DDG University

Informal Goals

- 1. Learn new things related to technology.
- 2. Learn from each other.
- 3. Foster inter-team building.
- 4. To become better engineers.

Search for DDG University in Asana.

Structure and Interpretation of Computer Programs (SICP)

by Harold Abelson and Gerald Jay Sussman

3.1 Assignment and Local State

- 1. Adding State
- 2. Side Effects

A Little More Lisp

- set!
- begin

set!

(set! <name> <new-value>)

Assignment, finally...

begin

(begin $\langle \exp_1 \rangle \langle \exp_2 \rangle \dots \langle \exp \square \rangle$)

- Bundle expressions into single statement.
- Evaluates to the final expression.
- Handy in if statements.

State

- The lambda is the container.
- balance is a local variable.

A Crude Object

- dispatch (a procedure) is the "object".
- Other variables and functions are in scope when dispatch is defined.
- Message passing.

Surprise! You're functional programmers.

...mostly

Side effects...

```
(define (make-simplified-withdraw balance)
  (lambda (amount)
     (set! balance (- balance amount))
     balance))

(define W (make-simplified-withdraw 25))

(W 20)
5
(W 10)
-5
```

• This function is no longer "pure".

Referential transparency

- Given a function and input you will always receive the same output.
- Referentially transparent functions are deterministic.
- Assignment destroys referential transparency.

That's all for section 3.1. Thanks!