



## Computer languages. Local State variables in JS and Scheme.

Sila.

More programs from Alyssa P. Hacker ... (A person familiar to readers of “Structure and Interpretation of Computer Programs” by Abelson and Sussman).

A function for withdrawing money:

Chapter 3 in SICP, p. 222 compared to how it looked in JS much later.

The straight-forward declaration:

```
(define balance 100)

(define (withdraw amount)
  (if (>= balance amount)
      (begin (set! balance (- balance amount))
              balance)
      "Insufficient funds"))
```

```
let balance = 100;

function withdraw(amount) {
  if (balance >= amount) {
    balance = balance - amount;
    return balance;
  } else {
    return "Insufficient funds";
  }
}
```

With a local state variable:

```

(define new-withdraw
  (let ((balance 100))
    (lambda (amount)
      (if (>= balance amount)
          (begin (set! balance (- balance
amount))
                  balance)
          "Insufficient funds"))))

```

```

function make_withdraw_100() {
  let balance = 100;
  return amount => {
    if (balance >= amount) {
      balance = balance - amount;
      return balance;
    } else {
      return "Insufficient funds";
    }
  };
}

const new_withdraw = make_withdraw_100();

```

With initialization of the balance:

```

(define (make-withdraw balance)
  (lambda (amount)
    (if (>= balance amount)
        (begin (set! balance (- balance
amount))
                balance)
        "Insufficient funds"))

```

```

function make_withdraw(balance) {
  return amount => {
    if (balance >= amount) {
      balance = balance - amount;
      return balance;
    } else {
      return "Insufficient funds";
    }
  };
}

```

Use:

```

(define W1 (make-withdraw 100))

```

```

const W1 = make_withdraw(100);

```

In Scheme:

First, test the new-withdraw function. Does it work as expected?

Then try the more sophisticated make-withdraw.

Make 2 accounts, based on make-withdraw, initialized to 100, and withdraw 60 from both of them, then 30 from one and 50 from the other. What happens? Try it.