

61A Lecture 3

Announcements

Print and None

(Demo)

None Indicates that Nothing is Returned

The special value **None** represents nothing in Python

A function that does not explicitly return a value will return **None**

Careful: **None** is *not displayed* by the interpreter as the value of an expression

```
>>> def does_not_return_square(x):
```

```
...     x * x
... 
```

No return

```
>>> does_not_return_square(4)
```

None value is not displayed

The name **sixteen** is now bound to the value **None**

```
>>> sixteen = does_not_return_square(4)
```

```
>>> sixteen + 4
```

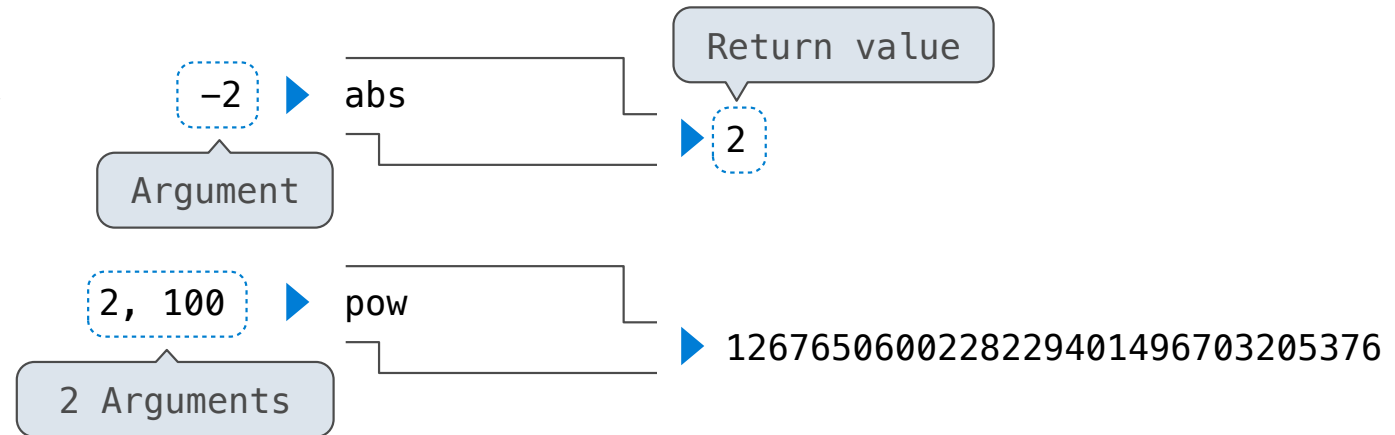
```
Traceback (most recent call last):
```

```
File "<stdin>", line 1, in <module>
```

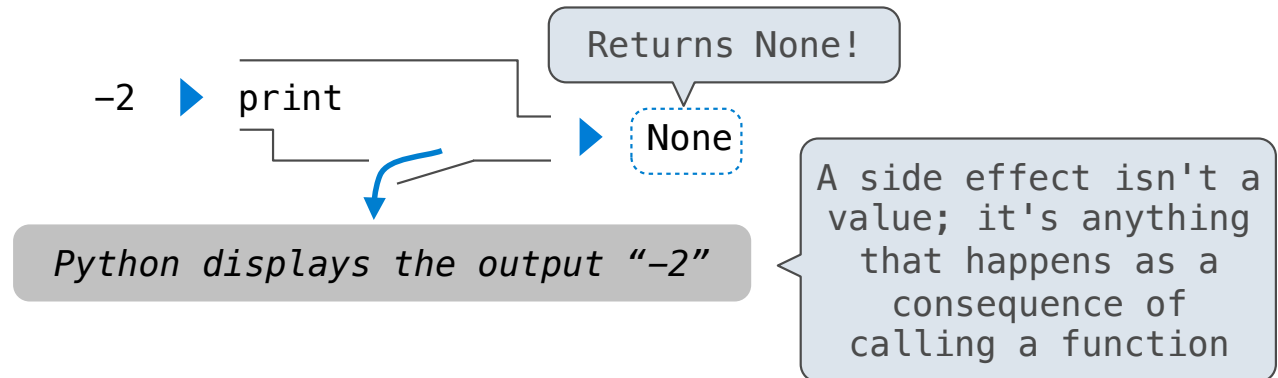
```
TypeError: unsupported operand type(s) for +: 'NoneType' and 'int'
```

