[220] Function Scope

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Cheaters caught 0

Learning Objectives Today

Understand local variables

- When are they created?
- When do they die?
- When are they shared?
- Where are they stored? (frames)

Understand global variables

- How are they accessed? (global keyword)
- Where are they stored? (global frame)

Understand argument passing

Meaning of "pass by value"

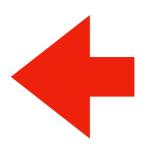
Read: Downey Ch 3 ("Parameters and Arguments" to end)
Link to Slides
Interactive Exercises

don't memorize the examples, learn the rules of Python

good question: why did PyTutor do this thing I didn't expect at this specific line (ask us!)

Today's Outline





Frames

Demos: Local Variables

Demos: Global Variables

Demos: Argument Passing

Often (in life and programming), the same name can mean different things in different contexts

• Examples?

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- Examples?
- Human name: Nicholas (who is in the room?)
- Street address: 534 State Street (what city are we in?)
- Functions: speak (cat module or dog module?)
- Files: main.ipynb (which directory are we in?)

Often (in life and programming), the same name can mean different things in different contexts

- Examples?
- Human name: Nicholas (who is in the room?)
- Street address: 534 State Street (what city are we in?)
- Functions: speak (cat module or dog module?)
- Files: main.ipynb (which directory are we in?)

Our code often have different variables with the same name

- How do we keep variable names organized?
- How do we know what a variable name is referring to?

Often (in life and programming), the same name can mean different things in different contexts

- Examples?
- Human name: Nicholas (who is in the room?)
- Street address: 534 State Street (what city are we in?)
- Functions: speak (cat module or dog module?)
- Files: main.ipynb (which directory are we in?)

Our code often have different variables with the same name

- How do we keep variable names organized?
 with groups called "frames"
- How do we know what a variable name is referring to?
 we'll learn some rules for this

Today's Outline

Context



Demos: Local Variables

Demos: Global Variables

Demos: Argument Passing

Frames

Every time a function is invoked (i.e., called), the invocation gets a new "frame" for holding variables

The parameters also exist in a frame

Global frame

• There is always one global frame that all functions can access

When a variable name is used, Python looks two places:

- the function invocation's frame
- the global frame

```
def print_twice(bruce):
    print(bruce)
    print(bruce)

def cat_twice(part1, part2):
    cat = part1 + part2
    print_twice(cat)

line1 = 'Bing tiddle'
line2 = 'tiddle bang.'
cat_twice(line1, line2)
```

```
def print_twice(bruce):
    print(bruce)
    print(bruce)

def cat_twice(part1, part2):
    cat = part1 + part2
    print_twice(cat)

line1 = 'Bing tiddle'
    line2 = 'tiddle bang.'
    cat_twice(line1, line2)
line1 and line2 will be in the global frame
```

```
def print_twice(bruce):
    print(bruce)
    print(bruce)

def cat_twice(part1, part2):
    cat = part1 + part2
    print_twice(cat)

line1 = 'Bing tiddle'
line2 = 'tiddle bang.'
cat_twice(line1, line2)
two frames will exist during the time we're executing in print_twice
in print_twice
line2 will be in the global frame
line1 and line2 will be in the global frame

| Ine1 and line2 will be in the global frame
```

```
def print_twice(bruce):
    print(bruce)
    print(bruce)

def cat_twice(part1, part2):
    cat = part1 + part2
    print_twice(cat)

line1 = 'Bing tiddle'
line2 = 'tiddle bang.'
cat_twice(line1, line2)
two frames will exist during the time we're executing in print_twice
in print_twice
line1 and line2 will be in the global frame
line2 will be in the global frame
line2 will be in the global frame
```

you don't generally see or interact with frames when programming, but it's an important mental model

```
def print_twice(bruce):
    print(bruce)
                                          two frames will exist during
    print(bruce)
                                            the time we're executing
                                                in print twice
def cat_twice(part1, part2):
    cat = part1 + part2
    print_twice(cat)
line1 = 'Bing tiddle'
                               line I and line 2 will be in the global frame
line2 = 'tiddle bang.'
cat_twice(line1, line2)
```

you don't generally see or interact with frames when programming, but it's an important mental model

