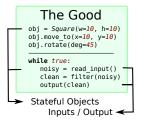
# **Side Effects**

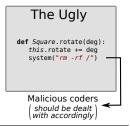


```
The Bad

width = 0
height = 0

def Square.move_to(x, y):
    this.pos_x = x
    this.pos_y = y
    width = max(width, x)
height = max(height, y)

Unexpected results
```

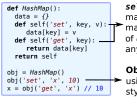


Side effects can benefit programmers by providing concise and simple APIs, they mimic the physical world and can improve encapsulation and modularity. However, they can also lead to poorly designed software by reaching beyond their intended scope.

## **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** can be created using message passing style for method calls.

### **Lexical Scoping**



**State** is maintained lexically within closures

**Global data** is copied for each closure



### 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 sinks

### 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.

**Call by Value** with deep copies prevents shared access to refs.