Environment Diagram Questions

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Note

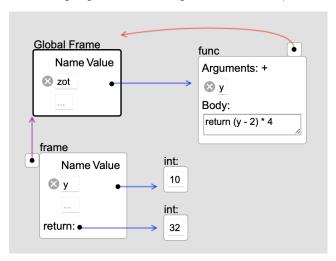
Note that these questions do not affect your grade in 6.009 in any way! They are presented here for two reasons: to provide some extra practice with environment diagrams leading up to the quiz, and to help test the tool used below (for drawing and testing the diagrams), which is being developed as part of an MEng thesis project.

Problem 0 - Diagramming Interface

In order to practice drawing environment diagrams, this question tasks you with using a drag-and-drop interface to construct a diagram.

The later questions on this page will ask you to develop diagrams on your own, but this question is designed to help you familiarize yourself with the interface itself.

Please use the interface below to re-create the following diagram. (note that the global frame has been provided)



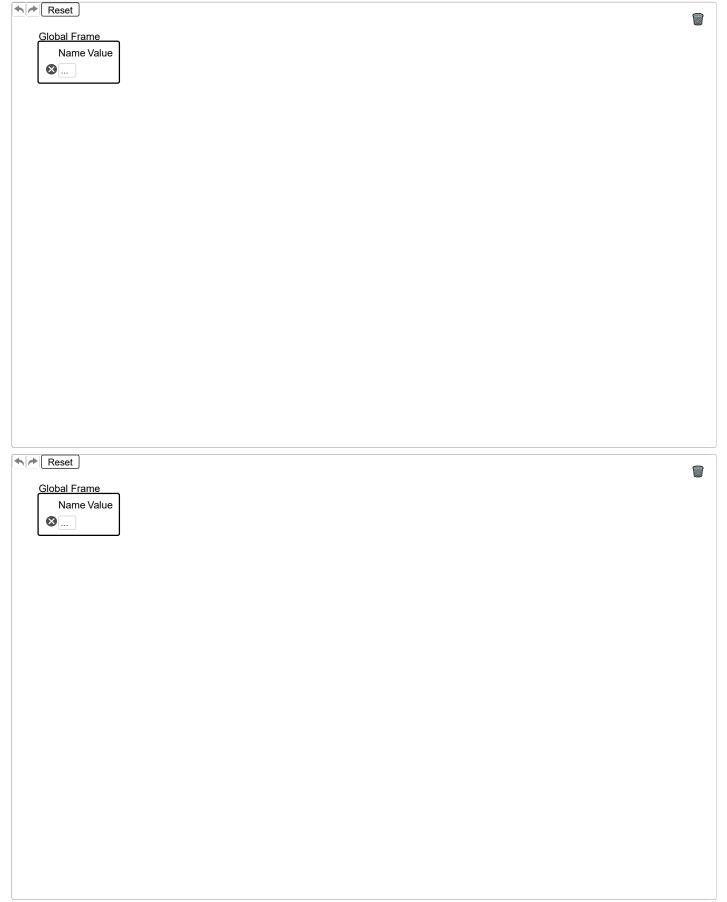


Problem 1 - Function Definition

Create a diagram representing the result of executing the following code, consisting of a single function definition. Remember that a function object must contain the argument names, the function's body, and a pointer to the frame in which it was defined (its "enclosing frame").

```
def foo(n, k):
    d = 2
    return k/(n+k)
    frame
              int
                      float
                               str
                                      bool
                                               None
                                                         tuple
                                                                   list
                                                                          function
                                                                                       frame
                                                                                                 int
                                                                                                         float
                                                                                                                  str
                                                                                                                         bool
                                                                                                                                  None
                                                                                                                                            tuple
                                                                                                                                                      list
 function
```

Problem 2 - Calling Functions



When calling a function, we follow several steps:

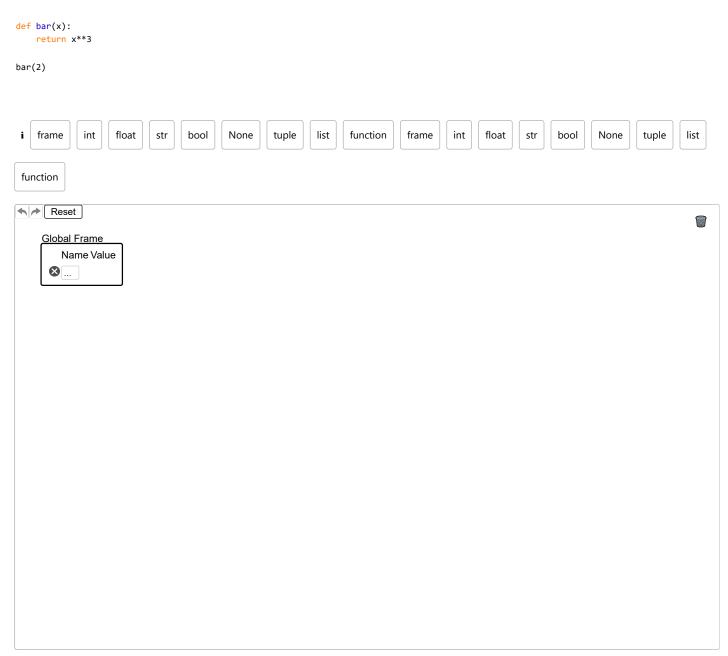
- 1. Evaluate the function to be called, and its arguments (in order)
- 2. Create a new frame for the function call, with the function's enclosing frame as its parent
- 3. Bind the parameters of the function to the given arguments in this new frame
- 4. Execute the body of the function in this new frame.

