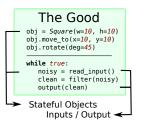
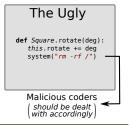
Side Effects



```
The Bad
width = \theta
height = 0
def Square.move to(x, v):
   this.pos x = x
  this.pos y = y
  width = max(width, x)
  height = max(height, v)
  Unexpected results <
```

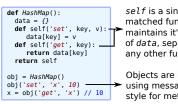


Side effects can benefit programmers by providing concise and simple APIs, they mimic the physical world and can improve encapsulation and modularity. However, they can also lead to poorly designed software by reaching beyond their intended scope.

Inside Effects

"The execution of one function may not effect the execution of another function, except though arguments and return values, However, internal state may be maintained and I/O may be performed as usual."

Data structures



self is a single pattern matched function. It maintains it's own copy of data, separate from any other functions.

Objects are implemented using message passing style for method calls.

Lexical Scoping



Multithreading

Race Conditions only occur within reentrant calls to the same function **Dataflow analysis** is simplified

because functions cannot effect outside functions

Processes provide a hard boundary and can communicate though sources and sink

Copy-on-write

References modifications to refs are only visible within the same function.

State is maintained between calls to the same function.

Input and Output functions have no effect within the current process.