

Discussion 4: Scoping, Mutability, & Algorithmic Complexity



Scoping Practice

For each of the following code snippets, write what the Sprite would say after the script executes. If you believe the code produces any sort of error message, write “Error.” If there are multiple “say” blocks, write the result of each block in a separate box.

- a. Assume we create a global variable named “global” (and no other global variables) and then run the script below.

		<div data-bbox="1295 514 1490 634" style="border: 1px solid black; padding: 5px;">false</div> <div data-bbox="1295 697 1490 816" style="border: 1px solid black; padding: 5px;">error</div>
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- b. Assume we create a global variable named “Dan” and then run the script below.

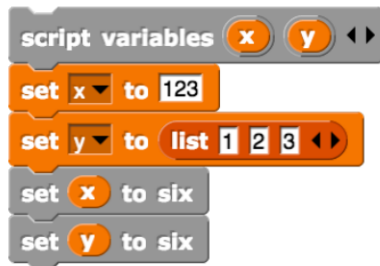
		<div data-bbox="1302 1024 1497 1144" style="border: 1px solid black; padding: 5px;">professor garcia</div>
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- c.

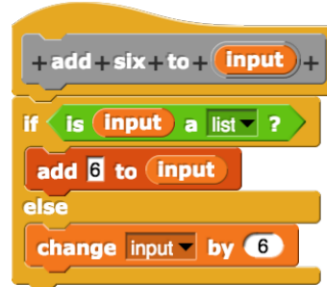
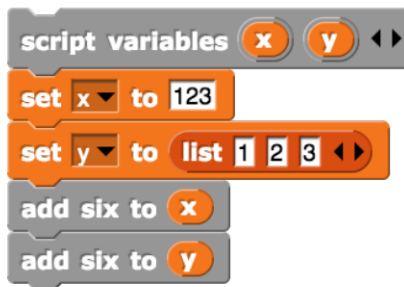
		<div data-bbox="1302 1432 1497 1551" style="border: 1px solid black; padding: 5px;">10</div>
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Mutability Practice

What are the values of the script variables x and y after the given script finishes running?



x: 123
y: (1,2,3)



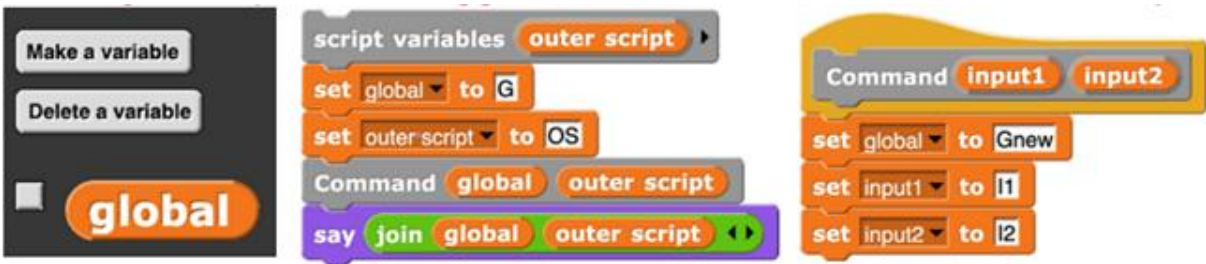
a. x: 123
y: (1,2,3,6)

Challenge Problem Mutability (recycled from last week)

Given the following expression, what does NAMES evaluate to?



Quest Problem Scoping (straight from your Quest)



What gets *said* when we run the above script?

GnewOS is said when above script is ran.

Extra for Practice:

Up to you! What other questions from the Quest would people like to go over?