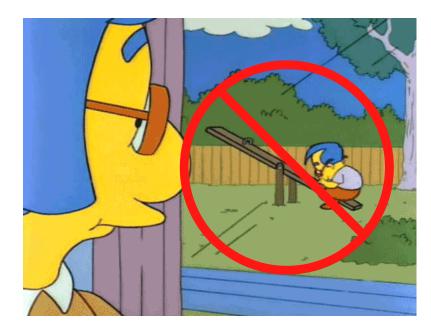
Functional Abstraction

Announcements

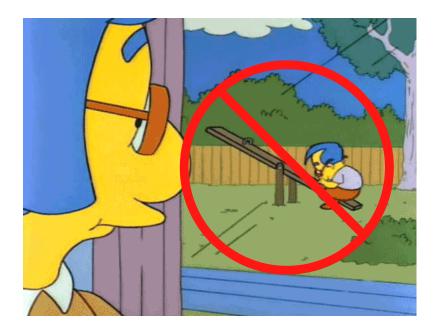
Office Hours: You Should Go!

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You are not alone!

Office Hours: You Should Go!



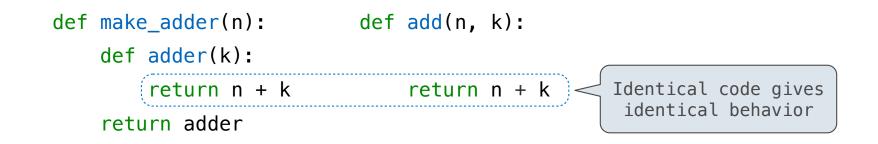
You are not alone!

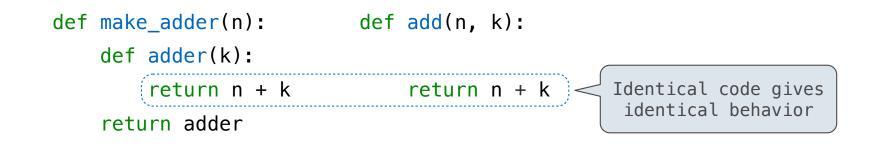
https://cs61a.org/office-hours/

Partial Function Application & Currying

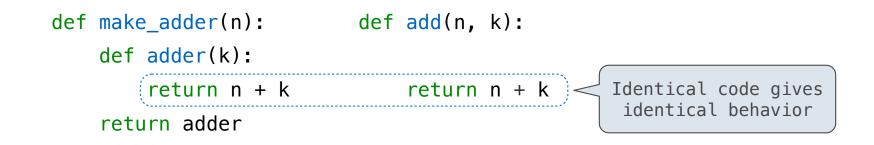
```
def make_adder(n):
    def adder(k):
        return n + k
        return adder
```

```
def make_adder(n): def add(n, k):
    def adder(k):
        return n + k return n + k
        return adder
```



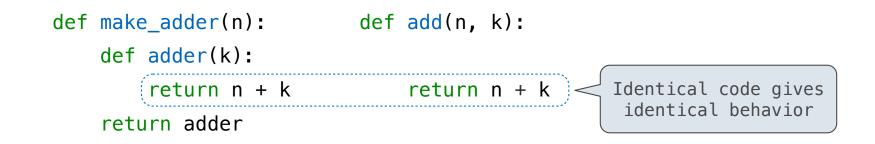


make_adder(3) returns a function that bundles together two things:



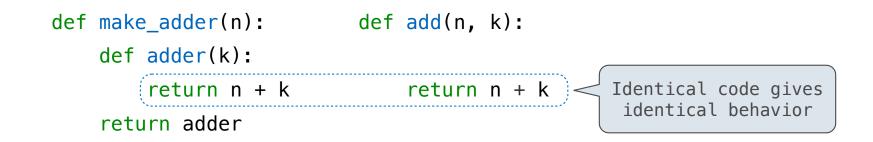
make_adder(3) returns a function that bundles together two things:

• The function's behavior: return n + k



make_adder(3) returns a function that bundles together two things:

