

Previous: Expressions, Statements and Functions >>>

**Today: Higher order functions >>>**

Next stop: Recursion

# Welcome to CS61A Disc 2 Sect. 29/47 :D

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OH: Tu, Th 4-5pm 411 Soda

# Section Quiz Logistics

- Please take out a piece of paper
- Put your name, login (e.g. cs61a-ty), SID, and section number (#47 for 11-12:30 pm, #29 for 6:30-8pm)
- Graded on effort
- Before we begin, please answer:
  - What can I do to make your discussion experience better?
  - Which topics do you feel most/least confident in?
- If you are bored, you can answer:
  - Anything interesting: poem, art, code, fun fact, anecdote

# Env. Diagram Review

- Draw an environment diagram for the following code:

```
def square(x):  
    return x * x  
square(2)
```

Rules we need:

- def statement rules
- Eval call expression
  - Eval operator, operands
  - Apply func to args
    - Create new frame
    - Bind formals to args
    - Evaluate body w/ new frame as current frame
- Name lookup

Tips:

- You should label every parent, even if the parent is the global frame
- It may be helpful to keep track of the current environment (a “stack” of frames)
  - Add to the stack when you create a new frame
  - Pop from the stack when you return from a frame

# Section Quiz

- Draw an environment diagram for the following code:

```
a = 2
def foo(x=2):
    a = 1
    return a + x
def bar(x):
    return a + x
print(foo(), bar(1))
```

Tips:

- You should label every parent, even if the parent is the global frame
- It may be helpful to keep track of the current environment (a “stack” of frames)
  - Add to the stack when you create a new frame
  - Pop from the stack when you return from a frame

# Section Quiz - Advanced

- Draw an environment diagram for the following code:

```
b = 2
def a(a):
    def b(a):
        print(b)
        return a
    b, a = a, b
    return b(a)
print(a(1)(3))
```

Tips:

- You should label every parent, even if the parent is the global frame
- It may be helpful to keep track of the current environment (a “stack” of frames)
  - Add to the stack when you create a new frame
  - Pop from the stack when you return from a frame

# Optional Section Homework

## [Canceled]

- This will be used to mark attendance for the next section for midterm recovery. Will help participation (but you can participate in other ways as well!)
  - These should take at most 15 minutes, if you keep up with your reading.
  - Submit with voice recording, email, paper, slideshow, however you want.
  - Graded on effort, but use your time wisely. 10 minutes of BS < 10 minutes of *citing* the textbook
  - Feel free to make your own questions!
- New policy
    - In-class quizzes graded on effort to mark discussion attendance
    - Please still be prepared for discussion.
    - Those who submitted this assignment by Thursday 9/4 will have a free absence from discussion for midterm recovery.

# Anuncios

- Project 1 due 11:59 PM next Wednesday 9/17
  - START NOW!!!
- Take-home quiz posted 3pm this Wednesday, due 11:59PM tonight 9/11
  - To see if you are on pace with the course
- Reminder: My OH are Tuesdays, Thursdays 4-5 PM in Soda 411
- Guerrilla Section: A fancy extra section where you work with others passionate people on more practice problems. Saturday 12:30-3pm in Soda 306.

# Tip of the Day

- Come up with simple examples!
  - What's the simplest example of a function?

- def square(x):  
    return x \* x

- What's the simplest example of a HOF?

```
def foo(x):  
    def bar():  
        return x  
    return bar
```

# Tip of the Day

- Come up with simple examples!
  - But Dickson, this seems a bit stupid, right?
  - Well, if you are bored, you must be ready to take on new challenges. Combine with other concepts you've learned: e.g. add conditionals, prints, etc.
  - Hey, now you have a working banking system!

```
def make_withdraw(balance):  
    def withdraw(amount):  
        if amount > balance:  
            print("Insufficient funds")  
        else:  
            balance -= amount  
            print("Here is your ${0}.format(amount))  
    return withdraw
```

# What are boolean operators???

- Boolean data type vs. numbers:
  - {True, False} (two possible values) vs.  $(-\infty, \infty)$
- Primarily built-in
- Either:
  - Create boolean contexts (convert all values to booleans), e.g. and, or, not
    - False values: 0, "", [], {}, False,
    - True values: Anything else
  - Result is a boolean
    - E.g. ==, !=, >, <, is, in, ...

# Pop Quiz – Boolean operators

- Is -1 a False value in a boolean context?
  - No
- Can you make expressions with boolean operators? Give an example.
  - Absolutely!  $6 > 5$  is a expression. Remember that expressions compute to a value.



- With good names, you can make intuitive expressions!
  - `return dickson not in alumni_list and is_student(dickson) and dickson.age >= 21`

# Explore Boolean Operators

subexp 1 **or** subexp2

Exp1	Exp2	RV
T	T	T
T	F	T
F	T	T
F	F	F

subexp 1 **and** subexp2

Exp1	Exp2	RV
T	T	T
T	F	F
F	T	F
F	F	F

**not** subexp1

Exp1	RV
T	F
F	T

# Example

subexp 1 **or** subexp2    5 **or** 1 / 0

Exp1	Exp2	RV
T	T	T
T	F	T
F	T	T
F	F	F

**or** is the operator

**5** is the operand -> **True** in Boolean context

**True** **or** 1 / 0

Since True in Exp1 guarantees True RV, the value of the expression 5 **or** 1 / 0 is **True**

# [Discuss] Walk through step by step

subexp 1 **and** subexp2

a, b = 10, 6  
a != 0 **and** b > 5

Exp1	Exp2	RV
T	T	T
T	F	F
F	T	F
F	F	F

# Boolean Takeaways

1. Now that you know about boolean operators, just evaluate the operands!
2. What's the difference from the regular call expression procedure?
  1. You sometimes do not evaluate all of the operands!!!