Pure Functions & Non-Pure Functions

Pure Functions
just return values

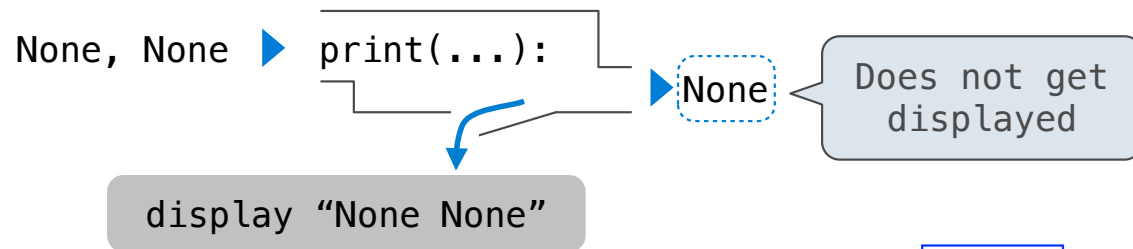


Non-Pure Functions
have side effects

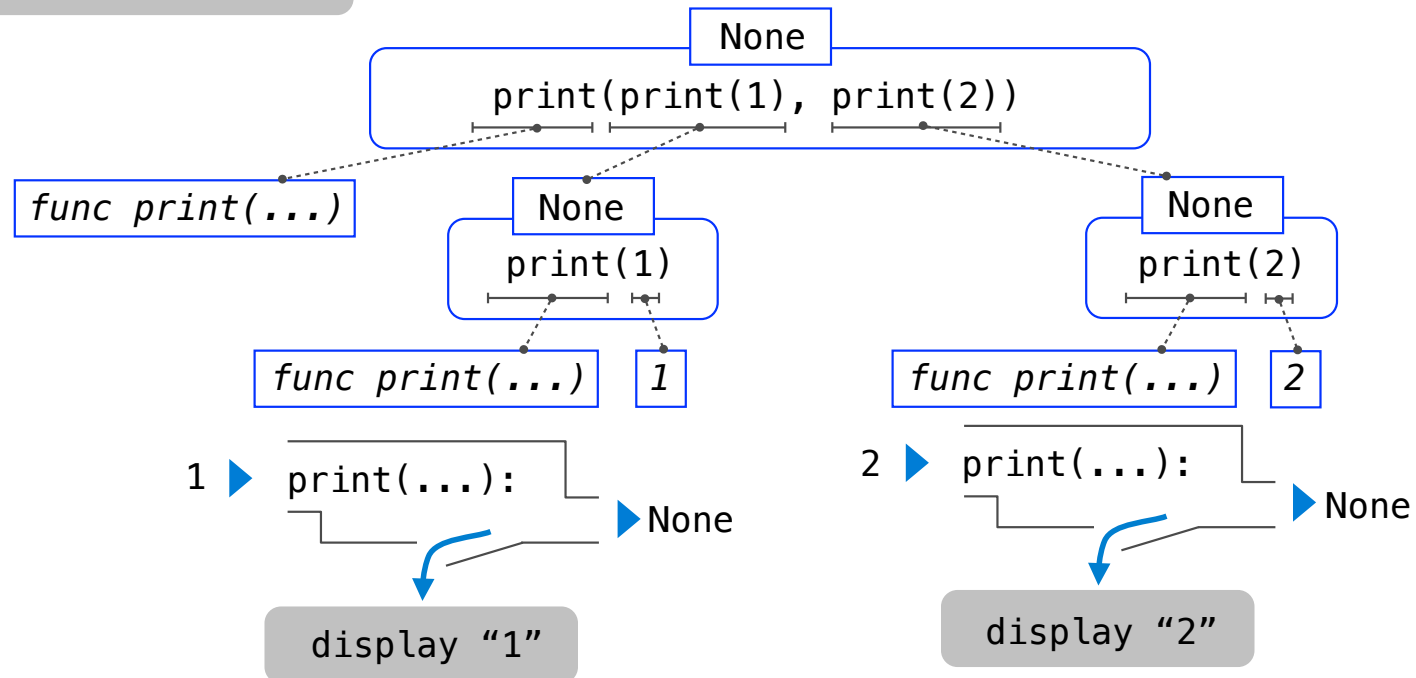


(Demo)