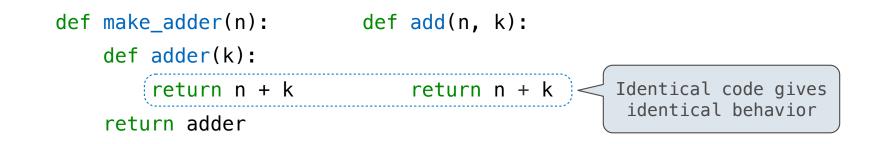
- The function's behavior: return n + k
- The value of n: 3

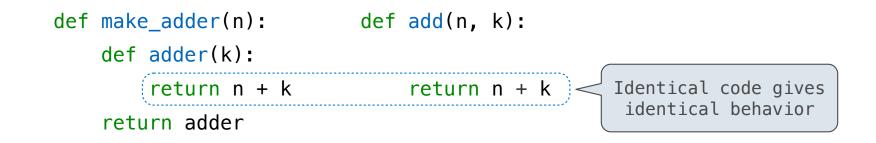


make_adder(3) returns a function that bundles together two things:

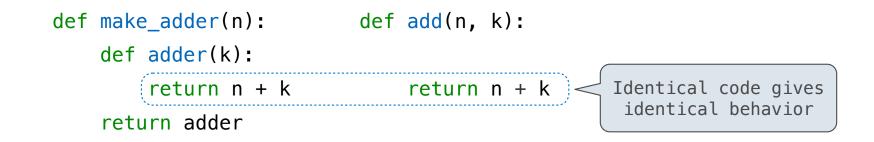
- The function's behavior: return n + k
- The value of n: 3

add(3, 4) applies addition to the arguments 3 and 4, while make_adder(3) partially applies addition, but is still waiting for k.





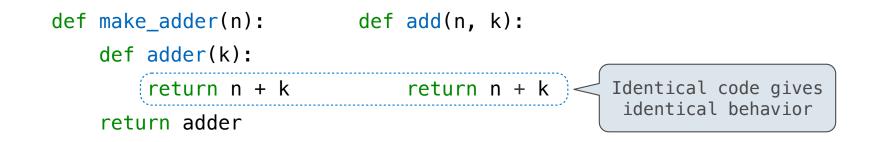
Curry: Transform a multi-argument function into a single-argument, higher-order function with the same behavior.



Curry: Transform a multi-argument function into a single-argument, higher-order function with the same behavior.

```
>>> make_adder(2)(3)
5
>>> add(2, 3)
5
```

6



Curry: Transform a multi-argument function into a single-argument, higher-order function with the same behavior.

```
>>> make_adder(2)(3)
5
>>> add(2, 3)
5
```

(Demo)

Lambda Function Environments

A lambda function's parent is the current frame in which the lambda expression is evaluated

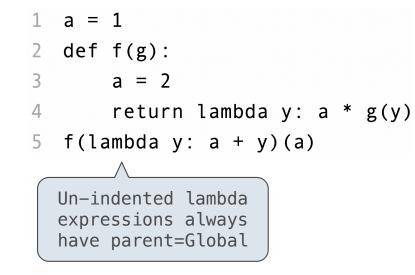
8

A lambda function's parent is the current frame in which the lambda expression is evaluated

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

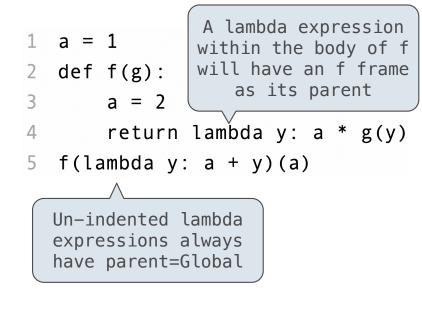
8

A lambda function's parent is the current frame in which the lambda expression is evaluated

