Lecture #9: Still More on Functions

Last modified: Wed Feb 10 13:33:07 2021

Announcements

- Sign up for advising (Piazza @706).
- Practice Midterm Tuesday from 5-7PM. Do be sure to check the practice exam out when you have time. It will be based on the Fa20 first test.
- Drop deadline coming up: 10 Feb (Wednesday).
- If you want the unit for CSM (Computer Science Mentors), you'll need to get it soon before the add deadline. Lots of mentoring spots still available (Piazza @580).
- Please submit exam conflict forms by Thursday (see Piazza @318).
- Ask questions on the Piazza thread for today's lecture (Piazza @719).

Exercise: Reversing Digits

- Problem: I want a function that reverses the digits in a number.
- For example, I'd like to have

reverse_digits(1234) == 4321

Exercise: Interleaving Digits

- ullet Problem: I want a function that, given two numbers, A and B, containing the same number of digits, returns the result of interleaving the digits of A and B, starting with the first digit A, then the first digit of B, then the second digit of A, etc.
- For example, I'd like to have

interleave_digits(13579, 24680) == 1234567890

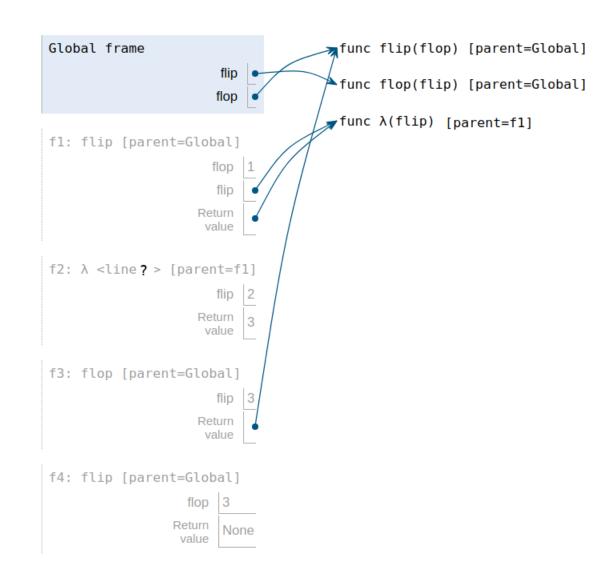
```
def flip(flop):
    if ____:
   flip = _____
   return flip
def flop(flip):
   return flop
flip(_____)(3)
```

```
Global frame
                                       func flip(flop) [parent=Global]
                        flip
                                       func flop(flip) [parent=Global]
                       flop
                                       func λ(flip) [parent=f1]
f1: flip [parent=Global]
                       flop
                       flip
                     Return
                      value
f2: \lambda < \text{line?} > [parent=f1]
                     Return 3
                      value
f3: flop [parent=Global]
                       flip
                     Return
                      value
f4: flip [parent=Global]
                 Return
                  value
```

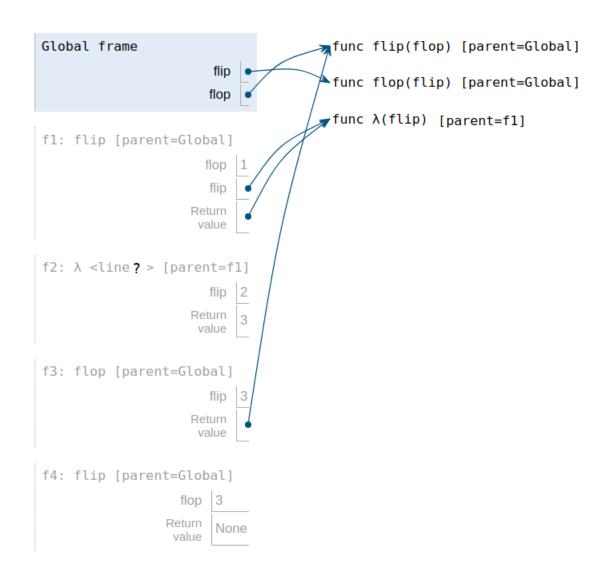
```
def flip(flop):
    if ____:
    flip = _____
   return flip
def flop(flip):
   return flop
flip, flop = flop, flip
flip(_____)(3)
```

```
Global frame
                                       func flip(flop) [parent=Global]
                        flip
                                       func flop(flip) [parent=Global]
                       flop
                                       func λ(flip) [parent=f1]
f1: flip [parent=Global]
                       flop
                       flip
                     Return
                      value
f2: \lambda < \text{line?} > [parent=f1]
                     Return 3
                      value
f3: flop [parent=Global]
                       flip
                     Return
                      value
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                 Return
                  value
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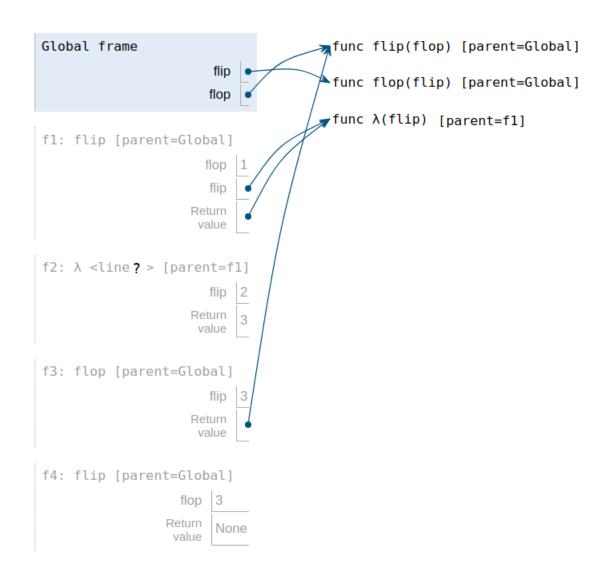
```
def flip(flop):
    if ____:
   flip = _____
   return flip
def flop(flip):
   return flop
flip, flop = flop, flip
flip(flop(1)____)(3)
```



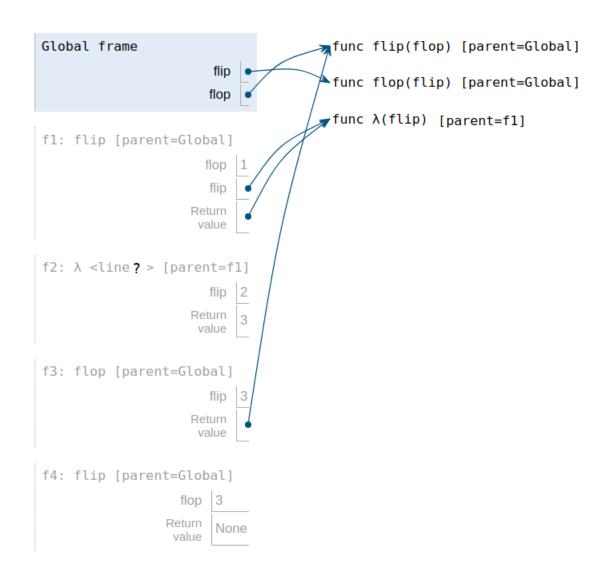
```
def flip(flop):
    if ____:
    flip = lambda flip: 3
    return flip
def flop(flip):
    return flop
flip, flop = flop, flip
flip(flop(1)____)(3)
```