Nested Expressions with Print

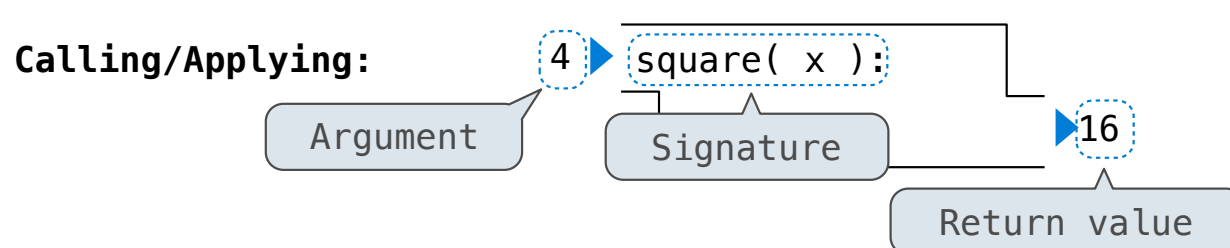
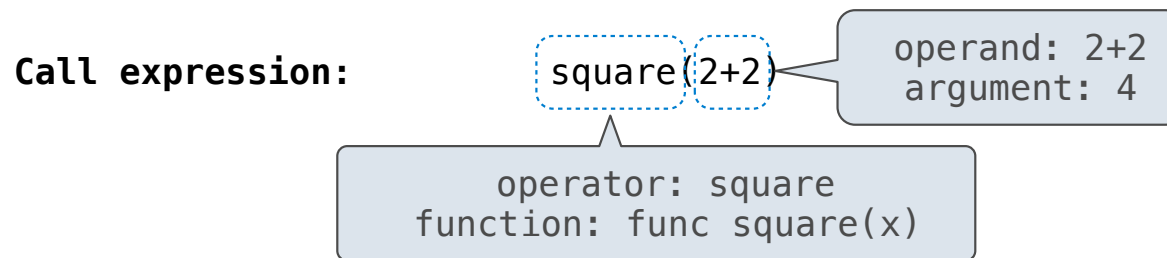
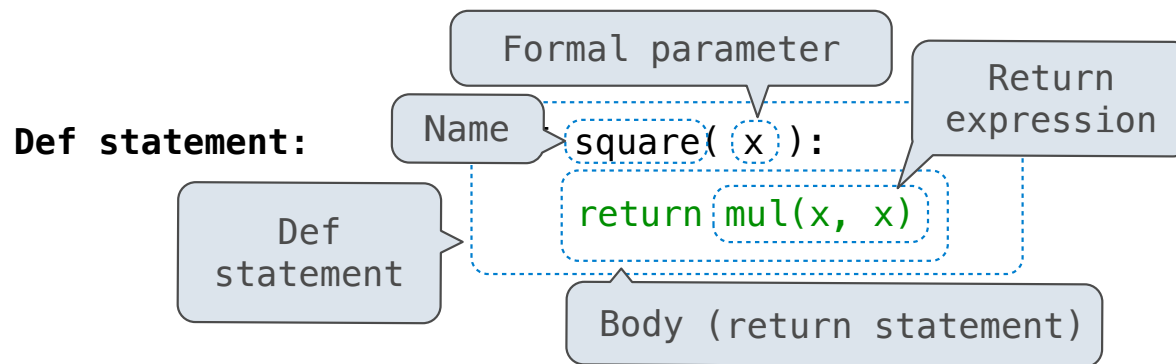


```
>>> print(print(1), print(2))
1
2
None None
```



Multiple Environments

Life Cycle of a User-Defined Function



What happens?

A new function is created!