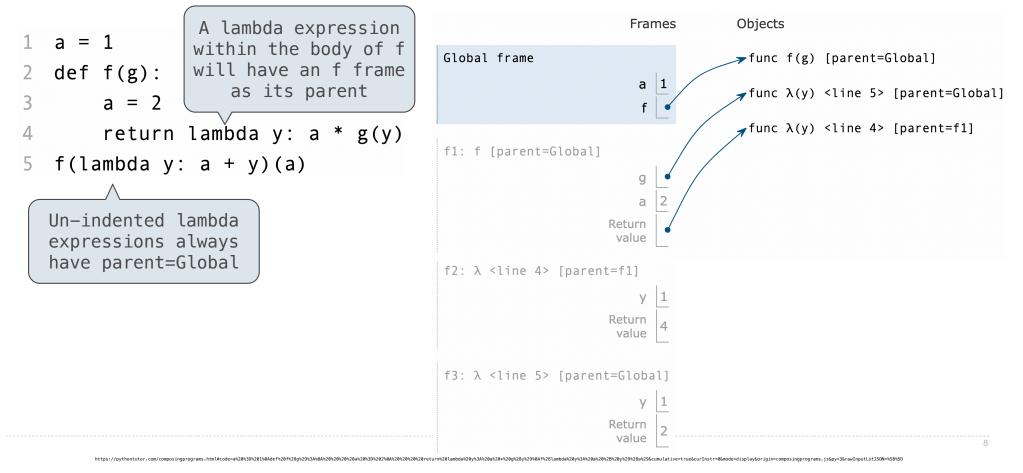


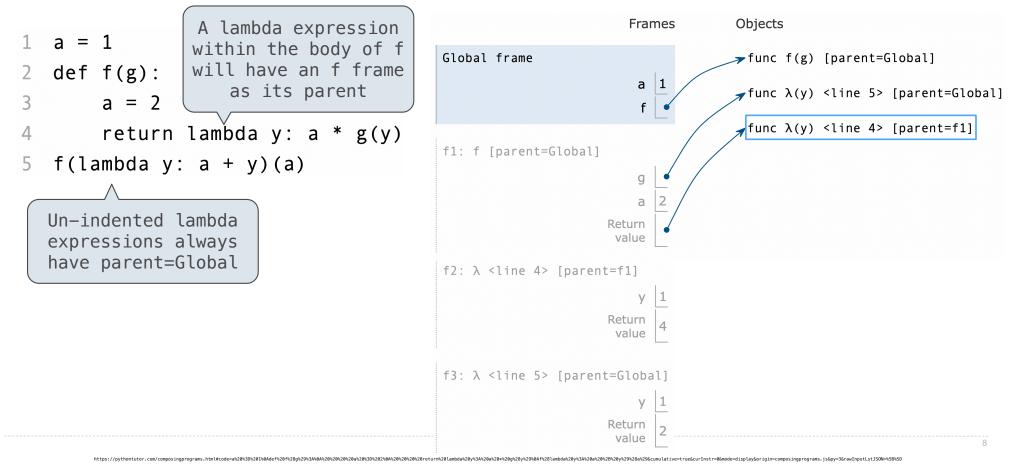
https://pythontutor.com/composingprograms.html#code=a%20%3D%201%0Adef%20f%28q%29%3A

