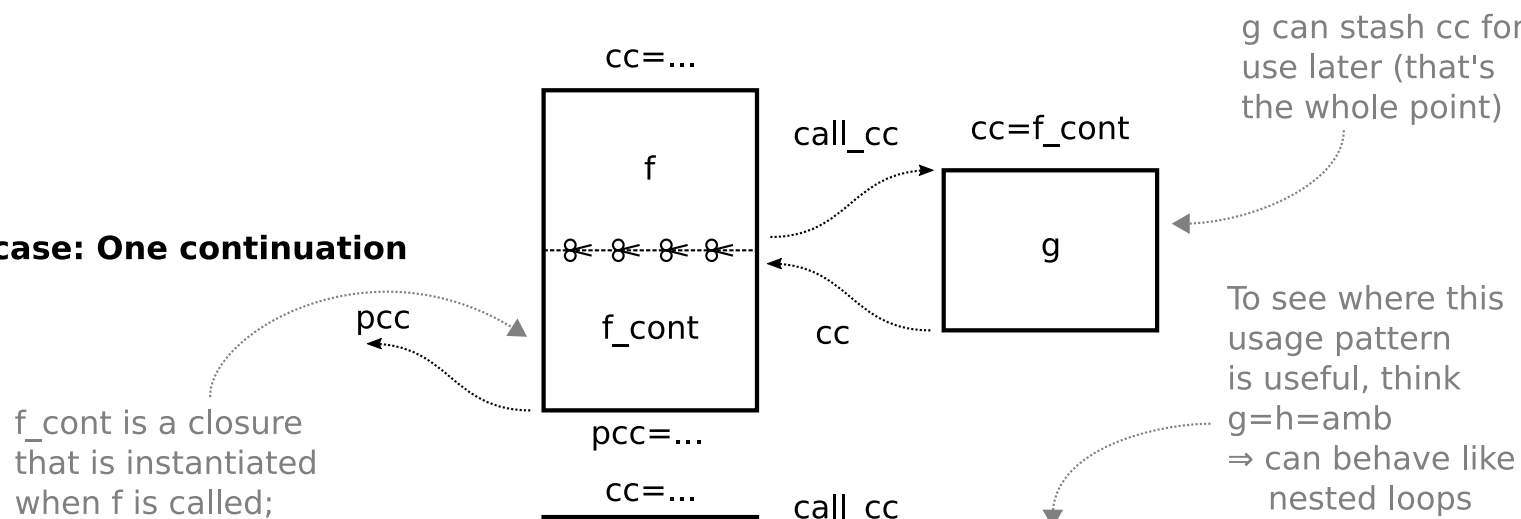
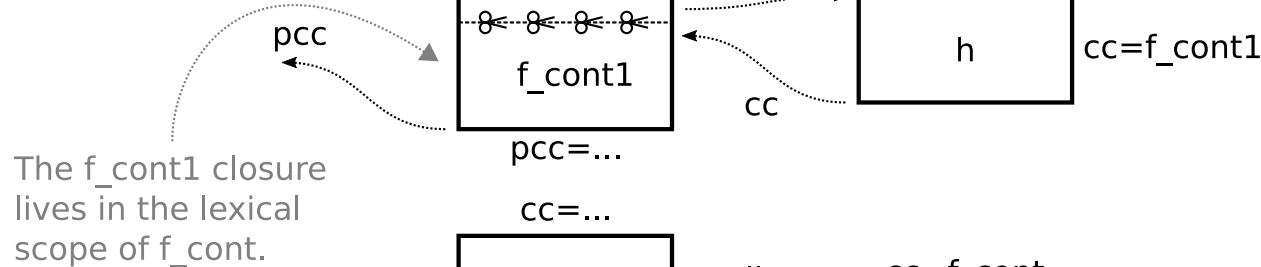


