Report

1. Provide example code and necessary elaborations for demonstrating the advantages of Dynamic Scoping in using Perl to implement the Advanced Tournament Dual game as compared to the corresponding codes in Python.

The advantage of Dynamic Scoping in using Perl to implement the game is that, the subprograme can be place in anywhere and when it need to use a outside scope variable, only need to call it and it will be reference to the logically 1 layer out variable but not 1 layer out lexically.

2. Discuss the keyword local in Perl (e.g. its origin, its role in Perl, and real practical applications of it) and give your own opinions

The keyword "local" marks a variable as private in a dynamical scope, which is useful when we want to use the global variable in a local place but don't want to make any side effects to the global variable. It is convenience that while a subprogram is executing, its variables are visible to all subprograms it calls, so in those subprograms it calls, the variable can be access without passing from the original subprogram.