

## 1 WWPDP? 61A, Assemble!

```
avengers = 6
```

```
def vision(avengers):  
    print(avengers)  
    return avengers + 1
```

```
def hawkeye(thor, hulk):  
    love = lambda black_widow: add(black_widow, hulk)  
    return thor(love)
```

```
def hammer(worthy, stone):  
    if worthy(stone) < stone:  
        return stone  
    elif worthy(stone) > stone:  
        return -stone  
    return 0
```

```
capt = lambda iron_man: iron_man(avengers)
```

Expression	Interactive Output
<code>capt(vision)</code>	6 7
<code>print(print(1), vision(2))</code>	1 2 None 3
<code>hawkeye(hammer, 3)</code>	Error
<code>hawkeye(capt, 3)</code>	9
<code>hammer(lambda ultron: ultron, -1)</code>	0
<code>hammer(vision, avengers)</code>	6 6 -6

## 2 Environment Diagrams **Solved**

A complete answer will:

- Add all missing names and parent annotations to all local frames.
- Add all missing values created or referenced during execution.
- Show the return value for each local frame.

Draw the environment diagram that results from executing the code below until the entire program is finished or an error occurs.

### 2.1 No "rst" for the Weary

```
def r(s, t):  
    while s(a) > b:  
        def s(a):  
            return t(b)  
        return b + 2
```

```
def t(t):  
    return t - 10
```

```
a, b = -10, 2  
weary = r(abs, t)
```

<https://goo.gl/73BSvB>

## 2.2 Return of the Horse Mask

**Solved**

```
def bo(jack):  
    return lambda mask: horse  
  
def horse(mask):  
    horse = mask  
    def mask(horse):  
        return horse  
    return horse(mask)  
  
jack, mask = horse, bo  
  
hollywoo = bo(jack)(horse)(mask)
```

<https://goo.gl/yhcHuC>

### 2.3 How Do You Like Your Eggs?

```
def scramble(egg):  
    return [egg, over(egg)]
```

```
def over(easy):  
    easy[1] = [[easy], 2]  
    return list(easy[1])
```

```
egg = scramble([12, 24])
```

<https://goo.gl/nia1NS>

## 2.4 Lazy

```
def lazy(n):  
    return lambda k: (n if k == 0 else lazy(n + 1))  
v = lazy(4)(1)(0)
```

<https://goo.gl/TWFJZc>



## 2.5 Snow Day

```
def snow(snow, x):  
    if snow(x, x) == x:  
        def x(x):  
            return 32  
        return x(x)  
    else:  
        return snow(snow, x)  
  
def flake(x, y):  
    return y + x - 1  
  
griffin = snow(flake, 1)
```

<https://goo.gl/thDVCx>

## 2.6 Environmentalists

```
def snow(x):  
    def ice(x):  
        if x == 0:  
            return 1  
        return 2 + rain(ice, x)  
  
    def rain(g, h):  
        return 3 + g(h - x)  
    return ice(x)  
snow(4)
```

<https://goo.gl/Ld4hSm>

## 2.7 Instructor Appreciation

```
def kevin(a, b):  
    x = 42  
    y = stan(a + b, x)  
    return x - y
```

```
def stan(a, b):  
    a, b = a + x, a - y  
    return a // b
```

```
x, y = 1, 2  
kevin(x, y)
```

<https://goo.gl/PRIcP6>