Name bound to that function in the current frame

Operator & operands evaluated
Function (value of operator) called on arguments (values of operands)

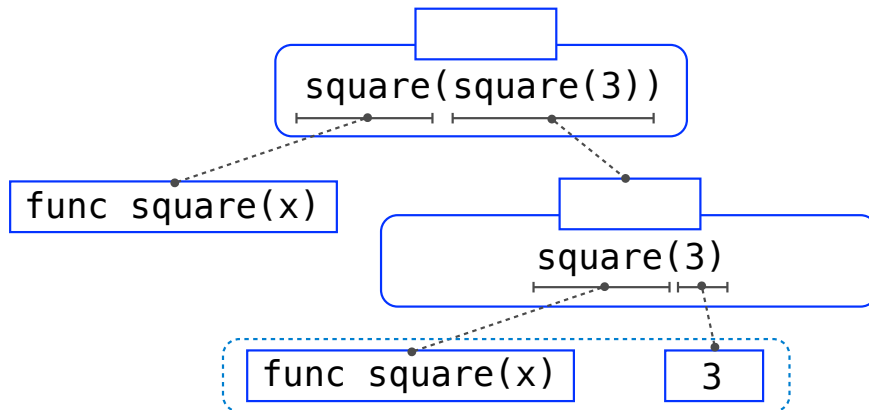
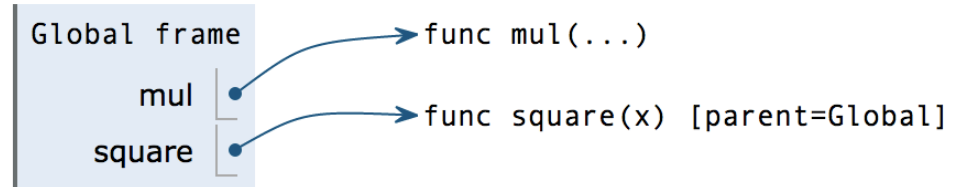
A new frame is created!

Parameters bound to arguments

Body is executed in that new environment

Multiple Environments in One Diagram!

```
1 from operator import mul
→ 2 def square(x):
3     return mul(x, x)
→ 4 square(square(3))
```

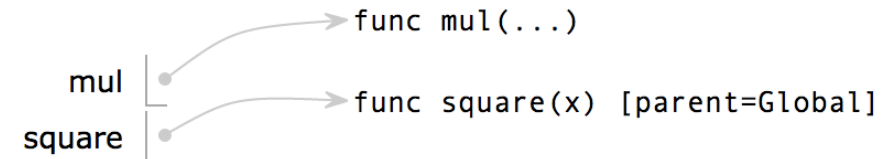


Interactive Diagram

Multiple Environments in One Diagram!