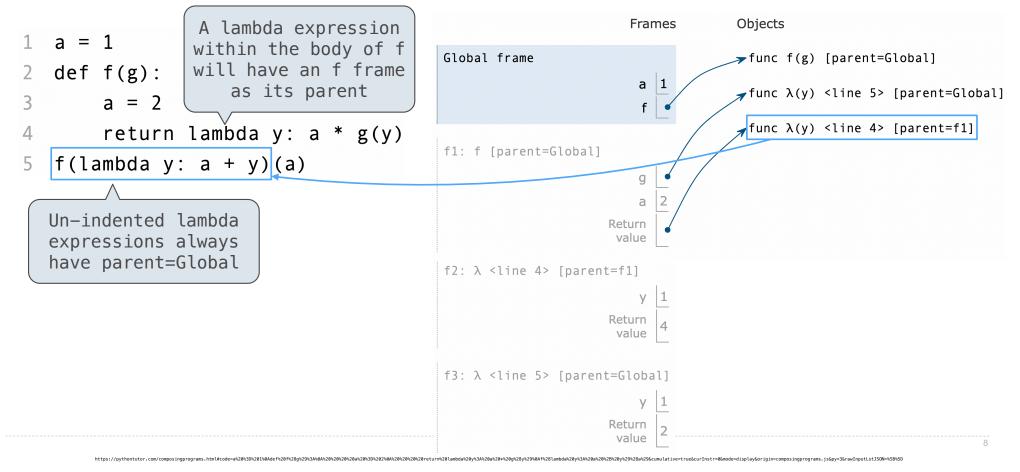
A lambda function's parent is the current frame in which the lambda expression is evaluated

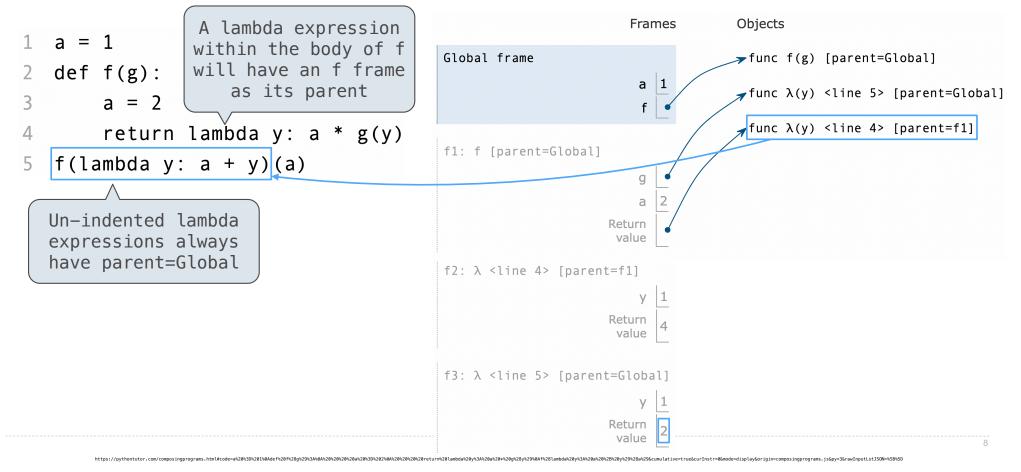


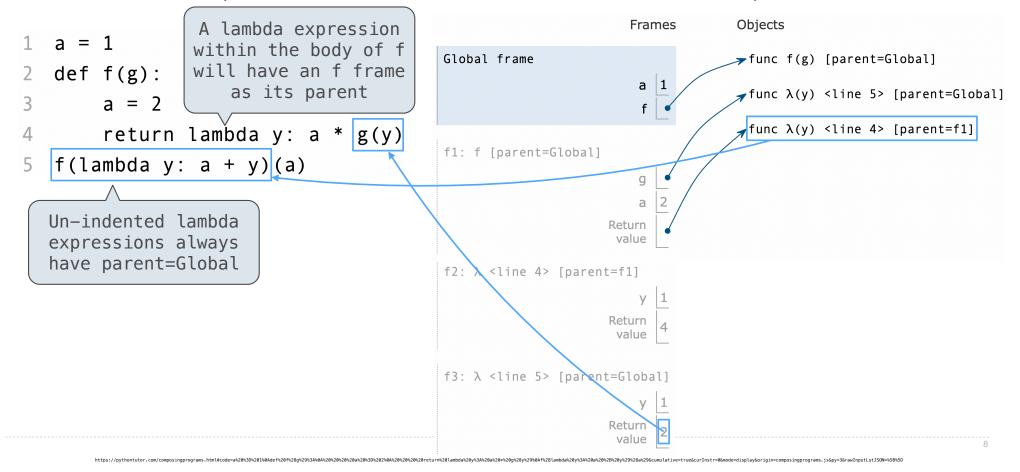
https://pythontutor.com/composingprograms.html#code=a%20%3D%201%0Ade