```
def flip(flop):
    if ____:
    flip = lambda flip: 3
    return flip
def flop(flip):
    return flop
flip, flop = flop, flip
flip(flop(1)(2))(3)
```



```
def flip(flop):
    if | flop == 3|:
    flip = lambda flip: 3
    return flip
def flop(flip):
    return flop
flip, flop = flop, flip
flip(flop(1)(2))(3)
```

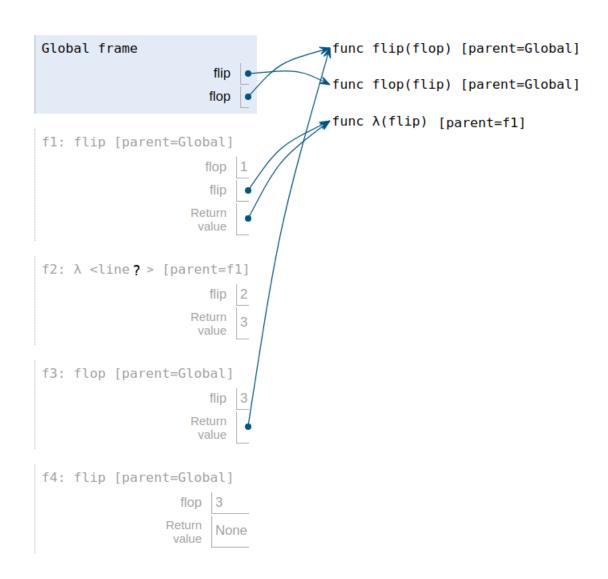


```
def flip(flop):
    if flop == 3:
        return None
    flip = lambda flip: 3
    return flip

def flop(flip):
    return flop

flip, flop = flop, flip

flip(flop(1)(2))(3)
```



See this in the Python Tutor

Exercise: Tracing

- I'd like a function trace1 that takes as its argument a one-argument function (say f) and returns a one-argument function that
 - Prints its argument, preceded by a '->'.
 - Prints the value of f applied to its argument, preceded by a '<-', and then returns that value.
- So,

```
>>> def square(x):
... return x*2
>>> square(3) + square(4)
-> 3
<- 9
-> 4
<- 16
25
```

Decorators

- Python has an interesting feature—decorators—that exploits higher-order functions in a useful way.
- The notation

```
@ATTR
def aFunc(...):
```

where ATTR is some expression, is essentially equivalent to

```
def aFunc(...):
aFunc = ATTR(aFunc)
```

• So, having defined trace1, we can now write

```
@trace1
    def square(x):
        return x * x
and see
    >>> x = square(4)
    -> 4
    <- 16
    >>> x
    16
```

Why Do It That Way?

• What's wrong with this alternative way to trace?

```
def aFunc1(x):
    ...
aFunc = trace1(aFunc1)
```

Why Do It That Way?

What's wrong with this alternative way to trace?

```
def aFunc1(x):
    ...
aFunc = trace1(aFunc1)
```

• Consider

```
def fib1(n):
    return 0 if n <= 0 else 1 if n == 1 else fib1(n-2) + fib1(n-1)
fib = trace1(fib1)</pre>
```

A call such as fib(4) will trace only the outer call, not the recursive inner calls.