## Project related: Let Binding

### Variable Binding

In homework 2, you added variables to MSDscript

But we don't yet have a way to give a variable a value

Next: add a declaration form called **\_let** 

In general, MSDscript keywords will start with an underscore

```
Similar to

{
   int x = 5;
   x + 1;
}
because x is visible only in the _in part...
```

```
_let x = 5
_in x + 1
```

... but just one expression must be after \_in...

... and the whole thing is still an expression

```
_let x = 5
_in x + 1
```

Result is 12

```
let x = 5
in x + 1
(_{let} x = 5)
 _{in} x + 1) * 2
_{let} x = 5
 in x + 1 * 2
                        Result is 7
```

#### Let Grammar

### Interpreting \_let

```
\Rightarrow
     5 + 1
     \Rightarrow
     6
 Interpreting _let can use subst
(new Add(new Var("x"), new Num(1)))
 ->subst("x", new Num(5))
 ->interp()
```

### Interpreting \_let

```
_let x = 5 + 2 -> 7
_in x + 1

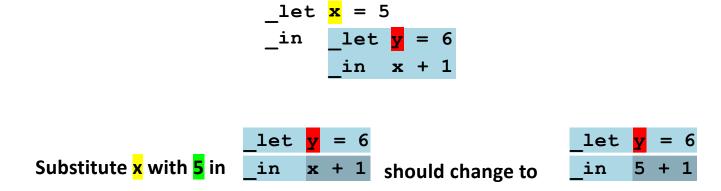
⇒
7 + 1

⇒
8
```

Interpret binding RHS before subst

```
int n = (new Add(new Num(5), new Num(2)))
     ->interp();
new Num(n)
```

```
let x = 5
in let x = 6
     in x + 1
   Analogous to
     int x = 5;
       int x = 6;
        x + 1;
```



Substitution of (variable) with (expr) at **\_let**:

- bind *same* (variable): don't substitute in the *body*
- bind *different* (variable): substitute in the *body*

### Nested Let Binding: RHS

Substitution of (variable) with (expr) at \_let:

• always substitute in the right-hand side