Downey illustrates like this (this is called a stack diagram)

```
line1 --> 'Bing tiddle '
<module>
              line2 -> 'tiddle bang.'
              part1 -> 'Bing tiddle '
              part2 -> 'tiddle bang.'
 cat_twice
                cat -> 'Bing tiddle tiddle bang.'
             bruce -- 'Bing tiddle tiddle bang.'
print_twice
            Figure 3.1: Stack diagram.
```

```
def print_twice(bruce):
    print(bruce)
    print(bruce)
def cat_twice(part1, part2):
    cat = part1 + part2
    print_twice(cat)
line1 = 'Bing tiddle'
                                this code can access: line1, line2
line2 = 'tiddle bang.'
cat_twice(line1, line2)
                                                 line1 --> 'Bing tiddle '
                                     <module>
           global frame
                                                 line2 -> 'tiddle bang.'
                                                part1 -> 'Bing tiddle '
                                                part2 -> 'tiddle bang.'
                                     cat_twice
                                                  cat -> 'Bing tiddle tiddle bang.'
                                                bruce -> 'Bing tiddle tiddle bang.'
                                    print_twice
```

Figure 3.1: Stack diagram.

```
def print_twice(bruce):
    print(bruce)
    print(bruce)
def cat_twice(part1, part2):
    cat = part1 + part2
                             can access: line1, line2, part1, part2, cat
    print_twice(cat)
line1 = 'Bing tiddle'
line2 = 'tiddle bang.'
cat_twice(line1, line2)
                                                line1 --> 'Bing tiddle '
                                    <module>
           global frame
                                                line2 -> 'tiddle bang.'
                                                part1 -> 'Bing tiddle '
                                     cat_twice
                                                part2 -> 'tiddle bang.'
                                                 cat -> 'Bing tiddle tiddle bang.'
                                               bruce -> 'Bing tiddle tiddle bang.'
                                    print_twice
```

Figure 3.1: Stack diagram.

```
def print_twice(bruce):
    print(bruce)
                       can access: line1, line2, bruce
    print(bruce)
def cat_twice(part1, part2):
    cat = part1 + part2
    print_twice(cat)
line1 = 'Bing tiddle'
line2 = 'tiddle bang.'
cat_twice(line1, line2)
                                                line1 -- 'Bing tiddle '
                                     <module>
           global frame
                                                line2 -> 'tiddle bang.'
                                                part1 -> 'Bing tiddle '
                                                part2 -> 'tiddle bang.'
                                     cat_twice
                                                  cat -> 'Bing tiddle tiddle bang.'
                                               bruce -> 'Bing tiddle tiddle bang.'
                                    print_twice
```

Figure 3.1: Stack diagram.

```
def print_twice(bruce):
    print(bruce)
                       can access: line1, line2, bruce
     print(bruce)
def cat_twice(part1, part2):
     cat = part1 + part2
                                       we call the variables that can currently be
     print_twice(cat)
                                         accessed "in scope" and variables that
                                               cannot be "out of scope"
line1 = 'Bing tiddle'
line2 = 'tiddle bang.'
cat_twice(line1, line2)
                                                 line1 --> 'Bing tiddle '
                                      <module>
           global frame
                                                 line2 -> 'tiddle bang.'
                                                 part1 -> 'Bing tiddle '
                                                 part2 -> 'tiddle bang.'
                                      cat_twice
                                                   cat -> 'Bing tiddle tiddle bang.'
                                     print_twice
                                                 bruce -> 'Bing tiddle tiddle bang.'
```

Figure 3.1: Stack diagram.

```
def print_twice(bruce):
    print(bruce)
    print(bruce)

def cat_twice(part1, part2):
    cat = part1 + part2
    print_twice(cat)

line1 = 'Bing/tiddle'
line2 = 'tiddle bang.'
cat_twice(line1, line2)
```

Arguments are copied to parameters: this is called "pass by value"