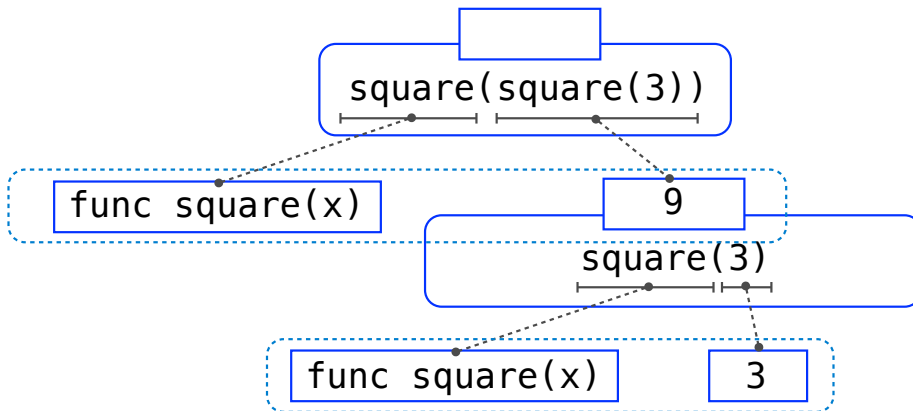
```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

Global frame



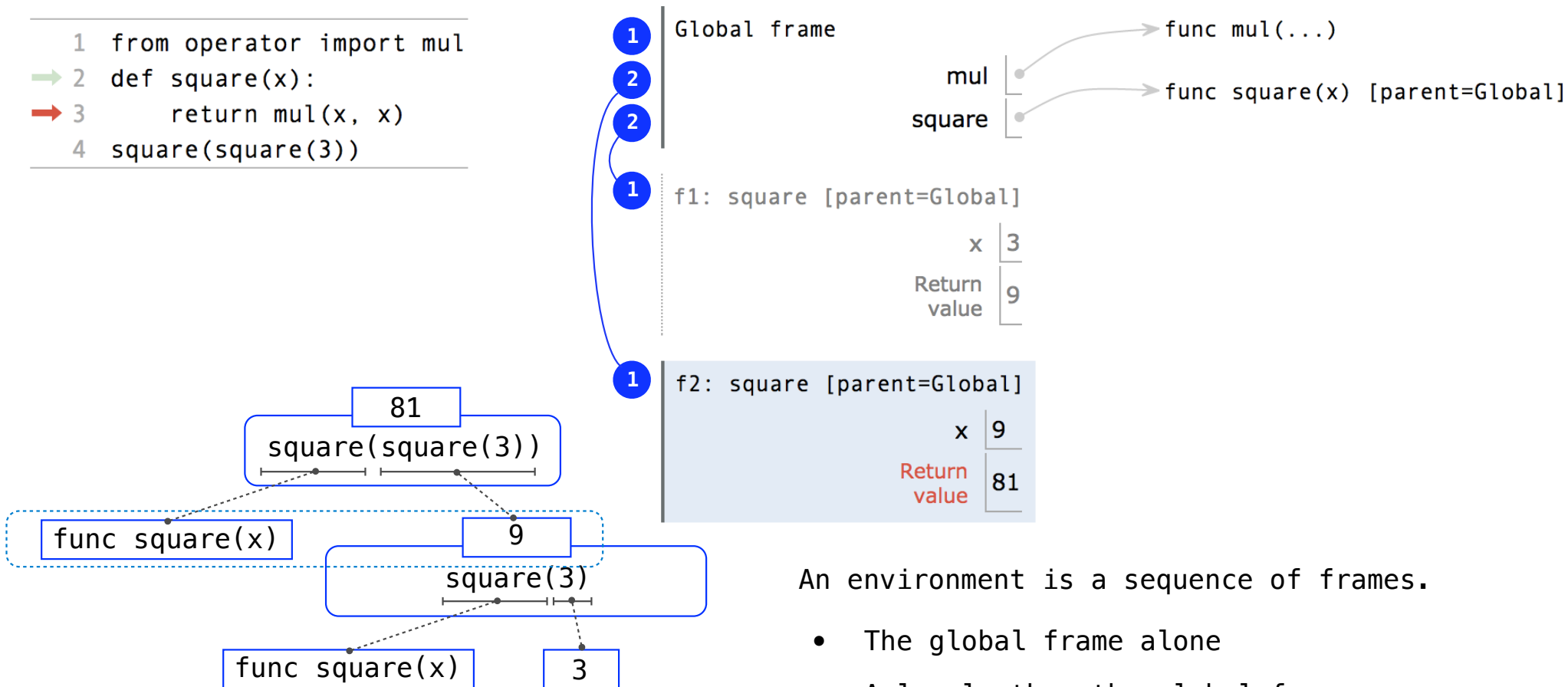
f1: square [parent=Global]

x	3
Return value	9



Interactive Diagram

Multiple Environments in One Diagram!

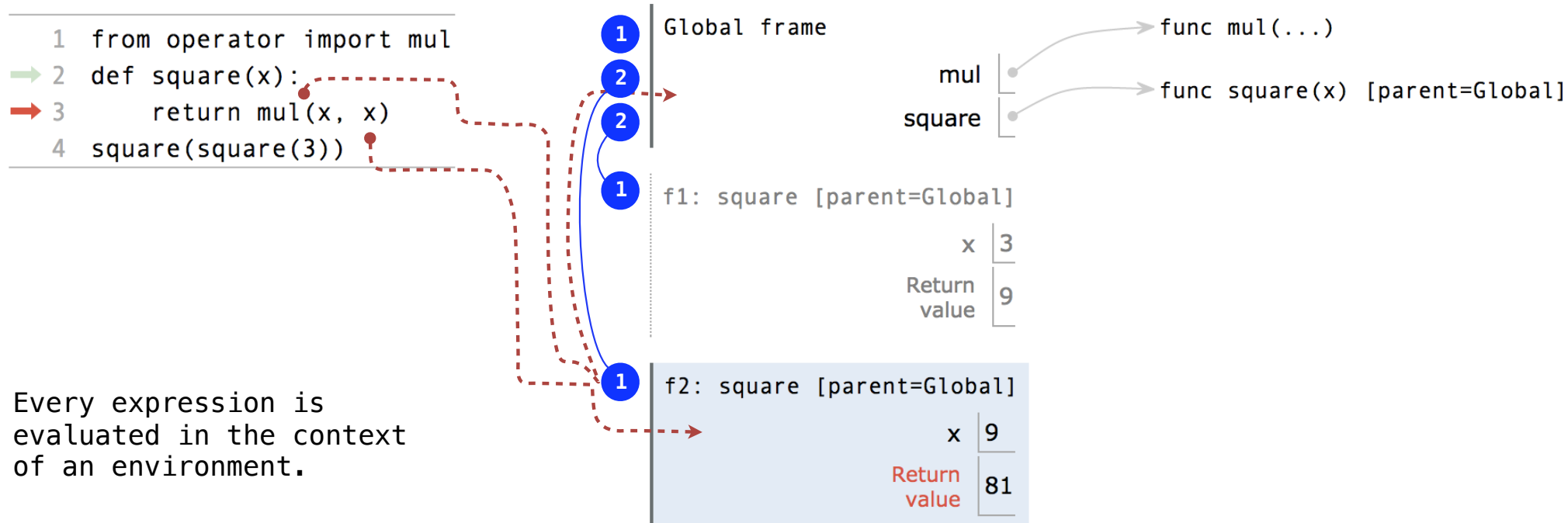


An environment is a sequence of frames.

- The global frame alone
- A local, then the global frame

Interactive Diagram

Names Have No Meaning Without Environments



A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.

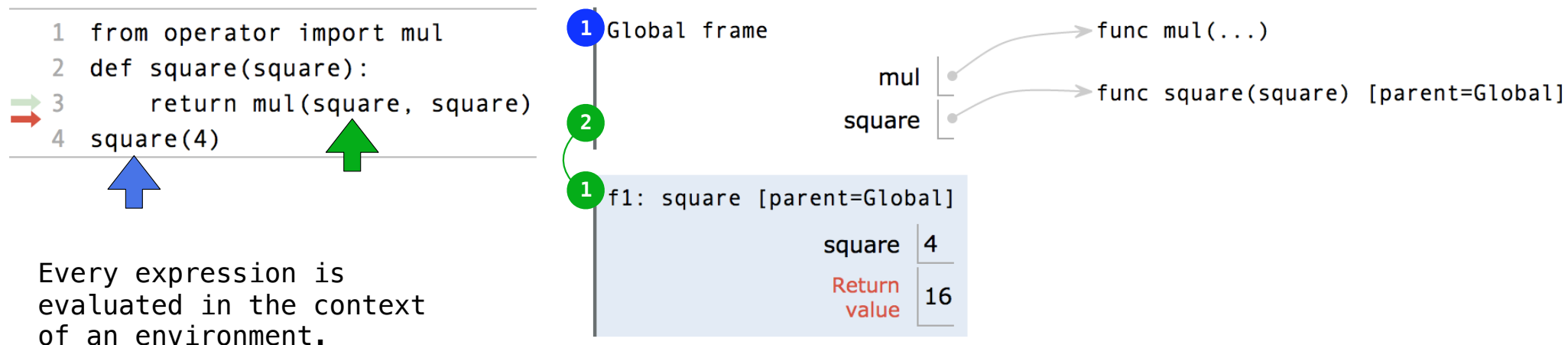
An environment is a sequence of frames.

- The global frame alone
- A local, then the global frame

Interactive Diagram

Names Have Different Meanings in Different Environments

