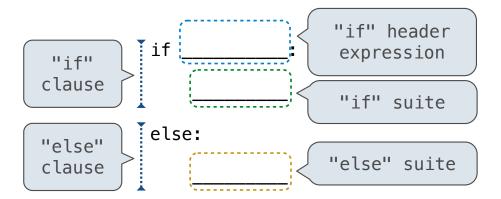
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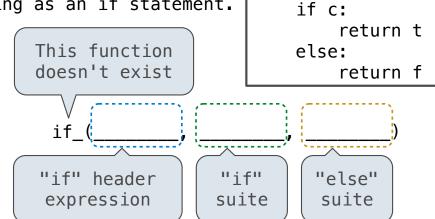
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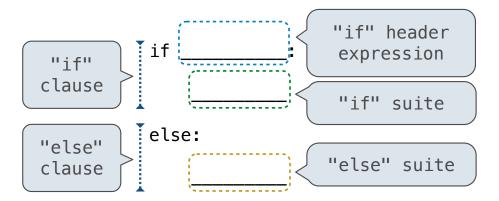
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def if_(c, t, f):

8

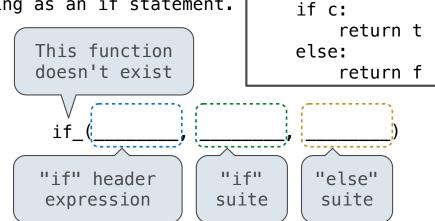
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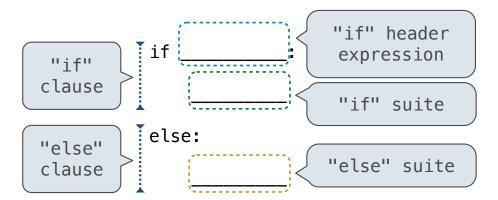


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Evaluation Rule for Call Expressions:

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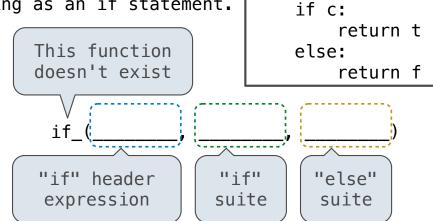
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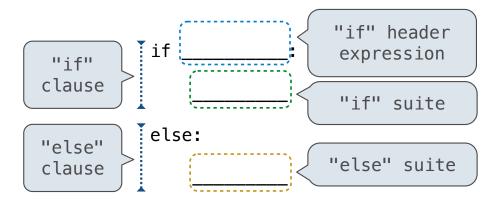


def if_(c, t, f):

Evaluation Rule for Call Expressions:

1. Evaluate the operator and then the operand subexpressions

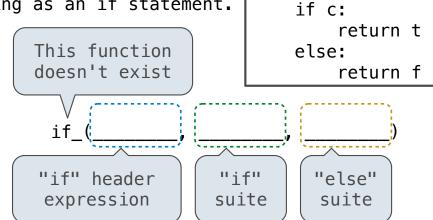
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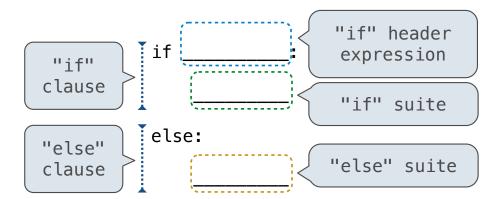
def if_(c, t, f):

Evaluation Rule for Call Expressions:

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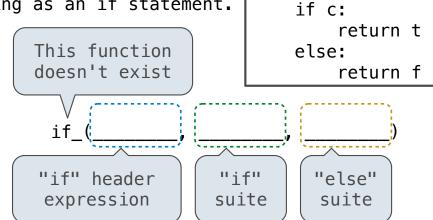


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(Demo)