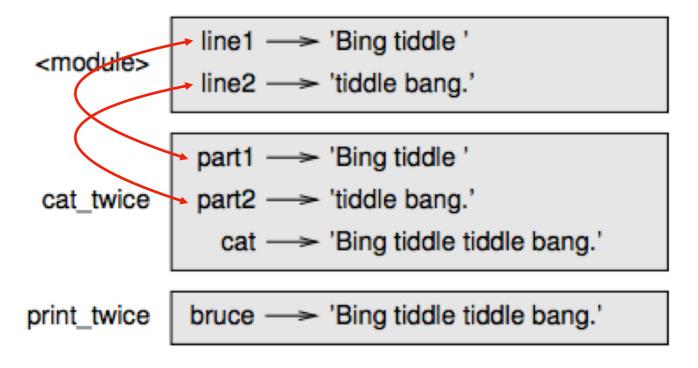
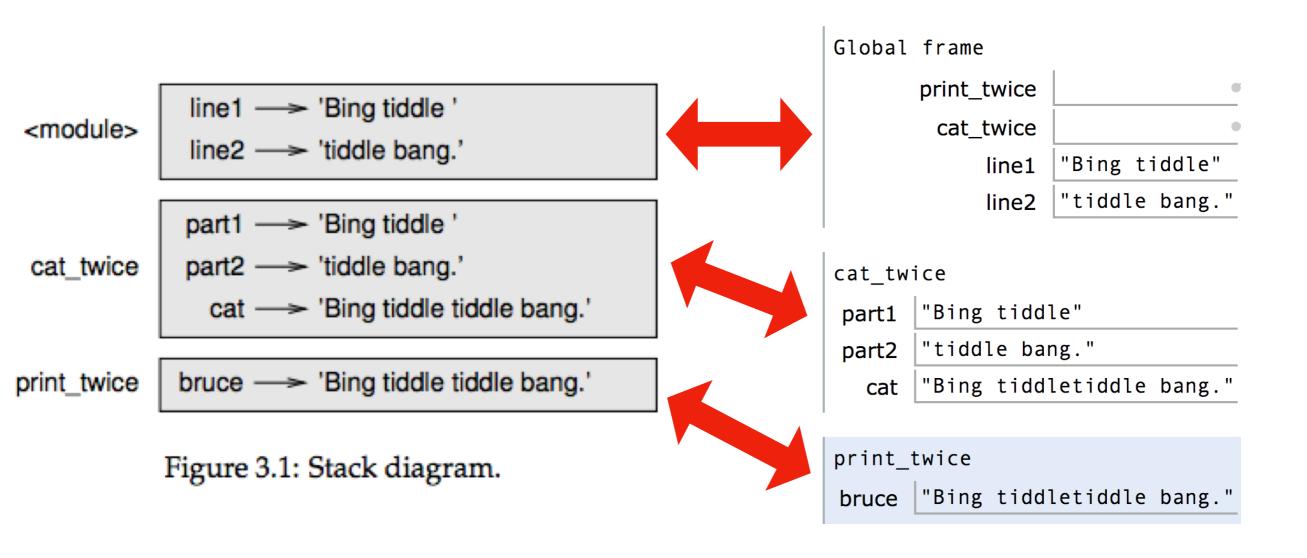
