#### CS4450 Lecture 25 Notes

# Shorthand

var x = 2 is shorthand for Declare "x" (Number 2)

Using substitution, you can evaluate expressions.

# **Error Checking**

```
x;y
id
```

x, id = x -- You can say that x followed by id is the same thing as x, and id followed by x is the same thing as x.

id, x = x

-- The semicolon is associative. (x;y);z = x;(y;z)

#### Skip

X = X

### Interpreter so far:

- Our current JavaScript-like interpreter allows us to write recursive functions.
- However, if we declare a function on the fly without it existing, the program will crash when it tries to do an environment lookup.

#### Errors

- Errors are an important aspect of computation.
- They are typically a **pervasive feature of a language**, because they affect the way every expression is evaluated. For example, consider the expression a + b
- If a or b raise errors then we need to deal with that.