# call\_cc: running [code] with scissors

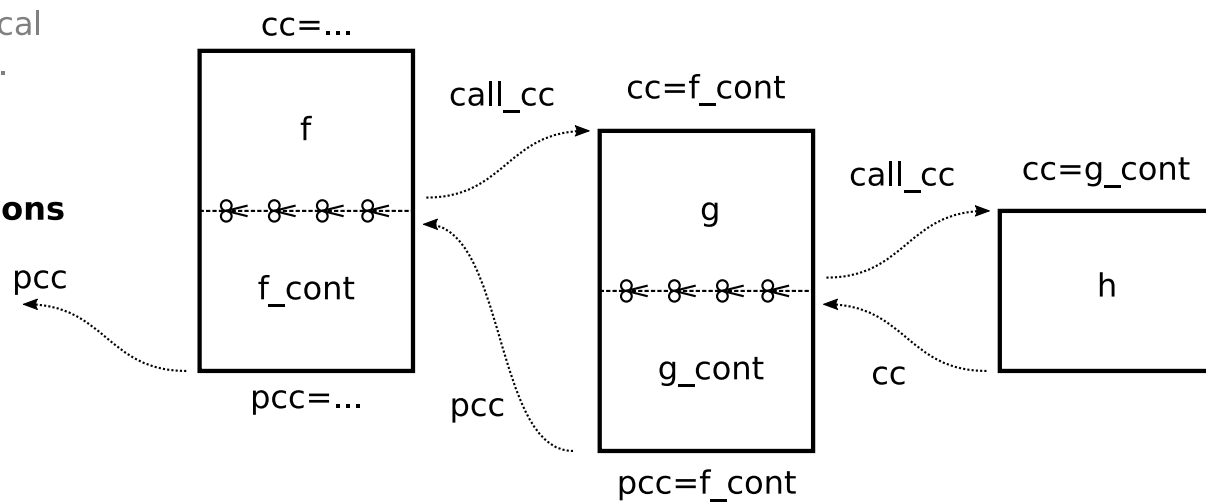
## Base case: One continuation



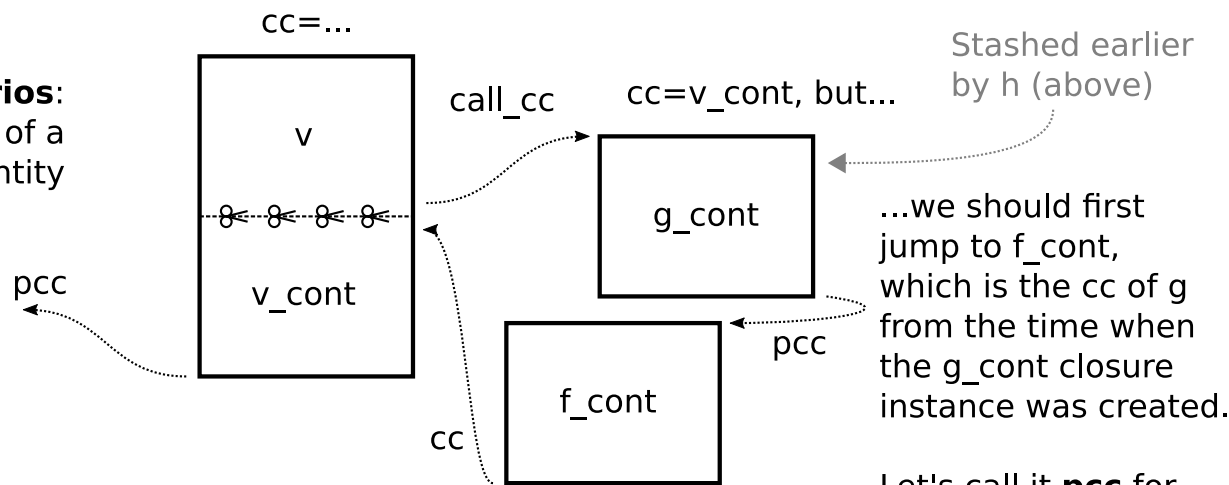
## Sequence of continuations



## Nested continuations

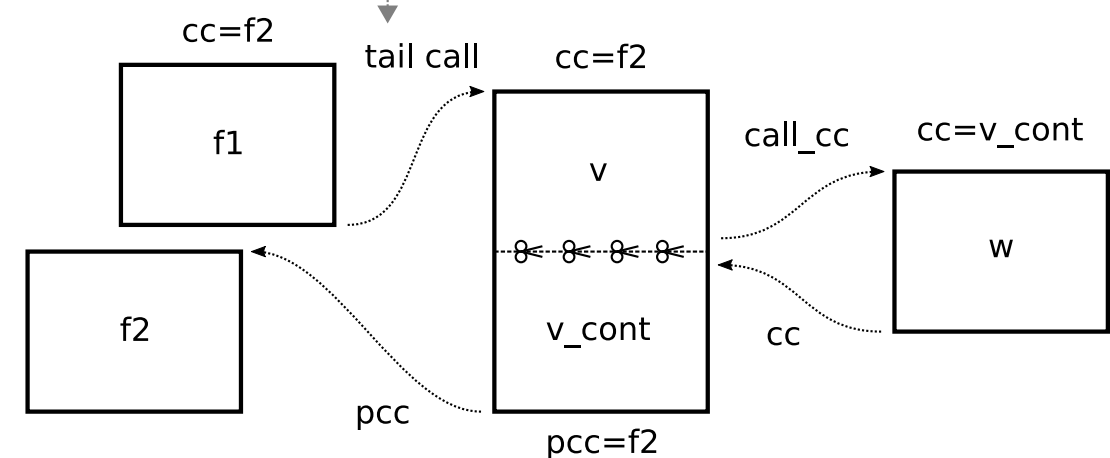


## The Confetti Scenarios: pretending the whole tail of a computation is just one entity



A tail call must