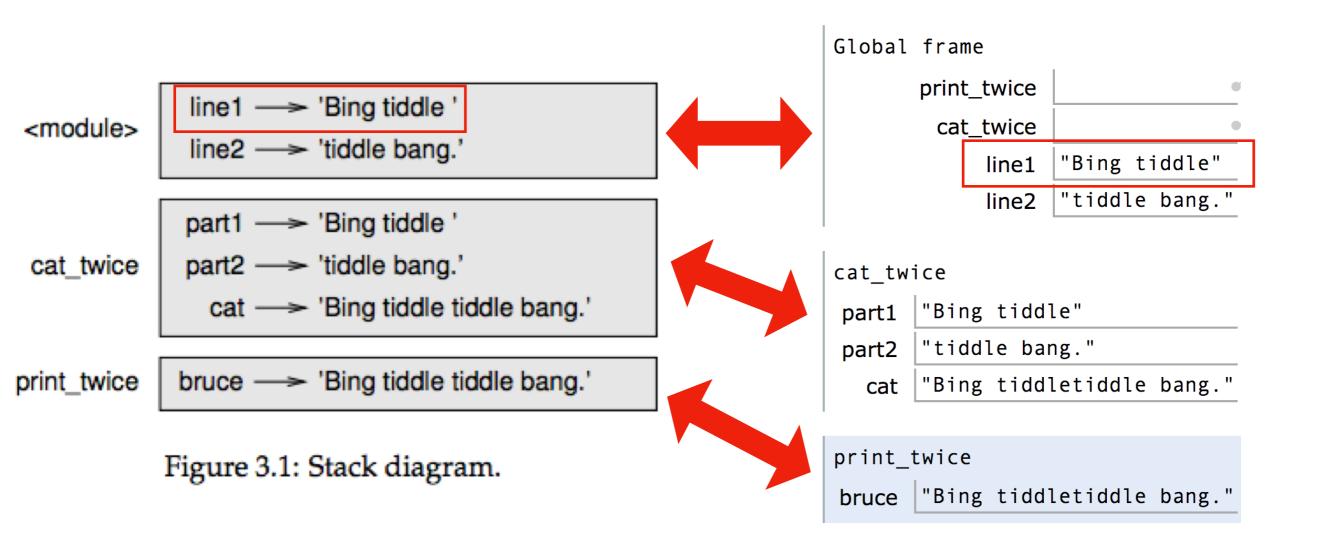
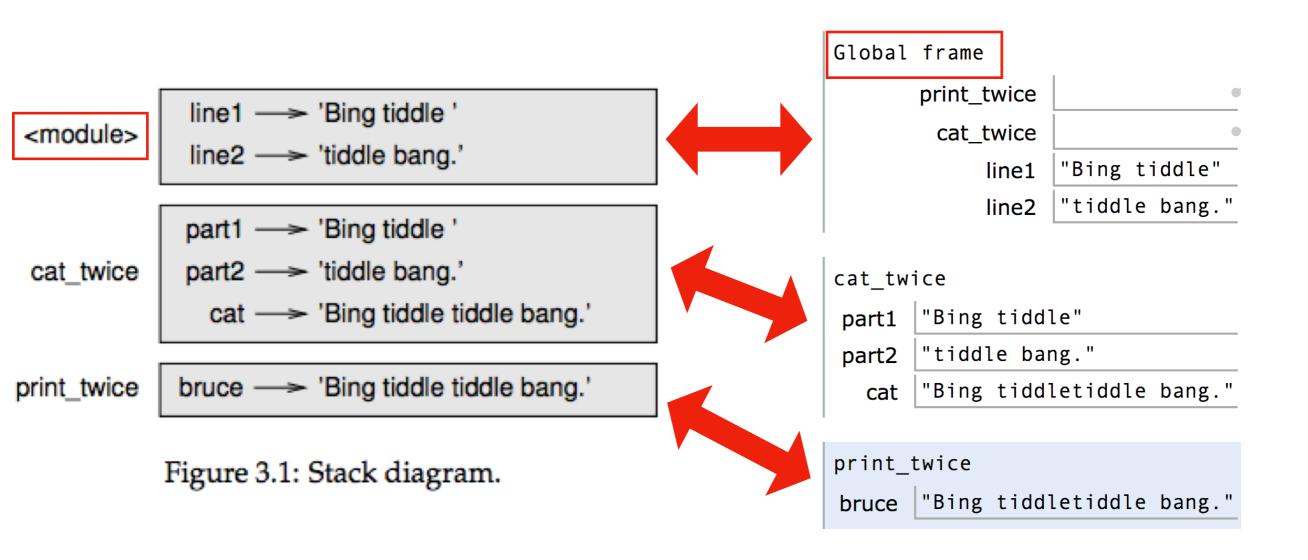