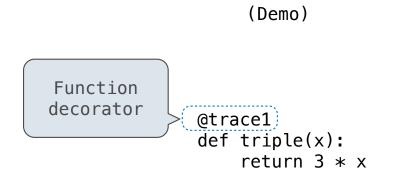


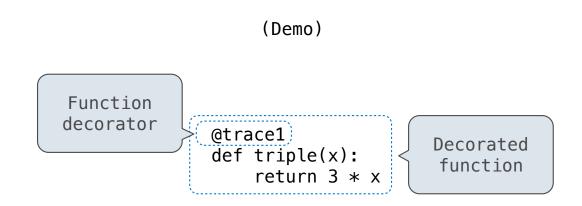
Decorators

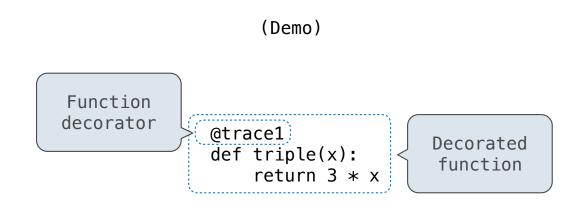
(Demo)

(Demo)

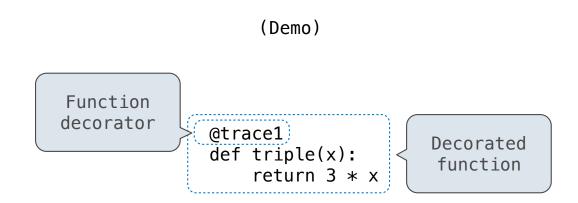
@trace1
def triple(x):
 return 3 * x





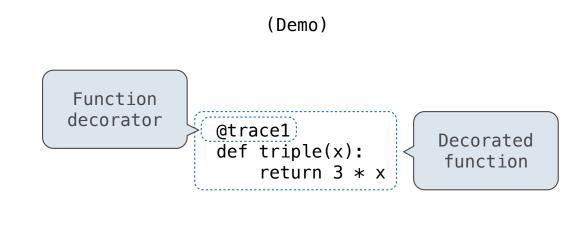


is identical to

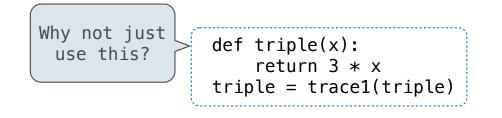


is identical to

def triple(x):
 return 3 * x
triple = trace1(triple)



is identical to



Return

A return statement completes the evaluation of a call expression and provides its value:

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 - f(x) for user-defined function f: switch to a new environment; execute f's body

A return statement completes the evaluation of a call expression and provides its value: f(x) for user-defined function f: switch to a new environment; execute f's body return statement within f: switch back to the previous environment; f(x) now has a value

```
def end(n, d):
    """Print the final digits of n in reverse order until d is found.
    >>> end(34567, 5)
    7
    6
    5
    """
```

```
def end(n, d):
    """Print the final digits of n in reverse order until d is found.
    >>> end(34567, 5)
    7
    6
    5
    """
    while n > 0:
        last, n = n % 10, n // 10
        print(last)
```

```
def end(n, d):
    """Print the final digits of n in reverse order until d is found.
    >>> end(34567, 5)
    7
    6
    5
    """
    while n > 0:
        last, n = n % 10, n // 10
        print(last)
        if d == last:
            return None
```

A return statement completes the evaluation of a call expression and provides its value: f(x) for user-defined function f: switch to a new environment; execute f's body return statement within f: switch back to the previous environment; f(x) now has a value Only one return statement is ever executed while executing the body of a function

Designing Functions

A function's *domain* is the set of all inputs it might possibly take as arguments.

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def	square(x) """Return	: X *	X."""

A function's *domain* is the set of all inputs it might possibly take as arguments.

