

Import statement

```
1 from math import pi
2 tau = 2 * pi
```

Assignment statement

Code (left):

Statements and expressions
Red arrow points to next line.
Gray arrow points to the line just executed

Frames (right):

A name is bound to a value
In a frame, there is at most one binding per name

Global frame

Name	Value
pi	3.1416

Binding

```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(-2)
```

Built-in function

User-defined function

Global frame

Name	Value
mul	func mul(...)
square	func square(x)

Intrinsic name of function called

Local frame

Name	Value
f1: square	[parent=Global]
x	-2
Return value	4

Formal parameter bound to argument

Return value is not a binding!

```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.

Global frame

Name	Value
mul	func mul(...)
square	func square(x)

Local frame

Name	Value
f1: square	[parent=Global]
x	3
Return value	9

Local frame

Name	Value
f2: square	[parent=Global]
x	9
Return value	81

Evaluation rule for call expressions:

1. Evaluate the operator and operand subexpressions.
2. Apply the function that is the value of the operator subexpression to the arguments that are the values of the operand subexpressions.

Applying user-defined functions:

1. Create a new local frame with the same parent as the function that was applied.
2. Bind the arguments to the function's formal parameter names in that frame.
3. Execute the body of the function in the environment beginning at that frame.

Execution rule for def statements:

1. Create a new function value with the specified name, formal parameters, and function body.
2. Its parent is the first frame of the current environment.
3. Bind the name of the function to the function value in the first frame of the current environment.

Execution rule for assignment statements:

1. Evaluate the expression(s) on the right of the equal sign.
2. Simultaneously bind the names on the left to those values, in the first frame of the current environment.

Execution rule for conditional statements:

Each clause is considered in order.

1. Evaluate the header's expression.
2. If it is a true value, execute the suite, then skip the remaining clauses in the statement.

Evaluation rule for or expressions:

1. Evaluate the subexpression <left>.
2. If the result is a true value v, then the expression evaluates to v.
3. Otherwise, the expression evaluates to the value of the subexpression <right>.

Evaluation rule for and expressions:

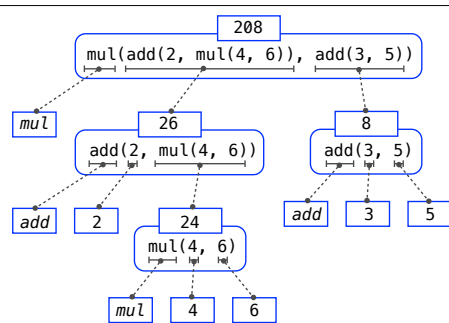
1. Evaluate the subexpression <left>.
2. If the result is a false value v, then the expression evaluates to v.
3. Otherwise, the expression evaluates to the value of the subexpression <right>.

Evaluation rule for not expressions:

1. Evaluate <exp>; The value is True if the result is a false value, and False otherwise.

Execution rule for while statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.



Defining:

```
>>> def square(x):
    return mul(x, x)
```

Def statement

Formal parameter

Return expression

Body (return statement)

Call expression: square(2+2)

operator: square

function: func square(x)

operand: 2+2

argument: 4

Calling/Applying:

```
4 square(x):
    return mul(x, x)
```

Argument

Intrinsic name

Return value

```
1 def f(x, y):
2     return g(x)
3
4 def g(a):
5     return a + y
6
7 result = f(1, 2)
```

Global frame

Name	Value
f	func f(x, y)
g	func g(a)

Local frame

Name	Value
f1: f	[parent=Global]
x	1
y	2

Local frame

Name	Value
f2: g	[parent=Global]
a	1

Error

"y" is not found

```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(4)
```

Global frame

Name	Value
mul	func mul(...)
square	func square(x)

Local frame

Name	Value
f1: square	[parent=Global]
x	4
Return value	16

A call expression and the body of the function being called are evaluated in different environments

```
def fib(n):
    """Compute the nth Fibonacci number, for N >= 1."""
    pred, curr = 0, 1 # Zeroth and first Fibonacci numbers
    k = 1 # curr is the kth Fibonacci number
    while k < n:
        pred, curr = curr, pred + curr
        k = k + 1
    return curr
```

```
def cube(k):
    return pow(k, 3)

def summation(n, term):
    """Sum the first n terms of a sequence.

    >>> summation(5, cube)
    225
    """
    total, k = 0, 1
    while k <= n:
        total, k = total + term(k), k + 1
    return total
```

Function of a single argument (not called term)

A formal parameter that will be bound to a function

The cube function is passed as an argument value

The function bound to term gets called here

0 + 1³ + 2³ + 3³ + 4³ + 5³

Pure Functions

```
-2 abs(number):
    2

2, 10 pow(x, y):
    1024
```

Non-Pure Functions

```
-2 print(...):
    None
```

display "-2"

Compound statement

Clause

```
<header>:
    <statement>
    <statement>
    ...
```

Suite

<separating header>:

```
<statement>
<statement>
...

```

```
def abs_value(x):
    1 statement,
    3 clauses,
    3 headers,
    3 suites,
    2 boolean contexts
    if x > 0:
        return x
    elif x == 0:
        return 0
    else:
        return -x
```

• An environment is a sequence of frames

• An environment for a non-nested function (no def within def) consists of one local frame, followed by the global frame

Higher-order function: A function that takes a function as an argument value or returns a function as a return value

Nested def statements: Functions defined within other function bodies are bound to names in the local frame

```
square = lambda x,y: x * y
```

A function

with formal parameters x and y
that returns the value of " $x * y$ "

Evaluates to a function.
No "return" keyword!

Must be a single expression

```
def make_adder(n):
```

A function that returns a function

Return a function that takes one argument k and returns $k + n$.