Figure 3.1: Stack diagram.

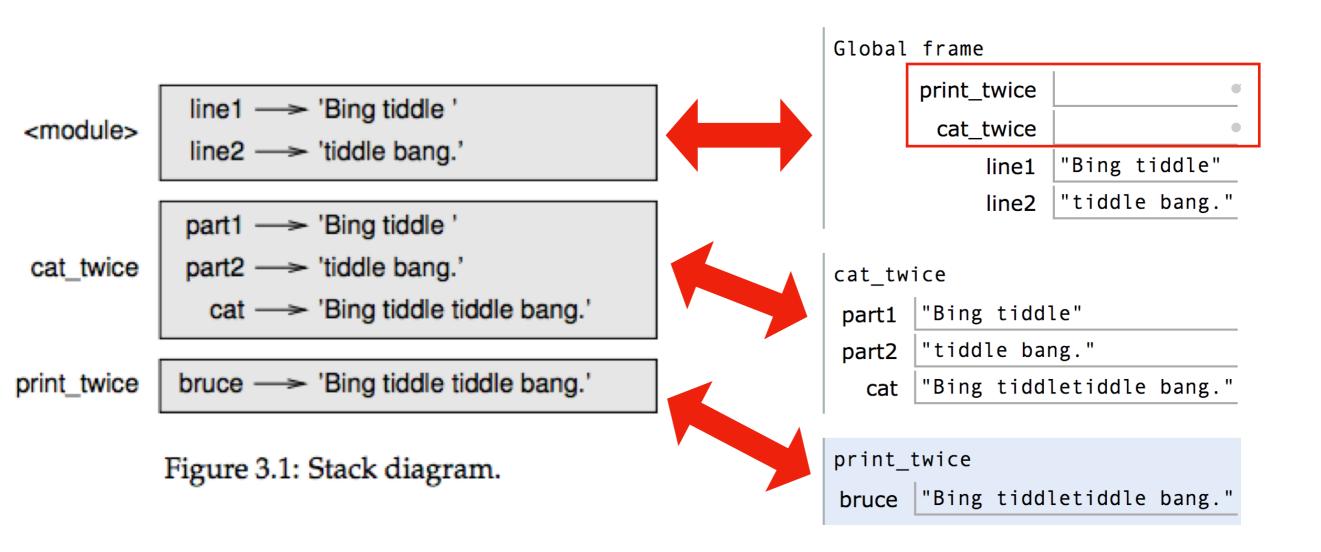




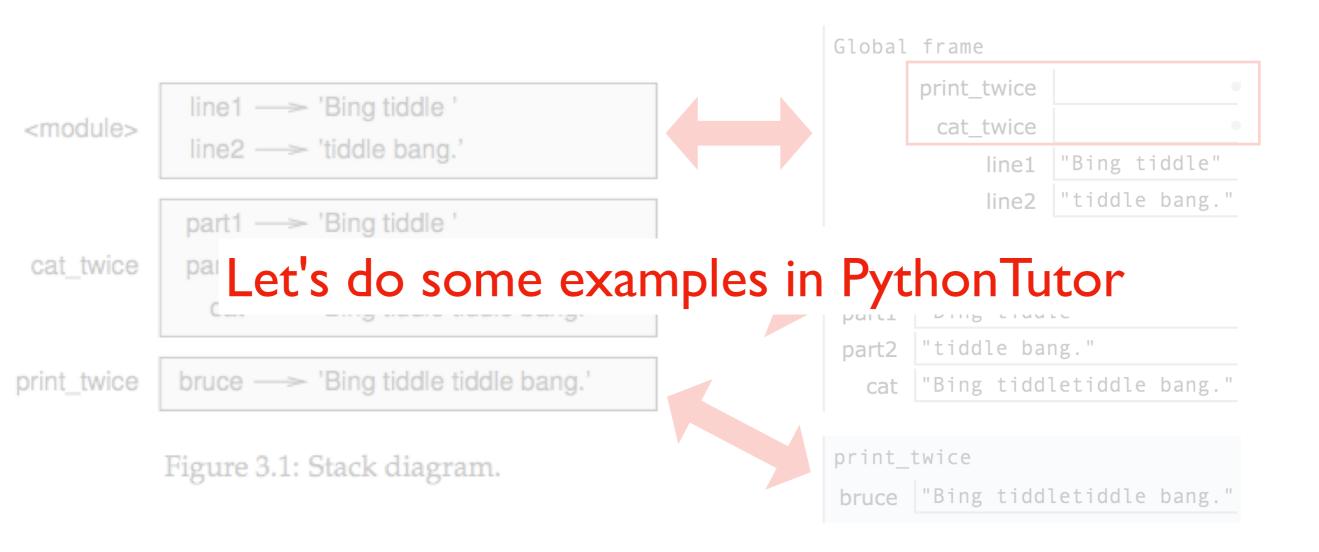
Difference I: PythonTutor uses boxes instead of arrows (by default)



