

## 13. PROC

[lecture 13 -- Proc.pdf](#)

### We can now define procedures!

```
Expression ::= proc (Identifier) Expression
              proc-exp (var body)

Expression ::= (Expression Expression)
              call-exp (rator rand)
```

**rator:** operator

**rand:** Actual parameter

**Example:**

```
let f = proc (x) - (x,11)
        in (f (f 77))

(proc (f) (f (f 77)))
  proc (x) -(x,11))
```

### Expressed and Denoted values

**Before:**

```
ExpVal = Int + Bool
DenVal = Int + Bool
```

**After:**

```
ExpVal = Int + Bool + Proc
DenVal = Int + Bool + Proc
```

What?

### Constructors And Observers

**Constructor:** Similar to builders in OOP languages.

**Observer:** Retrieves values without modifying the object, similar to getter methods in OOP.

## ● Procedures have

- Constructor    □ **procedure**

```
(value-of (proc-exp var body)  $\rho$ )  
= (proc-val (procedure var body  $\rho$ ))
```

- Observer        □ **apply-procedure**

```
(value-of (call-exp rator rand)  $\rho$ )  
= (let ((proc (expval->proc (value-of rator  $\rho$ ))  
          (arg (value-of rand  $\rho$ )))  
      (apply-procedure proc arg))
```

We construct with *procedure* and observe with *apply-procedure*.