

## Environments

## Announcements

## Environments for Higher-Order Functions

### Environments Enable Higher-Order Functions

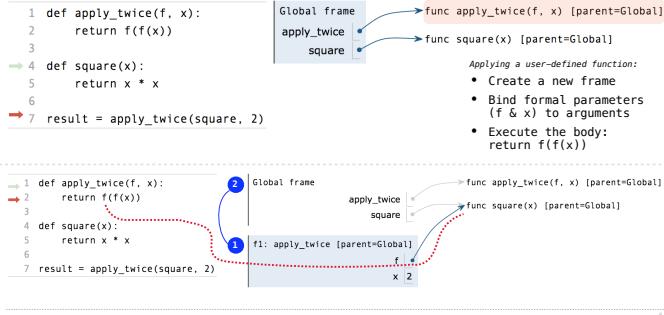
**Functions are first-class:** Functions are values in our programming language

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

*Environment diagrams describe how higher-order functions work!*

(Demo)

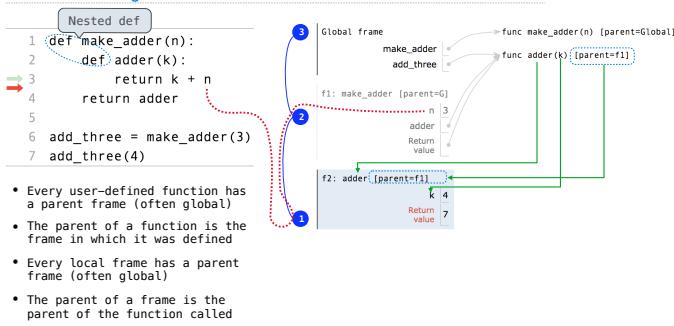
## Names can be Bound to Functional Arguments



## Environments for Nested Definitions

(Demo)

## Environment Diagrams for Nested Def Statements



## How to Draw an Environment Diagram

When a function is defined:

Create a function value: `func <name>(<formal parameters>) [parent=<label>]`

Its parent is the current frame.

`f1: make_adder func adder(k) [parent=f1]`

Bind `<name>` to the function value in the current frame

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>]`

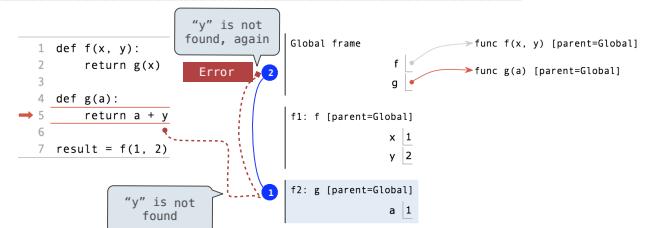
3. Bind the `<formal parameters>` to the arguments in the local frame.

4. Execute the body of the function in the environment that starts with the local frame.

## Local Names

(Demo)

### Local Names are not Visible to Other (Non-Nested) Functions

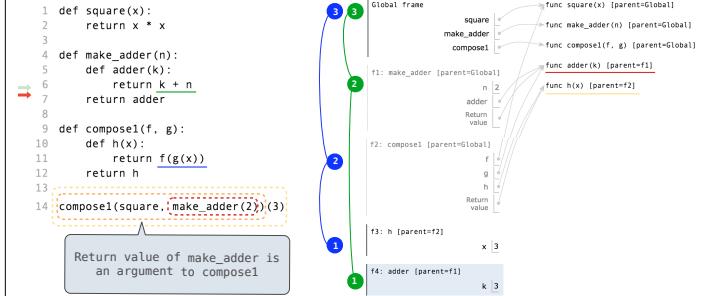


- An environment is a sequence of frames.
- The environment created by calling a top-level function (no def within def) consists of one local frame, followed by the global frame.

## Function Composition

(Demo)

### The Environment Diagram for Function Composition



## Self-Reference

(Demo)

### Returning a Function Using Its Own Name

```

1 def print_sums(n):
2     print(n)
3     def next_sum(k):
4         return print_sums(n+k)
5     return next_sum
6
7 print_sums(1)(3)(5)
  
```

