Scheme

Announcements

Scheme

Scheme is a Dialect of Lisp

What are people saying about Lisp?

- "If you don't know Lisp, you don't know what it means for a programming language to be powerful and elegant."
 - Richard Stallman, created Emacs & the first free variant of UNIX

• "The only computer language that is beautiful."

-Neal Stephenson, DeNero's favorite sci-fi author

• "The greatest single programming language ever designed."

-Alan Kay, co-inventor of Smalltalk and OOP (from the user interface video)

Scheme Expressions

Scheme programs consist of expressions, which can be:

- Primitive expressions: 2 3.3 true + quotient
- Combinations: (quotient 10 2) (not true)

Numbers are self-evaluating; symbols are bound to values

Call expressions include an operator and 0 or more operands in parentheses

Special Forms

Special Forms

A combination that is not a call expression is a special form:

- **if** expression: (if <predicate> <consequent> <alternative>)
- and and or: (and <e1> ... <en>), (or <e1> ... <en>)
- Binding symbols: (define <symbol> <expression>)
- New procedures: (define (<symbol> <formal parameters>) <body>)



Evaluation:

(1) Evaluate the predicate expression

(2) Evaluate either

Scheme Interpreters

Lambda Expressions

Lambda Expressions



(lambda (<formal-parameters>) <body>)

Two equivalent expressions:

(define (plus4 x) (+ x 4))

(define plus4 (lambda (x) (+ x 4)))

An operator can be a call expression too:



More Special Forms

Cond & Begin

The cond special form that behaves like if-elif-else statements in Python

The begin special form combines multiple expressions into one expression

Let Expressions

The let special form binds symbols to values temporarily; just for one expression

a = 3
b = 2 + 2
c = math.sqrt(a * a + b * b)(define c (let ((a 3)
(b (+ 2 2)))
(sqrt (+ (* a a) (* b b)))))a and b are still bound down herea and b are not bound down here

Turtle Graphics

Drawing Stars

(forward 100) or (fd 100) draws a line

(right 90) or (rt 90) turns 90 degrees





Sierpinski's Triangle