* Lecture
  + An expression describes a computation and evaluates to a value.
    - Add (2,3)
    - Add = operator
    - (2,3) = (operand 0, operand 1)
    - Operator and operands are expressions themselves so they evaluate to values
  + Evaluation procedure for call expressions.
    - Evaluate the operator and operand subexpressions
    - Apply the function that is the value of the operator subexpression to the arguments that are the values of the operand subexpression.
  + Data: the things that programs fiddle with
    - “The Art of Computer Programming”
  + Functions: Rules for manipulating data
  + Interpreter: An implementation of the procedure of evaluation
  + Primitive expressions
    - 2 : number
    - add : name
    - ‘hello’ : string
  + The Print Function