

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

```
x = 10 % 4
```

```
y = x
```

```
x **= 2
```

### Frames

Global frame

x	2
---	---

Global frame

x	2
y	2

Global frame

x	4
y	2

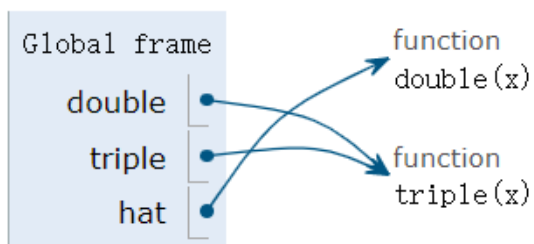
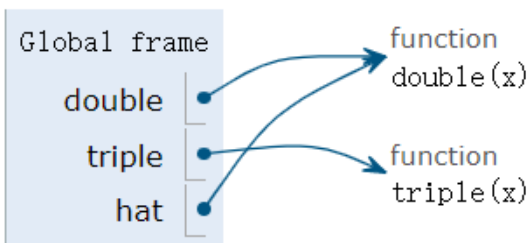
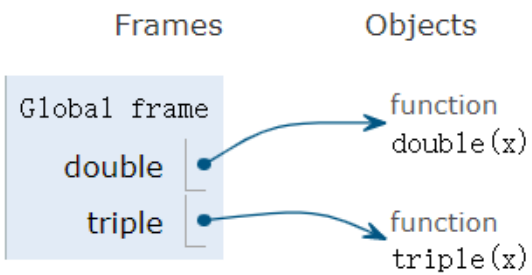
- 2.2 Use these rules and the rules for assignment statements to draw a diagram for the code below.

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

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

```
hat = double
```

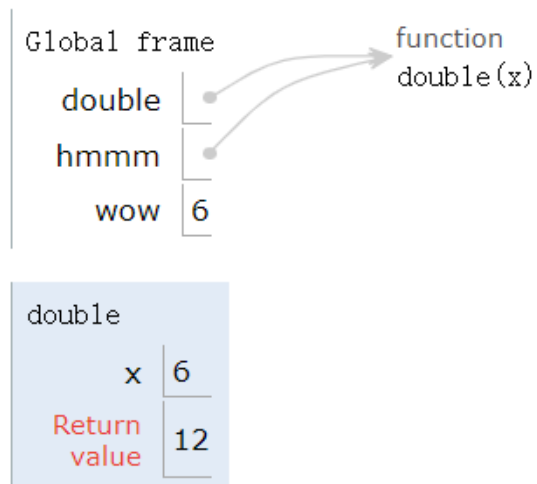
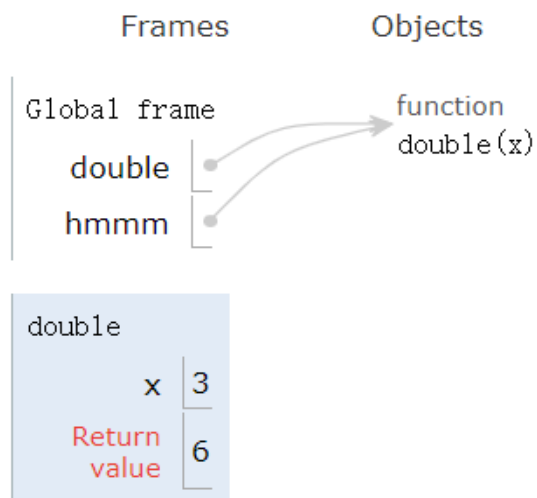
```
double = triple
```



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)
```



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)
```