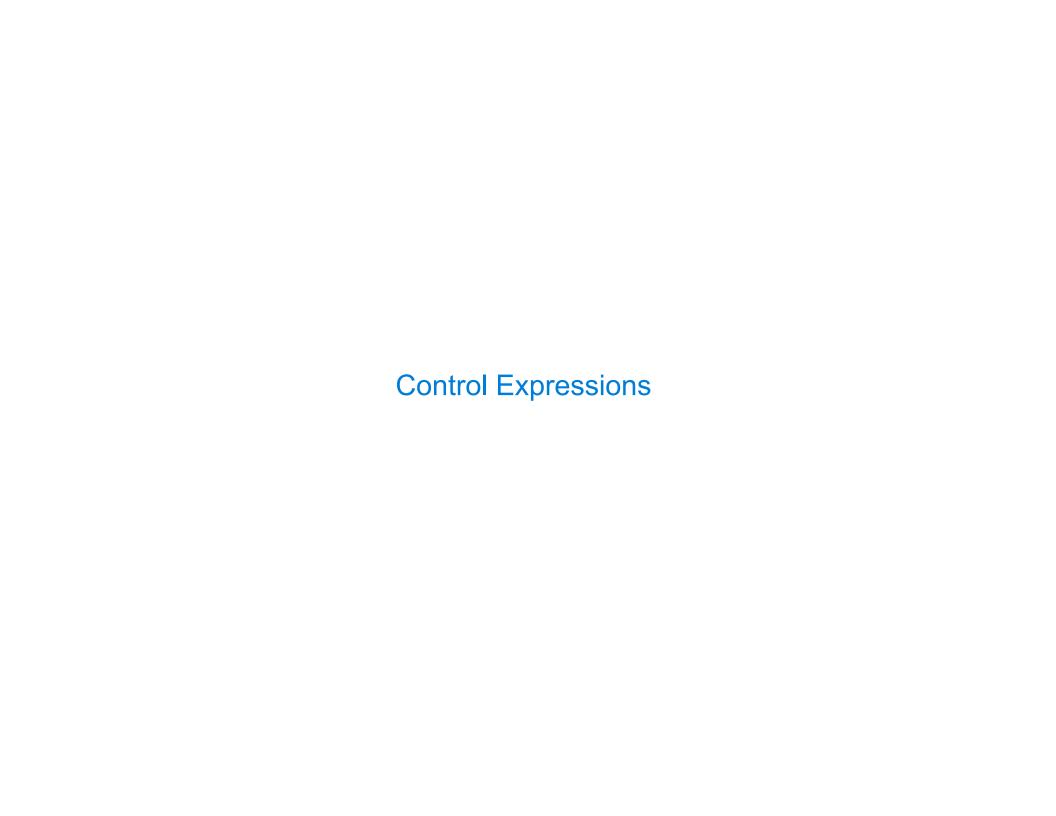


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8



Logical Operators		

To evaluate the expression <left> and <right>:

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- Evaluate the subexpression <left>.
- 2. If the result is a false value ${f v}$, then the expression evaluates to ${f v}$.

To evaluate the expression <left> and <right>:

- Evaluate the subexpression <left>.
- 2. If the result is a false value \mathbf{v} , then the expression evaluates to \mathbf{v} .
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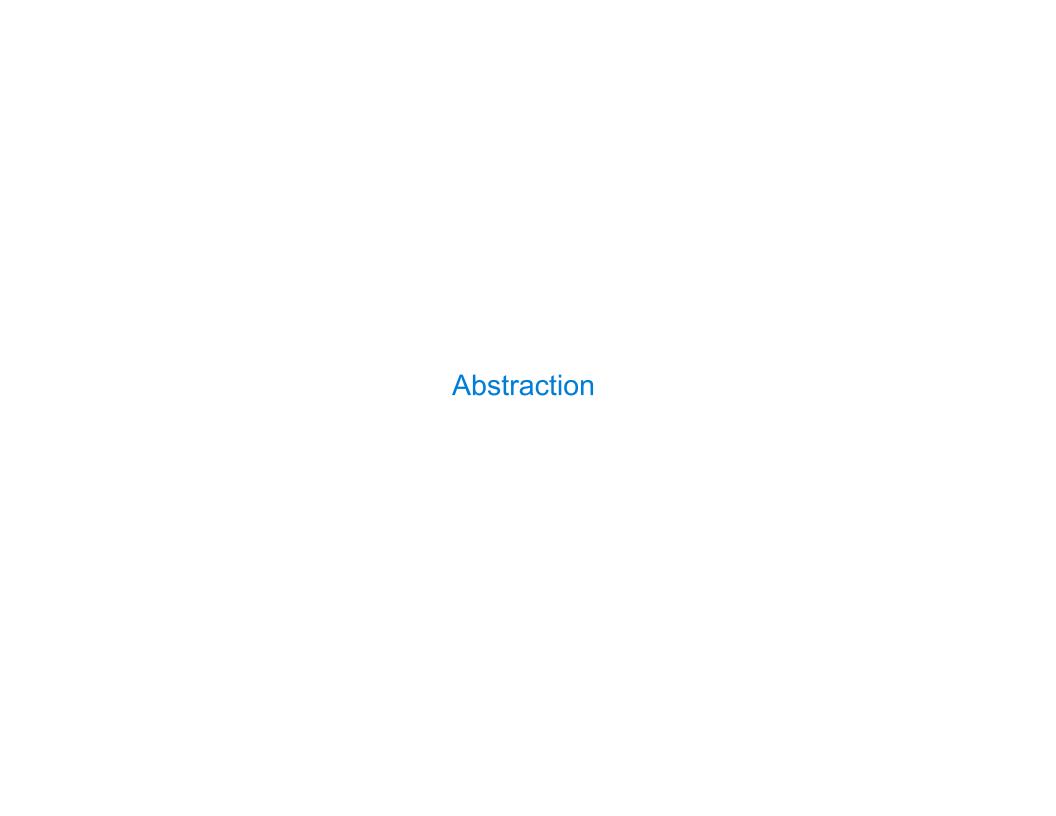
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(Demo)



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

```
def square(x):
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def sum_squares(x, y):
    return square(x) + square(y)
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What does sum_squares need to know about square?
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•Square takes one argument.

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What does sum_squares need to know about square?

•Square takes one argument.

Yes

•Square has the intrinsic name square.

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

    What does sum_squares need to know about square?

•Square takes one argument.

•Square has the intrinsic name square.

No
def sum_squares(x, y):
    return square(x) + square(y)
Yes
•No
```

• Square computes the square of a number.

