Bindings and scope

Principles of Programming Languages

Mark Armstrong

Fall 2020

1 Preamble

1.1 **TODO** Notable references

:TODO:

1.2 **TODO** Table of contents

2 Introduction

This section introduces several concepts relating to names and bindings of those names.

Of particular note is *scope*, the "visibility" of names throughout a program.

2.1 The life stages of a program; binding times

3 Type checking

:TODO:

3.1 "Dynamically checked" instead of "dynamically typed"

:TODO:

3.2 Polymorphism

:TODO:

4 Lifetime

:TODO:

4.1 Garbage

:TODO:

5 Scope

:TODO: