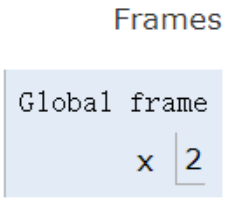
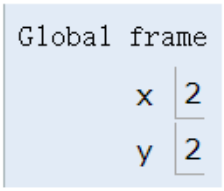
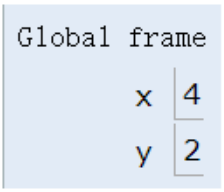
2.1 Use these rules to draw a simple diagram for the assignment statements below.

```
x = 10 % 4
y = x
x **= 2
```

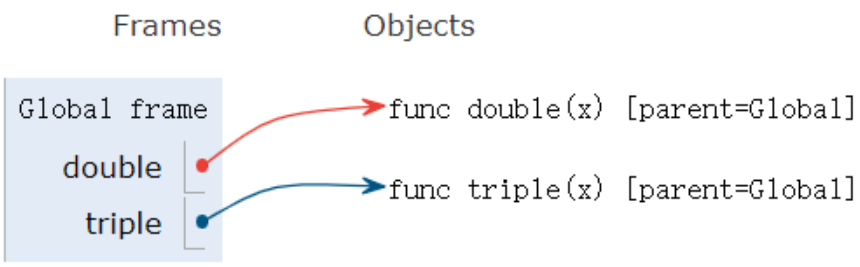


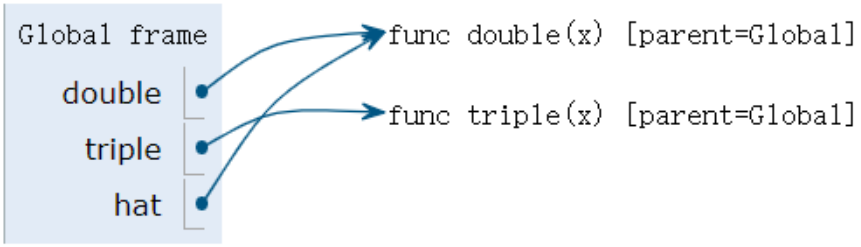


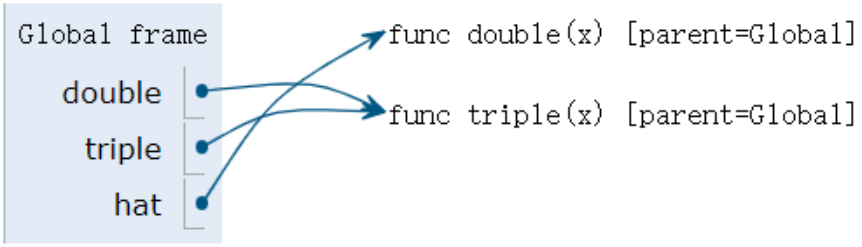


2.2 Use these rules and the rules for assignment statements to draw a diagram for the code below.

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

def triple(x):
    return x * 3

hat = double
double = triple
```

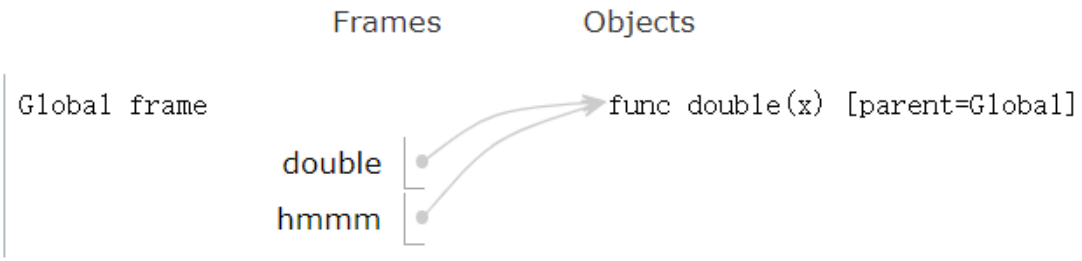


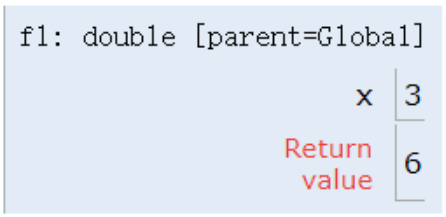


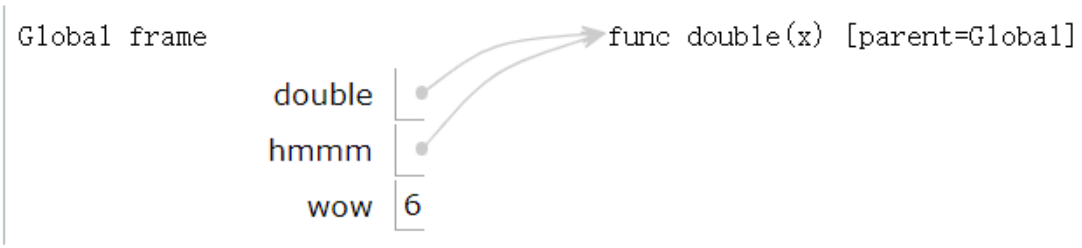


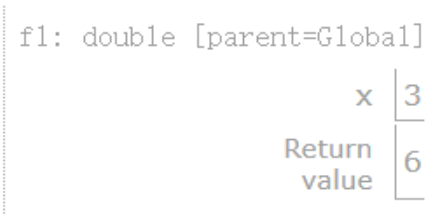
2.3 Let's put it all together! Draw an environment diagram for the following code.

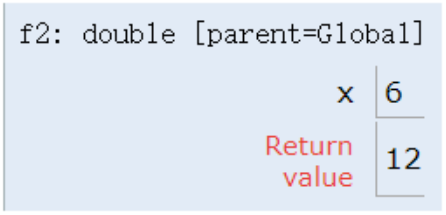
```
def double(x):
    return x * 2