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def square(x):
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What does sum_squares need to know about square?

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Square takes one argument.

Square has the intrinsic name square.

No

Square computes the square of a number.

Square computes the square by calling mul.

No

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

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def square(x):
                                                  def sum_squares(x, y):
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                                                                           Yes
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                                                                           No
            def square(x):
                                                    def square(x):
                return pow(x, 2)
                                                        return mul(x, x-1) + x
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                                                                           No
            def square(x):
                                                    def square(x):
                 return pow(x, 2)
                                                        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

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Names typically don't matter for correctness **but**

they matter a lot for composition

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From:	To:
true_false	rolled_a_one

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To:
rolled_a_one
dice

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l, I, O	k, i, m

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Reasons to add a new name

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Repeated compound expressions:

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

Reasons to add a new 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

Reasons to add a new name

Repeated compound expressions:

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if sqrt(square(a) + square(b)) > 1:
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hypotenuse = sqrt(square(a) + square(b))
if hypotenuse > 1:
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Reasons to add a new name

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

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if hypotenuse > 1:
 x = x + hypotenuse

$$x1 = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)$$

Reasons to add a new name

Repeated compound expressions:

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

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discriminant = square(b) -
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More Naming Tips

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Meaningful parts of complex expressions:

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```
discriminant = square(b) - 4 * a * c
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```

More Naming Tips

Names can be long if they help document your code:

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

is preferable to

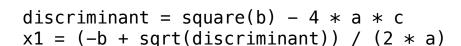
Compute average age of students
aa = avg(a, st)

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n, k, i - Usually integers

x, y, z - Usually real numbers

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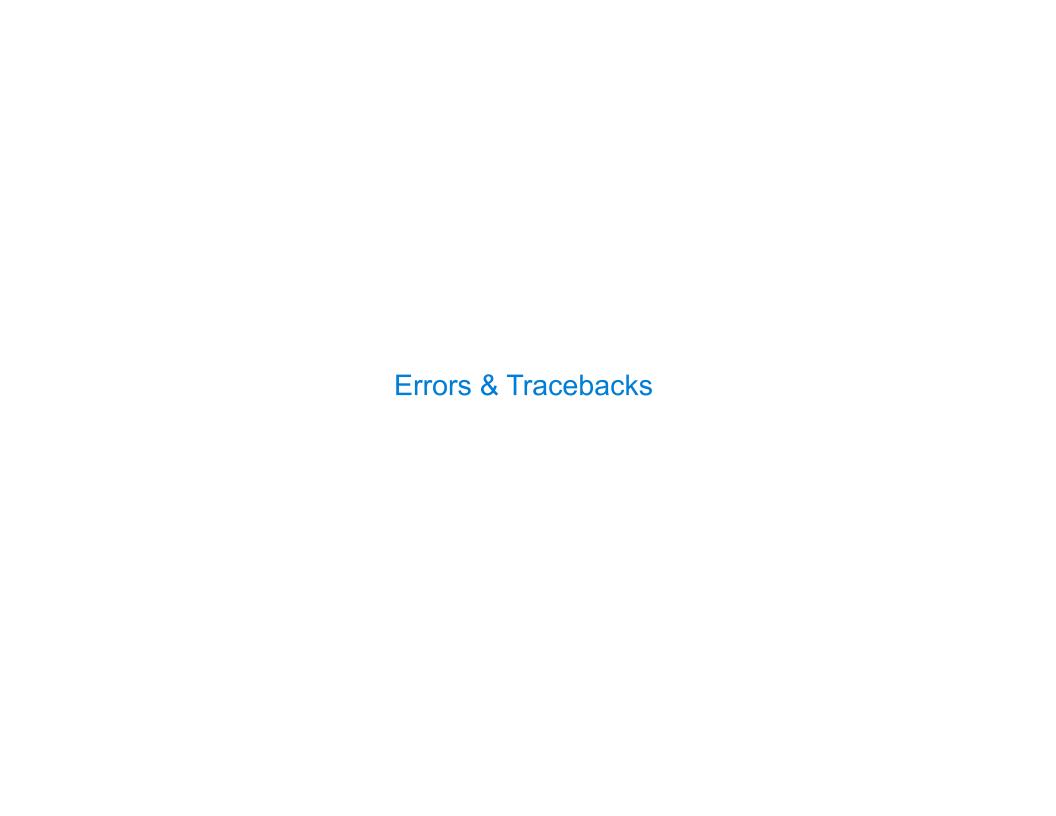
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Taxonomy of Errors

Syntax Errors Detected by the Python

interpreter (or editor)

before the program executes

Runtime Errors Detected by the Python

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Logic & Behavior Errors Not detected by the Python

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(Demo)