propagate the value cc has at the site of the tail call.

## Nearly equivalent?



When a function ends, check for pcc first; if it's set, tail-call it (and set its cc); if it isn't, then tail-call the cc.

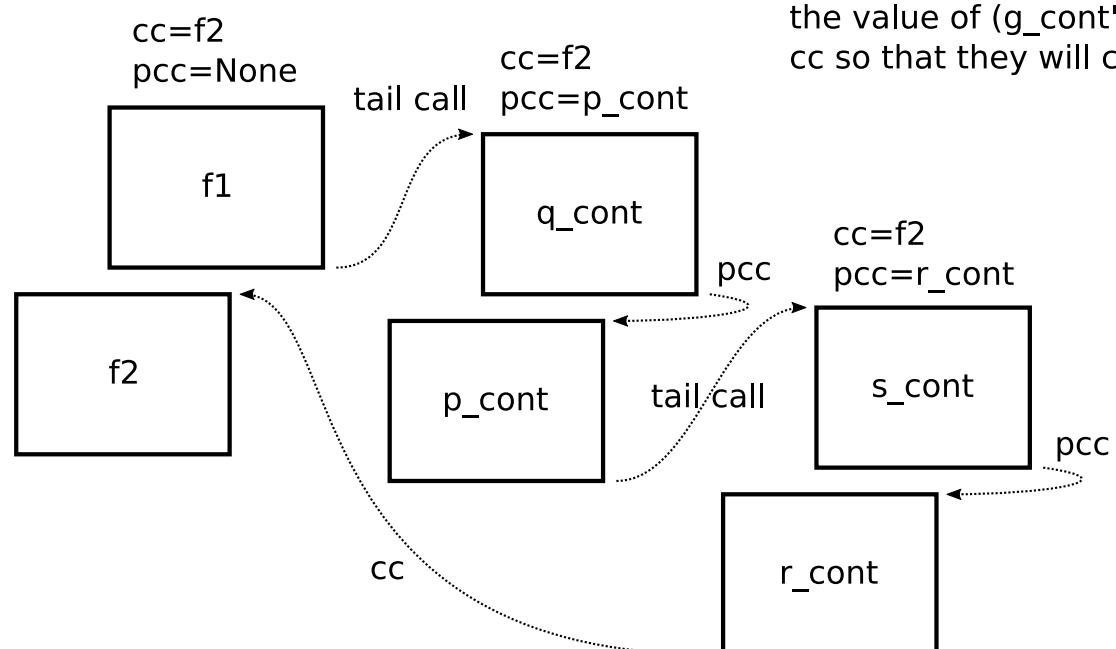
A separate arg is needed for the pcc, because the cc arg is a public API, for setting by call\_cc and tail calls.