# Break

# Iteration Takeaways

1. The header gives you a lot of control!! You can manipulate the computer's flow based on judicious choice of header
2. For while loops: may be helpful to keep track of values so you don't lose track of where you are/run into an infinite loop
  1. Q: How do you keep track of values???
  2. A: Use names!! E.g. counter = 1. Now, you can update your counter in the loop like counter += 1

# Break

# Characteristics of Functions

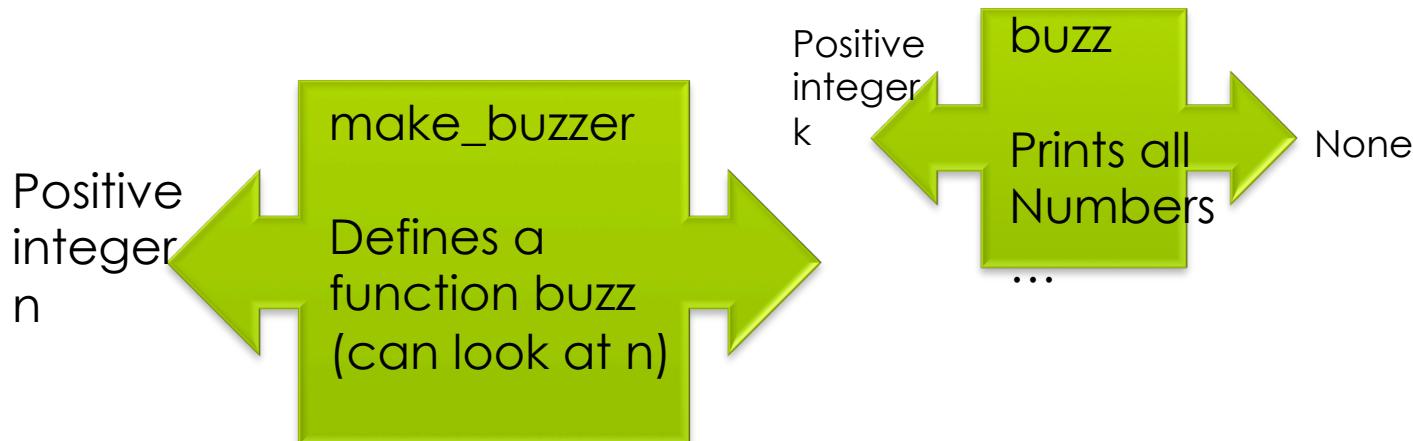
- Recall that a function has 3 characteristics: domain, range, and behavior
- Recall from Lab 2:
- “Write a function `make_buzzer` that takes in a number `n` and returns a function that takes in a number range which will print all numbers from 0 (inclusive) to range (exclusive) but print `Buzz!` instead for all numbers divisible by `n`”
- [Discuss] What is the domain, range, and behavior of `make_buzzer`? What is a best way to draw all that information out visually?

# Characteristics of Functions

- “Write a function `make_buzzer` that takes in a number  $n$  and returns a function that takes in a number range which will print all numbers from 0 (inclusive) to range (exclusive) but print Buzz! instead for all numbers divisible by  $n$ ”
- Domain: a positive integer  $n$
- Behavior: define a function that ...
- Range: that defined function
  - Domain of returned fn: another positive integer  $k$
  - Behavior: Prints all numbers 0, 1, ...,  $k$  but prints Buzz! ...
  - Range: None (we don’t have to worry about this)

# Characteristics of Functions

- “Write a function `make_buzzer` that takes in a number  $n$  and returns a function that takes in a number range which will print all numbers from 0 (inclusive) to range (exclusive) but print Buzz! instead for all numbers divisible by  $n$ ”
- Best way to visualize:



# HOF Takeaways

1. If you define a function within another function:
  1. You can take in arguments that your inner function can access
  2. Consequence: your inner functions are customizable!
2. If you take in a function as an argument:
  1. You can apply any operation to the data you have!
  3. These advantages should not be memorized, but rather appreciated as you go along. Get an intuitive feel for these HOFs.
  4. They are not the solution to everything. We will see other solutions later, like OOP.

# Break

# Env Diagram Rules

Creating a function using def:

1. Draw func <name>(<param1>, <param2>, ...) [parent=?]
2. The parent of the function is the current frame
3. For def only: bind this function to the same name in the current frame

Calling user-defined functions:

1. Evaluate the operator and operands
2. Create a new frame. Label the frame with the info from the function object <name> [parent=?]
3. Bind the formal parameters to the arguments (values of operands)
4. Evaluate the body with new frame as current frame
5. Return back to frame that called the function

Assignment

1. Evaluate the RHS
2. Bind name on LHS to value on RHS in current frame

Lookup

1. Start at current frame. If name is there, great! If not, go to the parent frame

# Optional Conceptual Questions (Wednesday 9/10 lecture)

1. What's the purpose of drawing arrows to function objects everywhere on the environment diagram? Hint: Consider what happens when you want to rebind names.
2. How do we determine the parent of a function object?
3. Can there be more than one frame referring to the same function object? (e.g. have twice: square [parent=f1])
4. How do you know if an expression is a call expression? (Should be a very simple question)
5. How is the return statement of a function related to a call expression involving that function?
6. Why do we bother with frames? What's the problem with having all the variables and action in the global frame?