

CSCI3180 Principle of Programming Languages

# Tutorial 8:

# Dynamic Scoping

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# Useful Sources

- Build System of Perl in Sublime Text3
  - <https://gist.github.com/kbdhero/d4f2a299c0207bef8eda>
- A good tutorial
  - <https://qntm.org/files/perl/perl.html>

# Several Features

- No boolean types
  - The following scalar is equivalent to False in an “if” statement.
  - undef, number 0, “”, “0”
- The type of a Scalar depends on the operator

```
my $a = "4H";  
my $b = "4G";  
print $a + $b; # "8" with two warnings  
print $a.$b; # "4H4G"  
print $a eq $b; # ""  
print $a == $b; # "1" with two warnings
```

# An Overview

- Declared with keyword “my”
  - lexical scoping
  - local variable
- Declared with keyword “our”
  - lexical scoping
  - global variable
- Declared with keyword “local”
  - dynamic scoping
  - “local” variable

# *my* in Perl

- lexical scoping
  - The scoping is determined at compile time
- local variable
  - be local in current enclosing block
  - can not be accessed from anywhere outside its enclosing scope.

# Example 1 (my)

```
my $x= "hello";  
{  
    my $x= "world ";  
    print $x; # "world"  
}  
print $x; # "hello"
```

“my” declare the variable to be local to the enclosing block or file.

## Example 2 (my)

```
my $x= "hello";  
sub funA{  
    my $x= "world ";  
    funB ();  
    print $x; # world  
}  
sub funB {  
    print $x; # hello  
}  
funA();
```

lexical scoping: If no declaration found in the enclosing block, try to find the declaration in the outside block

Decided in compile time

# Package: `main`

- All subroutines and package variables **must have a package**.
- The root namespace is **`main`**. In effect, the top of every source file in Perl is prefixed by an **implicit** statement:

```
package main;
```



# *our* in Perl

- alias to a package variable
  - variables **without any prefix** is a package variable
    - Eg. “\$a” is equal “our \$a”
- lexical scoping
- global variable

# Example (our)

```
our $x= "hello";  
sub funA{  
    $x= "world";  
    funB(); # world  
}  
sub funB{  
    print $x; # world  
}  
print $x; # hello  
funA();  
print $x; # world
```

Within a package, they behave like  
'global' variables of other languages.

Value of \$x declared in the  
current package is **eternally  
modified**.

# Example (our & my)

```
our $x= “hello”;  
sub funA{  
    my $x = “world”;  
    funB();  
    print $x; # world  
}  
sub funB{  
    print $x; # hello  
    $x = “key”  
}  
funA();  
print $x; # key
```

# *local* in Perl

- temporarily changes the local value of a global variable.
- dynamic scoping
  - depends on the calling sequences

# Example1 (local)

```
our $x= "hello";  
  
sub funA{  
    local $x= "world";  
    funB();  
}  
  
sub funB {  
    print $x;  
}  
  
funA(); # world  
funB(); # hello
```

You search in the local function first, then search in the function called the local function, and so on, up the call stack.

-- "<http://wiki.c2.com/?DynamicScoping>"

# Example2 (local & our)

```
our $x= "hello";  
  
sub funA{  
    local $x= "world";  
    funB();  
    print $x; # key  
}  
  
sub funB {  
    print $x; # world  
    $x = "key"  
}  
  
funA(); #  
print $x; # hello
```

Q&A