

# LAB 11

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~~Interpreter~~

Project 4: Scheme Interpreter





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Nov 07, 2022

# LOGISTICS

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- Lab 11 is now optional - everyone receives full credit for the assignment 
- Project 4 released!
  - Checkpoint 1 due tomorrow 11/08
  - Checkpoint 2 due Sun 11/13
  - The whole project due Tue 11/22
  - Everyone gets 2 EC points for free 
  - One EC problem, worth 1 EC point 
  - Submit the whole project by Mon 11/21 for 1 EC point 
- Homework 08 due next Thu 11/17

# ABOUT THE STRIKE

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- [Why Strike](#)
- [Unfair Labor Practice Charged Filed Against UC](#)
- [EECS Staffing Bargaining Proposal](#)
- [How Can Y'all Support](#)
- [61A-wise Logistics](#)

# FROM LAST TIME... 🙄🙄

What's the best dish?

pizza	Pho
lasagna	childishness
Mac and cheese	Fried rice (best dessert = ice cream)
pad see ew noodles	pottery dishes
noodle	Melon
abbab	西红柿炒鸡蛋
melon	idk
nothing	Cupcakes
pasta!!	Mac & Cheese
pasta	braised pork belly
meatloaf	Pizza
dishwasher	salmon
not melon	Zhajiangmian 💪
Stinky tofu	salmon
pasta	rice

# INTERPRETER

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# INTERPRETERS OVERVIEW

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- Interpreter - A program that interprets and processes other programs
  - In project 4, we'll build an interpreter for Scheme using Python
- Read-Eval-Print Loop (aka REPL)
  - Read - Parse Scheme programs into Python representations
  - Eval - Evaluate the Scheme program (now in their corresponding representation in Python) using Python
  - Print - Print out the evaluation result

# INTERNAL REPRESENTATIONS

Scheme	Python
Numbers	Python's built-in <code>int</code> and <code>float</code> values
Symbols	Python's built-in <code>string</code> values
Booleans ( <code>#t</code> , <code>#f</code> )	Python's built-in <code>True</code> , <code>False</code> values
Combinations (lists, call expressions, special forms)	Instances of the <code>Pair</code> class, defined in <code>pair.py</code>
<code>nil</code>	The <code>nil</code> object, defined in <code>pair.py</code>

# THE PAIR CLASS

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- Full definition in `pair.py`
- Similar to a linked list - each instance has `first` and `rest` attributes
- Empty pair - `nil`, an object, not a class attribute
- We can call `len()` on a `Pair` object to get its length
- The `map(fn)` method maps the one-argument function `fn` to each element, and returns a new `Pair` object (non-mutative)

```
>>> p = Pair('+', Pair(1, Pair(2, nil)))
>>> p.first
'+'
>>> p.rest
Pair(1, Pair(2, nil))
>>> p.rest.first
1
>>> p.rest.rest.rest is nil
True
```



# PARSING SCHEME COMBINATIONS INTO PAIRS

- A Scheme combination `(a b c)` is parsed into a `Pair` object `Pair(a, Pair(b, Pair(c, nil)))`
  - `a`, `b`, and `c` can be *anything* - symbol, number, another combination, etc
- This happens in the read stage - no evaluation yet, everything is either a number, a boolean, or a string (in Python)
- Done by `read_line` (implemented already)

```
>>> read_line('(+ 1 2)')
Pair('+', Pair(1, Pair(2, nil)))
>>> read_line('(define x 3)')
Pair('define', Pair('x', Pair(3, nil)))
>>> read_line('(length (list 6))')
Pair('length', Pair(Pair('list', Pair(6, nil)), nil))
>>> read_line('(cons 4 (cons 5 nil))')
Pair('cons', Pair(4, Pair(Pair('cons',
Pair(5, Pair('nil', nil))), nil)))
```

# PRO TIPS FOR THE PROJECT

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- Get started early!
- READ THE SPEC - we are really trying to tell you what to do
- Consult the [Getting Started Videos](#) if you're not sure where to start!

# ATTENDANCE! 🤠

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[go.cs61a.org/mingxiao-att](https://go.cs61a.org/mingxiao-att)

- The attendance form and slides are both linked on our [section website](#)!
- If you finish early, let me or any of the AI's know and we'll check you off
- Once again, please do remember to fill out the form by midnight today!!