The cc arg stores nothing persistently, so we may use the cc arg of pcc to pass in the desired continuation.

This also chains correctly if the tail consists of three or more parts (e.g. h\_cont, g\_cont, f\_cont): the cc that was passed in will be invoked **last**, after the pcc chain itself completes.

The only place that sets pcc is the call\_cc mechanism that creates the definition of the continuation function.

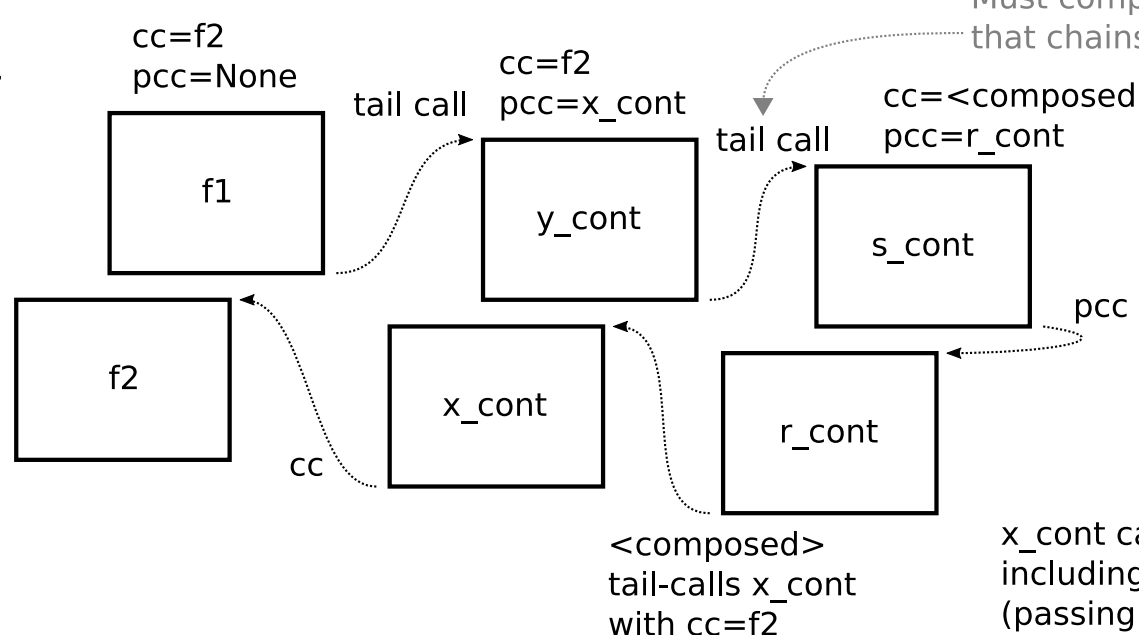
Finally, we need one more mechanism to treat the case where both cc and pcc are set, and a tail call is encountered:



Must compose and pass along a cc that chains pcc and cc, in that order.

So the general solution for a tail call is to check for pcc; if set, make a composed cc; if not, just pass along the existing cc.

This chains correctly also in the presence of more nested tail calls.



x\_cont can internally do whatever it wants, including calling more pcc continuations (passing along the cc).