## ENGF0002 (Design and Professional Skills)

## **Scenarios**

The focus of this document is on the differences in function application between the three prototypes of the programming language. It follows an observation-explanation-conclusion structure in that an observation is laid down, explained, and a theory is formulated it out of it.

## Classifier-1 (1.rkt)

Observation-1: When more parameters than required are passed on to a function, then Core-1 and Core-2 report errors. However, Core-3 compiles.

Theory-1: Assuming a function-  $f(k_1, k_2, ..., k_n)$ - that accepts n parameters. When i parameters, such that i > n, are passed to such a function, then Core-1 and Core-2 report errors and do not compile.

```
Example-
fun f(k_1, k_2, ..., k_n):
//function body
end
f(k_1, k_2, ..., k_n, ..., k_i)
```

Core-3, on the other hand, does not report *any* errors and compiles; taking only the required number of parameters.

Partition after test: {Core 1, Core 2}, {Core 3}

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## Classifier-2 (2.rkt)

Observation-2: When a variable- that is used in a function- is declared after it, then Core-1 and Core-3 report an error and do not compile. However, Core-2 compiles.

Theory-2: This means that Core-1 and Core-3 compile line-by-line and do not check whether a variable, that is used before initialisation, is declared later on.

My theory is confirmed after a test where a variable x (as shown in the classifier) is declared before try() compiles in Core-1 and Core-3

Core-2, on the other hand, checks whether the variable is declared elsewhere and then performs the function on it.

Partition after test: {Core 1, Core 3}, {Core 2}

This test also raises an important similarity between the three prototypes: all three languages take the scope of any variable declared in the source code as global, except those that are declared in a function. This indicates that any variable in the source code can be used by any function without any access restriction.

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