hmmm = double
wow = double(3)
hmmm(wow)
```

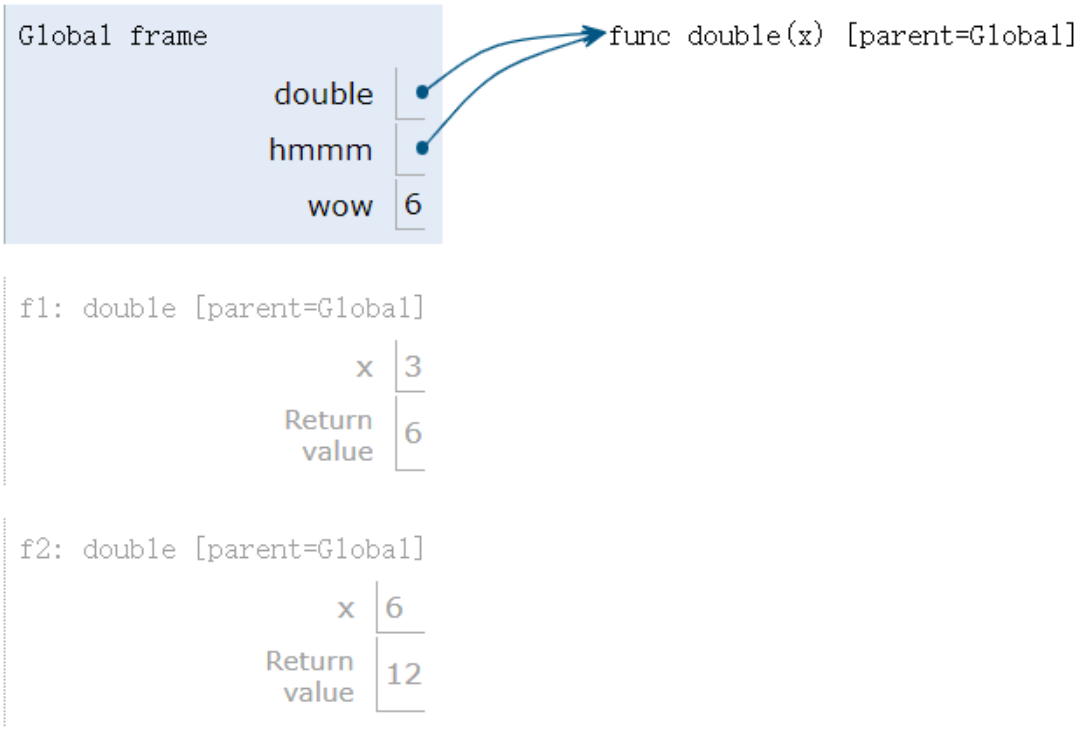











Global frame
double
hmmm
wow
6
func double(x) [parent=Global]
f1: double [parent=Global]
x
3
Return value
6
f2: double [parent=Global]
x
6
Return value
12

2.4 **Tutorial:** Draw the environment diagram that results from executing the code below.

```
def f(x):
        return x

def g(x, y):
        if x(y):
                return not y
        return y

x = 3
x = g(f, x)
f = g(f, 0)
```