Difference 2: PythonTutor more clearly indicates the global frame



Difference 3: PythonTutor also shows function definitions in the global frame



Difference 3: PythonTutor also shows function definitions in the global frame

Today's Outline

Context

Frames

Demos: Local Variables



Demos: Global Variables

Demos: Argument Passing

```
def set_x():
    x = 100
print(x)
```

Lesson I: functions don't execute unless they're called

```
def set_x():
    x = 100

set_x()
print(x)
```

Lesson 2: variables created in a function die after function returns

```
def count():
    x = 1
    x += 1
    print(x)

count()
count()
count()
```

Lesson 3: variables start fresh every time a function is called again

```
def display_x():
    print(x)

def main():
    x = 100
    display_x()
```

Lesson 4: you can't see the variables of other function invocations, even those that call you

Today's Outline

Context

Frames

Demos: Local Variables

Demos: Global Variables



Demos: Argument Passing

```
msg = 'hello' # global, outside any func

def greeting():
    print(msg)

print('before: ' + msg)
greeting()
print('after: ' + msg)
```

Lesson 5: you can generally just **use** global variables inside a function

```
msg = 'hello'

def greeting():
    msg = 'welcome!'
    print('greeting: ' + msg)

print('before: ' + msg)

greeting()
print('after: ' + msg)
```

Lesson 6: if you do an assignment to a variable in a function, Python assumes you want it local

```
msg = 'hello'

def greeting():
    print('greeting: ' + msg)
    msg = 'welcome!'

print('before: ' + msg)
greeting()
print('after: ' + msg)
```

Lesson 7: assignment to a variable should be before its use in a function, even if there's a global variable with the same name

```
msg = 'hello'

def greeting():
    global msg
    print('greeting: ' + msg)
    msg = 'welcome!'

print('before: ' + msg)
greeting()
print('after: ' + msg)
```

Lesson 8: use a global declaration to prevent Python from creating a local variable when you want a global variable

Today's Outline

Context

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Demos: Local Variables

Demos: Global Variables

Demos: Argument Passing



Lessons about Argument Passing

```
def f(x):
    x = 'B'
    print('inside: ' + x)

val = 'A'
print('before: ' + val)
f(val)
print('after: ' + val)
```

Lesson 9: in Python, arguments are "passed by value", meaning reassignments to a parameter don't change the argument outside

Lessons about Argument Passing

```
x = 'A'

def f(x):
    x = 'B'
    print('inside: ' + x)

print('before: ' + x)

f(x)
print('after: ' + x)
```

Lesson 10: it's irrelevant whether the argument (outside) and parameter (inside) have the same variable name

Lesson Summary

Lesson I: functions don't execute unless they're called

Lesson 2: variables created in a function die after function returns

Lesson 3: variables start fresh every time a function is called again

Lesson 4: you can't see the variables of other function invocations, even those that call you

Lesson 5: you can generally just use global variables inside a function

Lesson 6: if you do an assignment to a variable in a function, Python assumes you want it local

Lesson 7: assignment to a variable should be before its use in a function, even if there's a a global variable with the same name

Lesson 8: use a global declaration to prevent Python from creating a local variable when you want a global variable

Lesson 9: in Python, arguments are "passed by value", meaning reassignments to a parameter don't change the argument outside

Lesson I0: it's irrelevant whether the argument (outside) and parameter (inside) have the same variable name