Welcome to 6.101!



Do Now:

- Grab a handout at the front! → 2 sheets
- Taking notes via a tablet / pen+paper highly encouraged
- Digital handout:

Announcements:

- Lisp part 1 lab due Friday 5/3 at 5pm
 - Highly recommended to start early, this is a two part lab that requires all functionality from part 1!
 - Lab hours are less busy early in the week!
- Final Exam: Tuesday, 5/21 at 1:30 in Johnson Track

Resources:

- py.mit.edu (course website), <u>6.101-help@mit.edu</u>, <u>6.101-personal@mit.edu</u>
- My office hours: Wed. 12-1 pm in 56-191
- If you want to meet outside of office hours, please reach out!



Today's Agenda

- Why LISP?
- Tokenize / Parse / Evaluate overview
- Environment diagrams and scoping
 - global + nonlocal keywords
- Interpreters, Scheme, and evaluate

~ be brave! ask and answer questions + tell me your name!~

Why LISP?



Why write interpreters?

- (Hopefully) it's cool/fun!
- It can help you understand languages you already know
- Profound idea: the interpreter is just another program

Why LISP?

- "A language that doesn't affect the way you think about programming, is not worth knowing"
- Similar semantics to Python in some ways (help us understand Python)
- MIT and LISP have a long history
- Minimal syntax: less time on tokenizing/parsing, more on evaluation

What is an interpreter?



"a program which converts the high-level language to machine code and then executes it on the go"

Related: What is a compiler?

"A compiler is, more generally, a program that converts a program in one programming language into a program in another programming language."

[source: StackOverflow]

Many modern programming language implementations use some combination of compilation + interpretation. cPython (Python's reference implementation) compiles Python into bytecode, and then interprets it.

<u>[source: Wikipedia]</u>

PROGRAM → Tokenize → Parse → Evaluate → OUTPUT ==

evaluate > 0



Online environment diagram tool*

*this was created by my friend for his Master's thesis, it hasn't been updated in a while and may be a bit buggy

```
x = 0
                                    Question 1
          def outer():
                                                            Global Frame
                                                                                func
                                                                                Arguments: 0
                                                               Name Value
               x = 1
                                                                                 8 ...
                                                             ⊗ outer
               def inner():
                                                                                Body:
                                                             ⊗ x
                     x = 2
                                                            frame
                     print("inner:", x)
                                                               Name
                                                                    Value
                                                             ⊗ x
               inner()
                                                                                <u>func</u>
                                                             return: •
                                                                                Arguments: 0
9
               print("outer:", x)
                                                                                 ⊗ ...
10
                                                            frame
                                                                                Body:
                                                               Name Value
11
          outer()
                                                             ⊗ x
12
          print("global:", x)
                                                             return: •
Output:
Inner 2
Outer 1
Global 0
```

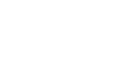


More environment diagram examples from a previous semester:

```
x = 0
                          Question 2a
       def outer():
           x = 1
           def inner():
                print("inner1:", x)
                x = 2
                print("inner2:", x)
           inner()
9
           print("outer:", x)
10
11
       outer()
12
       print("global:", x)
13
Output:
```

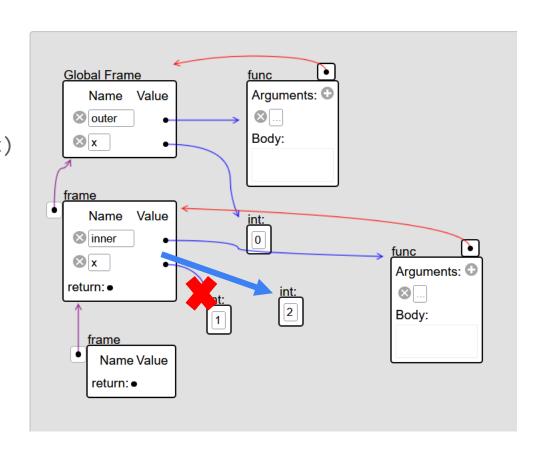
UnboundLocalError: cannot access local variable

'x' where it is not associated with a value



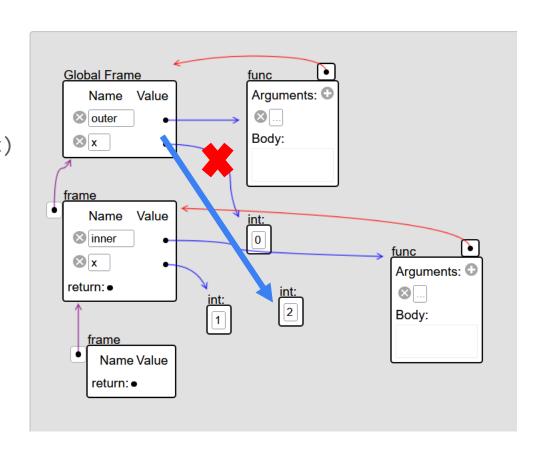
```
x = 0
                             Question 2b
        def outer():
            x = 1
            def inner():
                 nonlocal x
6
                x = 2
                 print("inner:", x)
            inner()
            print("outer:", x)
10
11
12
        outer()
13
        print("global:", x)
Output:
Inner 2
Outer 2
Global 0
```





```
x = 0
                             Question 2c
        def outer():
            x = 1
            def inner():
                 global x
6
                x = 2
                 print("inner:", x)
            inner()
            print("outer:", x)
10
11
        outer()
12
13
        print("global:", x)
Output:
Inner 2
Outer 1
Global 2
```







Extra Practice with environment diagrams

 What does the program below output? How would you represent it using an environment diagram?

```
class B():
other = A
x = 3
```

class A():

x = 5

A.other = B print(B.x, B.other.x, B.other.other.other.x) print(A.x, A.other.x, A.other.other.other.x)



Extra Practice with environment diagrams

What does the program below output? How would you represent it using

an environment diagram?

Answer:

3, 5, 3

5, 3, 5

For more info on circular class definitions see:

 $\underline{\text{https://stackoverflow.com/questions/23026530/circular-dependency-between-python-classes}} \text{ Or } \\$

 $\underline{https://www.tutorialspoint.com/How-do-we-handle-circular-dependency-between-Python-classes}$