```
>>> add_three = make_adder(3)
```

```
>>> add_three(4)
```

The name `add_three` is
bound to a function

```
7
```

```
def adder(k):
```

```
    return k + n
```

```
    return adder
```

A local
def statement

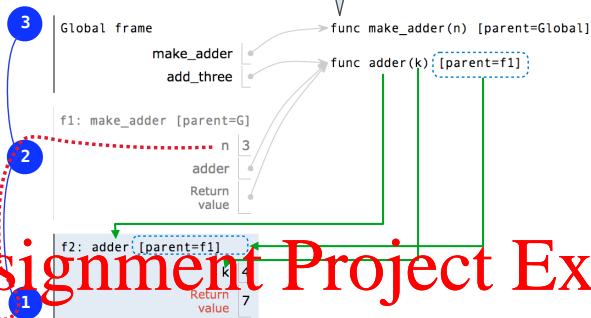
Can refer to names in
the enclosing function

- Every user-defined function has a **parent frame** (often global)
- The parent of a function is the frame in which it was **defined**
- Every local frame has a **parent frame** (often global)
- The parent of a frame is the parent of the function **called**

A function's signature
has all the information
to create a local frame

```
1 def make_adder(n):
2   def adder(k):
3     return k + n
4   return adder
5
6 add_three = make_adder(3)
7 add_three(4)
```

Nested def



```
square = lambda x: x * x
```

VS

```
def square(x):
    return x * x
```

- Both create a function with the same domain, range, and behavior.
- Both functions have as their parent the environment in which they were defined.
- Both bind that function to the name `square`.
- Only the `def` statement gives the function an intrinsic name.

When a function is defined:

1. Create a **function value**: `func <name>(<formal parameters>)`
2. Its parent is the current frame.

```
f1: make_adder      func adder(k) [parent=f1]
```

3. Bind `<name>` to the **function value** in the current frame (which is the first frame of the current environment).

When a function is called:

1. Add a **local frame**, titled with the `<name>` of the function being called.
2. Copy the parent of the function to the **local frame**: `[parent=<label>]`
3. Bind the `<formal parameters>` to the arguments in the **local frame**.
4. Execute the body of the function in the environment that starts with the **local frame**.

```
>>> min(2, 1, 4, 3)    >>> 2 + 3
1                      5
>>> max(2, 1, 4, 3)   >>> 2 * 3
4                      6
>>> abs(-2)           >>> 2 ** 3
2                      8
>>> pow(2, 3)          >>> 5 / 3
8                      1.6666666666666667
>>> len('word')        >>> 5 // 3
4                      1
>>> round(1.75)        >>> 5 % 3
2                      2
>>> print(1, 2)        >>> print(print(1))
1 2                    1
                        None
```

Assignment Project Exam Help

<https://powcoder.com>

Add WeChat powcoder

```
def search(f):
    """Return the smallest non-negative
    integer x for which f(x) is a true value.
    """
```

```
x = 0
while True:
    if f(x):
        return x
    x += 1
```

```
def is_three(x):
    """Return whether x is three.
    """
```

```
    return search(is_three)
3
"""
return x == 3
```

```
def inverse(f):
    """Return a function g(y) that returns
    x such that f(x) == y.
    """
```

```
>>> sqrt = inverse(lambda x: x * x)
>>> sqrt(16)
4
"""
return lambda y: search(lambda x: f(x)==y)
```

```
from operator import add, mul
```

```
def curry2(f):
    """Curry a two-argument function.
    """
```

```
>>> m = curry2(add)
>>> add_three = m(3)
>>> add_three(4)
7
>>> m(2)(1)
3
"""
def g(x):
    def h(y):
        return f(x, y)
    return h
return g
```

```
from operator import floordiv, mod
def divide_exact(n, d):
    """Return the quotient and remainder of dividing N by D.
    """
```

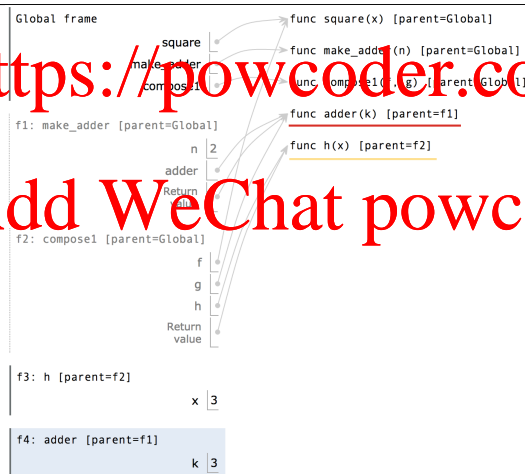
```
>>> q, r = divide_exact(2012, 10)
>>> q
201
>>> r
2
"""
return floordiv(n, d), mod(n, d)
```

Multiple assignment
to two names

Two return values,
separated by commas

```
1 def square(x):
2   return x * x
3
4 def make_adder(n):
5   def adder(k):
6     return k + n
7   return adder
8
9 def compose1(f, g):
10  def h(x):
11    return f(g(x))
12  return h
13
14 compose1(square, make_adder(2))(3)
```

Return value of `make_adder` is an
argument to `compose1`



```
1 def print_sums(n):
2   print(n)
3   def next_sum(k):
4     return print_sums(n+k)
5   return next_sum
6
7 print_sums(1)(3)(5)
```

Printed output:
1
4
9