A function's *range* is the set of output values it might possibly return.

	<pre>def square(x): """Return X * X."""</pre>
ht	x is a number
ight	

```
def square(x):
                                                                     """Return X * X."""
                                                                x is a number
A function's domain is the set of all inputs it might
possibly take as arguments.
A function's range is the set of output values it might
                                                                 square returns a non-
possibly return.
                                                                 negative real number
A pure function's behavior is the relationship it
creates between input and output.
```

A function's *domain* is the set of all inputs it might possibly take as arguments.

A function's *range* is the set of output values it might possibly return.

```
def square(x):
    """Return X * X."""
x is a number
square returns a non-
negative real number
square returns the
square of x
```

Abstraction

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

def square(x):
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def sum_squares(x, y):
 return square(x) + square(y)

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

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

•Square takes one argument.

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

def sum_squares(x, y):
 return square(x) + square(y)

What does sum_squares need to know about square?

•Square takes one argument.

Yes

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

def sum_squares(x, y):
 return square(x) + square(y)

What does sum_squares need to know about square?

• Square takes one argument.

Yes

• Square computes the square of a number.

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

Square takes one argument.
Square computes the square of a number.

16

Yes

Yes

def square(x): return mul(x, x) What does sum_squares need to know about square? •Square takes one argument. •Square computes the square of a number. Yes

• Square computes the square by calling mul.

<pre>def square(x): return mul(x, x)</pre>	<pre>def sum_squares(x, y): return square(x) + square(y)</pre>
What does sum_squares need	to know about square?
•Square takes one argument.	Yes
•Square computes the square of a number.	Yes
•Square computes the square by calling mul.	No

```
      def square(x):
      def sum_squares(x, y):

      return mul(x, x)
      return square(x) + square(y)

      What does sum_squares need to know about square?

      • Square takes one argument.
      Yes

      • Square computes the square of a number.
      Yes

      • Square computes the square by calling mul.
      No
```

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

```
def square(x):<br/>return mul(x, x)def sum_squares(x, y):<br/>return square(x) + square(y)What does sum_squares need to know about square?• Square takes one argument.Yes• Square computes the square of a number.Yes• Square computes the square by calling mul.Nodef square(x):<br/>return pow(x, 2)def square(x):<br/>return mul(x, x-1) + x
```

```
def square(x):
                                                  def sum_squares(x, y):
                 return mul(x, x)
                                                       return square(x) + square(y)
                     What does sum_squares need to know about square?
                                                                           Yes

    Square takes one argument.

                                                                           Yes
• Square computes the square of a number.
                                                                            No
• Square computes the square by calling mul.
            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 have the same behavior.
```

Names typically don't matter for correctness

but

they matter a lot for composition

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Names should convey the meaning or purpose of the values to which they are bound.

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Names should convey the meaning or purpose of the values to which they are bound.

The type of value bound to the name is best documented in a function's docstring.

Function names typically convey their effect (**print**), their behavior (**triple**), or the value returned (**abs**).

Names typically don't matter for correctness

but

From:	To:	Names should convey the meaning or purpose of the values to which they are bound.
		The type of value bound to the name is best documented in a function's docstring.
		Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Names typically don't matter for correctness

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From: true_false	To: rolled_a_one	Names should convey the meaning or purpose of the values to which they are bound.
		The type of value bound to the name is best documented in a function's docstring.
		Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Names typically don't matter for correctness

but

From: true_fa	lse	To: rolled_a_one	Names should convey the meaning or purpose of the values to which they are bound.
d		dice	The type of value bound to the name is best documented in a function's docstring. Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Names typically don't matter for correctness

but

From:	To:	Names should convey the meaning or purpose
true_false	rolled_a_one	of the values to which they are bound.
d	dice	The type of value bound to the name is best documented in a function's docstring.
helper	take_turn	
		Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

Names typically don't matter for correctness

but

From:	To:	Names should convey the meaning or purpose
true_false	rolled_a_one	of the values to which they are bound.
d	dice	The type of value bound to the name is best
helper	take_turn	documented in a function's docstring.
my_int	num_rolls	Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

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From:	To:	Names should convey the meaning or purpose
true_false	rolled_a_one	of the values to which they are bound.
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my_int	num_rolls	Function names typically convey their effect (print), their behavior (triple), or the
l, I, O	k, i, m	value returned (abs).

