

Syntax: Lispy JS PY Scala 3

In this tutorial, we will learn about **lambda expressions**, which are expressions that create functions.

The following program illustrates how to create a function.

```
print(lambda n: n + 1(2))
```

Run ▶

This program produces 3. The top-level block contains one expression, a function call. The only (actual) parameter of the function call is 2. The function of the function call is created by

```
print(lambda n: n + 1)
```

Run ▶

This function takes only one parameter `n`, and returns (the value of) `n + 1`. So, the result of the whole program is the value of `2 + 1`, which is 3.

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Any feedback regarding these statements? Feel free to skip this question.

Syntax: Lispy JS PY Scala 3

(You skipped the question.)

Syntax: Lispy JS PY Scala 3

What is the result of running this program?

```
def f(x):
    return lambda y: x + y
x = 0
print(f(2)(1))
```

Run ▶

3

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You got it right! 🎉🎉🎉

This program is essentially the same as

```
def f(x):
    def fun(y):
        return x + y
    return fun
x = 0
print(f(2)(1))
```

Run ▶

Click [here](#) to run this program in the Stacker.

Syntax: Lispy JS PY Scala 3

What is the result of running this program?

```
x = 1
def f():
    return lambda y: x + y
g = f()
x = 2
print(g(0))
```

Run 

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The answer is 2. You are right that `x` is bound to 1 when the lambda function is created. You might think the function remembers the value 1. However, the function does not remember the value of `x`. Rather, it remembers the environment and hence always refers to the latest value of `x`. In SMoL, functions refer to the latest values of variables defined outside their definitions.

Syntax: Lispy JS PY Scala 3

Click [here](#) to run this program in the Stacker.

What is the result of running this program?

Syntax: Lispy JS PY Scala 3

```
a = 2
def make():
    return lambda b: a + b
fun = make()
a = 1
print(fun(1))
```

Run 

Syntax: Lispy JS PY Scala 3

You got it right! 🎉🎉🎉

Syntax: Lispy JS PY Scala 3

What is the result of running this program?

Syntax: Lispy JS PY Scala 3

```
def bar(y):
    return lambda x: x + y
f = bar(2)
g = bar(4)
print(f(2))
print(g(2))
```

Run 

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You got it right! 🎉🎉🎉

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The value of `bar(2)` is a lambda function defined in an environment where `y` is bound to 2. The value of `bar(4)` is *another* lambda function defined in an environment where `y` is bound to 4. The two lambda functions are *different* values. So, the value of `f(2)` is 12, while the value of `g(2)` is 52.

Click [here](#) to run this program in the Stacker.

What is the result of running this program?

Syntax: Lispy JS PY Scala 3

```
def foobar():
    n = 0
    return lambda: ("WARNING: the translation might be inaccurate",
f = foobar()
g = foobar()
print(f())
print(f())
print(g())
```

Run ▶

1 2 1

Syntax: Lispy JS PY Scala 3

You got it right! 🎉🎉🎉

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Every time `foobar` is called, it creates a *new* environment that binds `n`. So, `f` and `g` have different bindings for the `n` variable. When `f` is called the first time, it mutates its binding for the `n` variable. So, the second call to `f` produces 2 rather than 1. `g` has its own binding for the `n` variable, which still binds `n` to 0. So, `g()` produces 1 rather than 3.

Click [here](#) to run this program in the Stacker.

```
def f(x, y, z):
    return body is a shorthand for f = lambda x, y, z: body.
```

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Any feedback regarding these statements? Feel free to skip this question.

Syntax: Lispy JS PY Scala 3

(You skipped the question.)

Syntax: Lispy JS PY Scala 3

Please rewrite this function definition with as a variable definition that binds `lambda` function.

Syntax: Lispy JS PY Scala 3

```
def f(x):
```

Run ▶

```
def f(x):
    return x + 1
```

```
f = lambda x: x + 1
```

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The correct answer is `f = lambda x: x + 1`.

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The following are common wrong answers:

- `(deffun f (lambda (x) (+ x 1)))`, which didn't replace the definition keyword
- `f = lambda f, x: x + 1`, which makes `f` a function that takes two parameters rather than one



Here is a program that confused many students

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```
def foo(n):
    def bar():
        nonlocal n
        n = n + 1
        return n
    return bar
f = foo(0)
g = foo(0)
print(f())
print(f())
print(g())
```

Run 

Please

1. Run this program in the stacker by clicking the green run button above;
2. The stacker would show how this program produces its result(s);
3. Keep clicking  Next until you reach a configuration that you find particularly helpful;
4. Click  Share This Configuration to get a link to your configuration;
5. Submit your link below;

```
https://smol-tutor.xyz/stacker/?syntax=PY&randomSeed=smol-
tutor&nNext=0&program=%28deffun+%28foo+n%29%0A++%28deffun+
%28bar%29%0A++++%28set%21+n+%28%2B+n+1%29%29%0A++++n%29%0A+
+bar%29%0A%28defvar+f+%28foo+0%29%29%0A%28defvar+g+
%28foo+0%29%29%0A%0A%28f%29%0A%28f%29%0A%28g%29%0A&readOnlyMode=
```

Syntax: [Lispy](#) [JS](#) [PY](#) [Scala](#) [3](#)

Please write a couple of sentences to explain how your configuration explains the result(s) of the program.

Syntax: [Lispy](#) [JS](#) [PY](#) [Scala](#) [3](#)

Every time `foo` is called, it creates a new environment frame that binds `n`. So, `f` and `g` have different bindings for the `n` variable. When `f` is called the first time, it mutates its binding for the `n` variable. So, the second call to `f` produces 2 rather than 1. `g` has its own binding for the `n` variable, which still binds `n` to 0. So, `g()` produces 1 rather than 3

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Let's review what we have learned in this tutorial.

Syntax: [Lispy](#) [JS](#) [PY](#) [Scala](#) [3](#)

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The following program illustrates how to create a function.

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```
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```
def f(x, y, z):
    return body
```

is a shorthand for `f = lambda x,y,z: body`.

You have finished this tutorial 🎉🎉🎉

Please `print` the finished tutorial to a PDF file so you can review the content in the future. **Your instructor (if any) might require you to submit the PDF.**

Start time: 1711101482136