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# **Module 1: Beginning Student Language**

CPSC 110

Peyton Seigo

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- **Expression:** a value, primitive call, control structure; evaluates to a value
- **Primitive call, or “call to primitive”:** expression with an operator and operand(s)
  - ( *<id>* *<expr>*\* ) where the number of *<expr>*s determines the number of arguments supplied to the function named by *<id>*.
  - Composed of a *function identifier* (a primitive) and one or more *expressions*
  - Evaluation: first reduce operands to values, then apply primitive to values
  - “*call to string/image/number primitive*”, based on parameter type
- **Function definition:** *define* with a function name so that it may be called
  - Returns value of the last expression
  - “*Racket programmers prefer to avoid side-effects, so a definition usually has just one expression in its body*” (2.2 Simple Definitions and Expressions)
- **Function call or “procedure application”:** call to a defined function
- **Predicate:** a primitive or function that takes an input and returns a boolean value