



THE ENVIRONMENT

Live Coding

.....

Code developed in class.

HOMEWORK

EMAIL

- Send me an email stating "I pinky swear to have a good time for at least part of spring break".
- That's it. Enjoy your spring break

EXAMS





HANDING EXAMS BACK

- I'll ask you to please say your name so I can easily hand the correct exam to you
- Correction / Curve as follows:
 - 90+: no curve available
 - 79-90: Correct for half points, to a maximum score of 90. Email me for details.
 - Below 79: On Thursday morning, come discuss a personal plan to help recover your grade

```
.....  
#[derive(Clone)]  
#[derive(Debug)]  
pub enum Expression {  
    Add(Vec<Expression>),  
    Multiply(Vec<Expression>),  
    Subtract(Vec<Expression>),  
    Variable(String),  
    Number(f64),  
}
```

```
.....  
pub struct Environment {  
    key: String,  
    value: Expression  
}
```

```
.....  
impl Environment {  
  
    fn value_for_key(self: &Environment, key: &String) → &Expression {  
  
        if &self.key == key {  
  
            &self.value  
        } else {  
  
            panic!("key not found in environment");  
        }  
    }  
  
    fn new() → Environment {  
  
        Environment{ key: String::from(""), value: Expression::Number(0.0) }  
    }  
}
```

```
.....  
pub fn evaluate_addition(add: &Expression,  
environment: &Environment) → f64 {  
    if let Expression::Add(expressions) = add {  
        let iter = expressions.iter();  
        iter.fold(0.0, |total, next| total +  
evaluate(next, environment))  
    } else {  
        panic!("Addition not provided")  
    }  
}
```

```
.....  
pub fn evaluate_multiplication(mult:  
&Expression, environment: &Environment) → f64 {  
    if let Expression::Multiply(expressions) =  
mult {  
        let iter = expressions.iter();  
        iter.fold(1.0, |total, next| total *  
evaluate(next, environment))  
    } else {  
        panic!("Multiply not provided")  
    }  
}
```

```
.....  
pub fn evaluate_subtraction(sub: &Expression,  
environment: &Environment) → f64 {  
  
    if let Expression::Subtract(expressions) = sub {  
        let mut iter = expressions.iter();  
        let first = iter.next().unwrap();  
        iter.fold(evaluate(first, environment), |  
total, next| total - evaluate(next, environment))  
    } else {  
        panic!("Subtract not provided")  
    }  
}
```

```
.....  
fn evaluate(expression: &Expression, environment:  
&Environment) → f64 {  
    match expression {  
        Expression::Add(_) ⇒ evaluate_addition(expression,  
environment),  
        Expression::Multiply(_) ⇒  
evaluate_multiplication(expression, environment),  
        Expression::Subtract(_) ⇒  
evaluate_subtraction(expression, environment),  
        Expression::Variable(key) ⇒  
evaluate(&environment.value_for_key(key), environment),  
        Expression::Number(val) ⇒ *val,  
    }  
}
```

```
.....  
#[test]  
  
fn simple_environment() {  
    // arrange  
  
    let environment = Environment { key:  
String::from("x"), value: Expression::Number(5.0) };  
  
    let values = vec![Expression::Number(2.0),  
Expression::Variable(String::from("x"))];  
  
    // act  
  
    let sum = evaluate(&Expression::Add(values),  
&environment);  
  
    // assert  
  
    assert_eq!(7.0, sum);  
}
```