Reasons to add a new name

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Repeated compound expressions:

Reasons to add a new name

```
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```

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

Reasons to add a new name

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Meaningful parts of complex expressions:

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

Meaningful parts of complex expressions:

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

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

18

```
Reasons to add a new name
                                                        More Naming Tips
 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
 Meaningful parts of complex expressions:
     x1 = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
     discriminant = square(b) - 4 * a * c
     x1 = (-b + sqrt(discriminant)) / (2 * a)
```

18

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
```

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)

Meaningful parts of complex expressions:

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

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

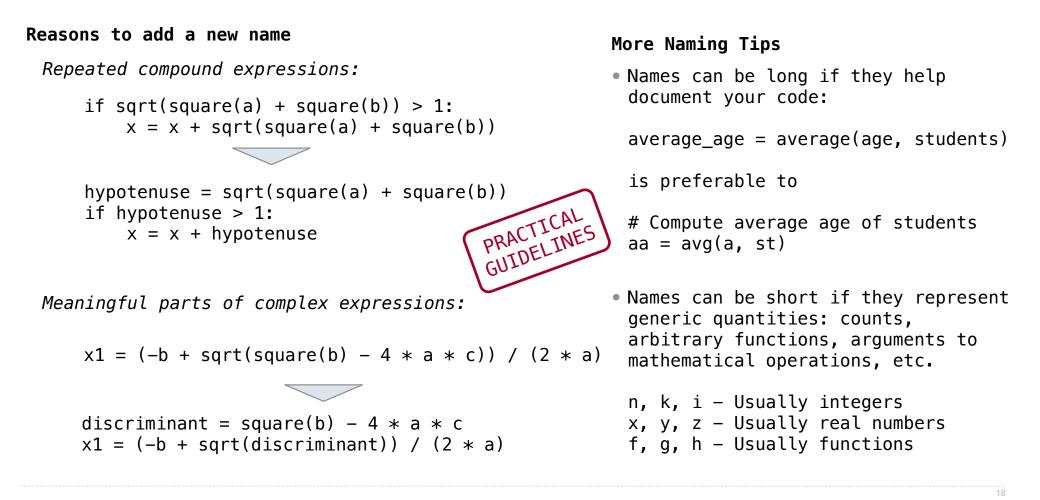
```
Reasons to add a new name
                                                        More Naming Tips
 Repeated compound expressions:

    Names can be long if they help

                                                          document your code:
     if sqrt(square(a) + square(b)) > 1:
         x = x + sqrt(square(a) + square(b))
                                                          average_age = average(age, students)
                                                          is preferable to
     hypotenuse = sqrt(square(a) + square(b))
     if hypotenuse > 1:
                                                          # Compute average age of students
         x = x + hypotenuse
                                                          aa = avg(a, st)

    Names can be short if they represent

 Meaningful parts of complex expressions:
                                                          generic quantities: counts,
                                                          arbitrary functions, arguments to
     x1 = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
                                                          mathematical operations, etc.
                                                          n, k, i – Usually integers
     discriminant = square(b) - 4 * a * c
                                                          x, y, z - Usually real numbers
     x1 = (-b + sqrt(discriminant)) / (2 * a)
                                                          f, g, h - Usually functions
```



Errors & Tracebacks

Taxonomy	of Errors
----------	-----------

Syntax Errors Detected by the Python interpreter (or editor) before the program executes

Runtime Errors

Detected by the Python interpreter while the program executes

Logic & Behavior Errors

Not detected by the Python interpreter; what tests are for

Taxonomy	of Errors
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Detected by the Python
interpreter (or editor)
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Not detected by the Python interpreter; what tests are for

(Demo)