This process is demonstrated through the examples from the recitation 0 materials.

Note that in this interface, we specify each frame's parent with a line from the dot at the top of each frame to its parent. Frames can also have a return value. We will diagram the return value of the function using the return pointer at the bottom of the frame. If the return pointer isn't set, this corresponds to a function returning None.

► Show/Hide Hints

Using the interface below, diagram the state of the following program right before the call to bar(2) finishes.

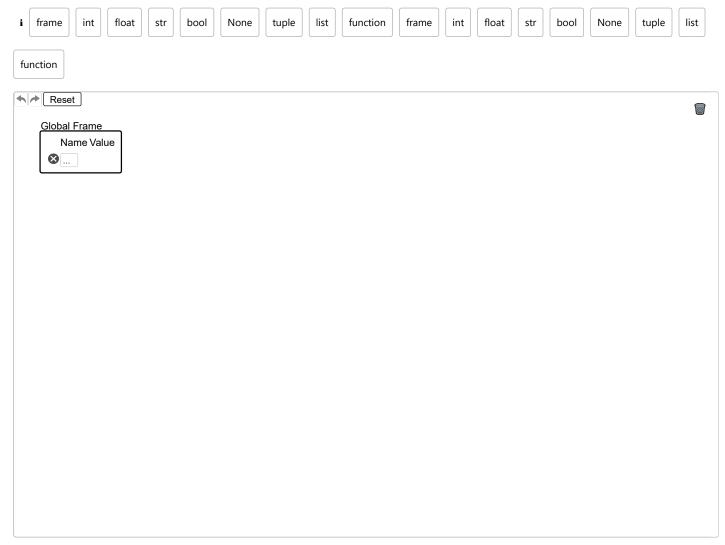


Problem 3 - Diagramming Function Calls

For this problem, diagram the result of executing the following code. Include each of the frames generated by function calls. For this problem, there should be three total frames: the global frame (already provided), one generated by a call to foo and one generated by a call to bar.

```
def foo(y):
    return bar(y+2)

def bar(x):
    return x*3
```



Problem 4 - Nested Functions

This problem explores what happens when a function is defined inside of another function. Use the interface below to diagram the state of the program just before the call to add3(4) returns.

```
def outer(x):
    def inner(y):
        return x+y
    return inner

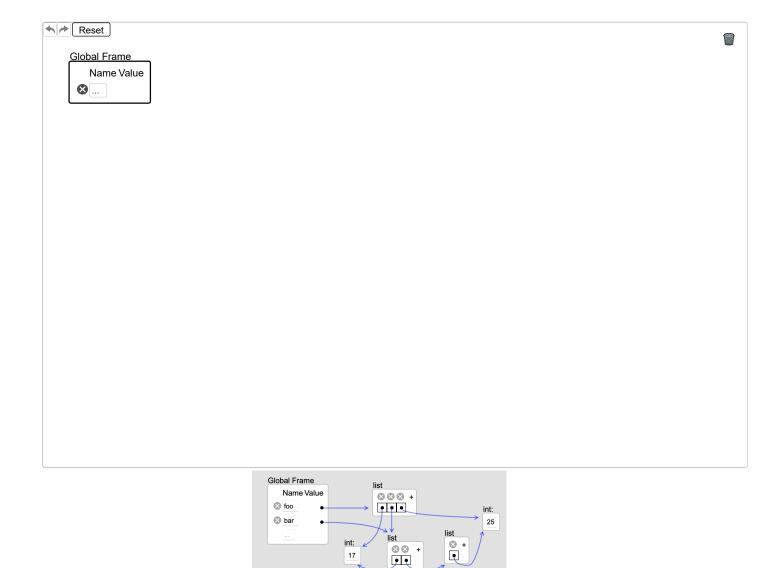
add3 = outer(3)
add3(4)
```

Hint: for this problem, there should be three total frames: the global frame, one generated by outer(3) and one generated by add3(4).



Problem 5 - Code to Generate a Diagram

Consider the following diagram:



In the box below, enter any valid Python program that, when executed, would lead to the diagram above.



For the diagrams above, on a scale of 1 [very not confident] to 5 [very confident], how confident were you that you knew what diagram to draw? v
On a scale of 1 [very difficult] to 5 [very easy], how easy did you find using the interface to depict your diagrams? 🕶
On a scale of 1 [very unhelpful] to 5 [very helpful], how helpful did you find automated hints while constructing your diagrams? (N/A if not applicable) 🔻
Please provide any comments or suggestions about the diagraming question tool.