A call expression and the body of the function being called
are evaluated in different environments



Every expression is
evaluated in the context
of an environment.

A name evaluates to the
value bound to that name
in the earliest frame of
the current environment in
which that name is found.

Interactive Diagram

混杂的 Miscellaneous Python Features

Division

Multiple Return Values

Source Files

Doctests

Default Arguments

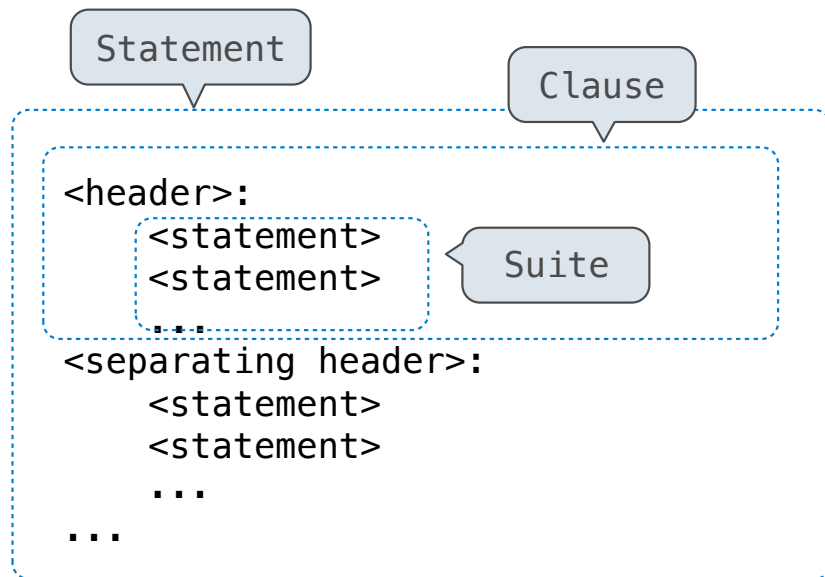
(Demo)

Conditional Statements

Statements

A *statement* is executed by the interpreter to perform an action

Compound statements:



The first header determines a statement's type


The header of a clause "controls" the suite that follows

def statements are compound statements

Compound Statements

Compound statements:

