Module 1: Beginning Student Language

CPSC 110

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- **Expression**: a value, primitive call, control structure; evalutes 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 it's 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