

```
fun append (xs,ys) =  
  if xs=[]  
  then ys  
  else (hd xs)::append(tl xs,ys)  
  
fun map (f,xs) =  
  case xs of  
    [] => []  
  | x::xs' => (f x)::(map(f,xs'))  
  
val a = map (increment, [4,8,12,16])  
val b = map (hd, [[8,6],[7,5],[3,0,9]])
```

Programming Languages

Dan Grossman
2013

Top-Level Bindings

Top-level

The bindings in a file work like local defines, i.e., **letrec**

- Like ML, you can *refer to* earlier bindings
- Unlike ML, you can also *refer to* later bindings
- But refer to later bindings only in function bodies
 - Because bindings are *evaluated* in order
 - Will get an error if you access an uninitialized variable
- Unlike ML, cannot define the same variable twice in module
 - Would make no sense: cannot have both in environment

REPL

Unfortunate detail:

- REPL works slightly differently
 - Not quite **let*** or **letrec**
 - ☹️
- Best to avoid recursive function definitions or forward references in REPL
 - Actually okay unless shadowing something (you may not know about) – then weirdness ensues
 - And calling recursive functions is fine of course

Optional: Actually...

- Racket has a module system with interesting difference from ML
 - Each file is implicitly a module
 - Not really “top-level”
 - A module can shadow bindings from other modules it uses
 - Including Racket standard library
 - So we could redefine `+` or any other function
 - But poor style
 - Only shadows in our module (else messes up rest of standard library)
- (Optional note: Scheme is different)