```
<header>:  
  <statement>  
  <statement>  
  ...  
<separating header>:  
  <statement>  
  <statement>  
  ...  
...
```



The diagram illustrates a sequence of statements grouped into a 'Suite'. A dashed blue box encloses the first three lines of the code snippet: the header line, the first two statements, and the ellipsis. A light blue rounded rectangle labeled 'Suite' has a pointer to this dashed box, indicating that the sequence of statements within the header and separating header sections constitutes a suite.

A suite is a sequence of statements

To “execute” a suite means to execute its sequence of statements, in order

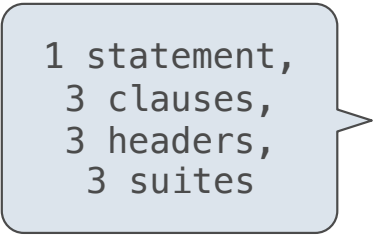
Execution Rule for a sequence of statements:

- Execute the first statement
- Unless directed otherwise, execute the rest

Conditional Statements

(Demo)

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
    elif x == 0:  
        return 0  
    else:  
        return x
```



1 statement,
3 clauses,
3 headers,
3 suites

Execution Rule for Conditional Statements:

- Each clause is considered in order.
1. Evaluate the header's expression.
 2. If it is a true value, execute the suite & skip the remaining clauses.

Syntax Tips:

1. Always starts with "if" clause.
2. Zero or more "elif" clauses.
3. Zero or one "else" clause, always at the end.

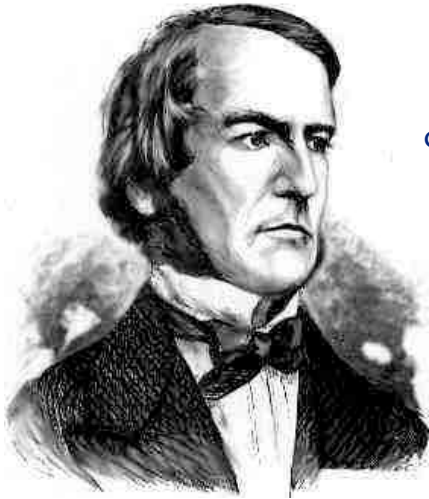
Boolean Contexts



George Boole

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
    elif x == 0:  
        return 0  
    else:  
        return x
```

Boolean Contexts



George Boole

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
    elif x == 0:  
        return 0  
    else:  
        return x
```

Two boolean contexts

False values in Python: False, 0, '', None (more to come)

True values in Python: Anything else (True)

Read Section 1.5.4!

Iteration

While Statements

(Demo)



George Boole

```
▶ 1 i, total = 0, 0
▶ 2 while i < 3:
▶ 3     i = i + 1
▶ 4     total = total + i
```

Global frame				
i	0	1	2	3
total	0	1	2	6

Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.