

CS 61λ

Discussion 1

[Link: cs61a.org/disc/disc01.pdf](http://cs61a.org/disc/disc01.pdf)

Survey: 

Song Rec:

I'm Still Standing
~~Here Comes The Sun~~

by ~~The Beatles~~
Elton John. ❤

Announcements

Note On Preparing For Exams

cs61a.amks.me/practicestests

Drop me a hi :)

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Zoom Link:

amks.me/zoom

My 61A Stuff:

cs61a.amks.me

Discussion 1

Control and Environments

Expressions vs Statements

Cannot print statements
print(a=3) will error

Expressions

Evaluate to values

```
>>> 3 + 4 + 2 + 1  
10
```

```
>>> "hello"  
"hello"
```

```
>>> 3  
3  
>>> 1 < 2  
True
```

Statements

Do not evaluate to values,
instead determine some
kind of change in control
flow.

↳ an assignment/binding statement

```
>>> a = 3  
>>>  
>>> a = 3 + 4 + 2 + 1 = 10
```

inside memory:
A location ↴ 10
given name ← a

Control Flow

control flows
downwards
in a program

↓
Things are evaluated
one after another.

a = 3

print(a) ⇒ print(3)

Inside a statement,
control flows left to right.

Control Flow with IF

Conditional execution of statements.

① if ($3 > 4$) :

skipped ← is not evaluated → print (1) → could be print(1/0)
and wouldn't error

② else:

is evaluated → ③ print (2)

Control Flow with AND/OR

(short circuiting)

AND returns the first False value or last True value.

Truthy Truthy Falsy Truthy
3 and 4 and 0 and 1

0

evaluation stops

Truthy Error
»»| and |/0 and False
Error

OR returns the first True value or last False value.

Falsy Falsy Truthy Falsy
0 or False or 1 or 0

evaluation stops

Truthy eval stops
»»| or |/0 or False
|

Control Flow with WHILE

While loops create iterative control flow.

Initialisation
n = 1

condition
while (n > 3) : ↪
 print (n) → body
 . n = n +1 → update

print ("End")

initialisation
assigning starting value
n = 1 condition
print (n) till when does it loop? [the opposite of condition is when it terminates]
n = n +1 body
print (n) whatever we want to do repeatedly
n = n +1 update
print ("End") changing the initialized value in a way that gets us closer and closer to making the condition false.

Question 1.1

jacket if below 60 or raining

```
def wears_jacket_with_if(temp, raining):
    """
        type? Integer type? Boolean.
    """
    >>> wears_jacket_with_if(90, False)
    False
    return type?
    boolean
    >>> wears_jacket_with_if(40, False)
    True
    >>> wears_jacket_with_if(100, True)
    True
    """
    if temp < 60 or raining:
        return True # jacket
    else:
        return False # no jacket
```

Question 1.1.2

In one line...

```
def wears_jacket(temp, raining):  
    return temp < 60 or raining
```

(Try to convince yourself
that this is correct)

Question 1.2

- 1.2 What is the result of evaluating the following code?

```
def square(x):
    print("here!")
    return x * x

def so_slow(num):
    x = num x=5
    while x > 0: → loops infinitely □
        x = x + 1
    return x / 0

square(so_slow(5))
```

A red bracket on the left side of the code highlights the entire definition of the `so_slow` function. Above the word `so_slow`, the value `=5` is written in red. A red arrow points from the text "loops infinitely" to the condition `x > 0` in the `while` loop.

Question 1.3

```
def is_prime(n):  
    """  
    >>> is_prime(10)  
    False  
    >>> is_prime(7)  
    True
```

```
    """  
    if n <= 1:  
        return False
```

i = 2 → can also be upto \sqrt{n} for same results
while(i < n):

```
    if n % i == 0:  
        return False  
    i += 1
```

```
return True
```

Anatomy of a Function

func → def func(x, y): → function definition
name arguments

body [print("Hi")
 print("Hello")
 return x+y ← return statement

func(2, 3) → function call

when no return statement,
implicit return statement
return None

Functions are outside of Control Flow

Output:

Outside

<function f at --->

```
def f(x):  
    print ("Inside")  
    return 1/0
```

```
print("Outside")
```

```
print(f)
```

How Functions Are Evaluated

Output:
Inside

X=3

```
def f(x):  
    print ("Inside")  
    return x + 1 3+1=4
```

f(3)=4

Function Frames Are Independent

"scope"

```
def f(x):  
    a = 3  
    return x + 1
```

func f(x) [P=G]
f L →
a L 4
This a cannot be modified.

```
a = 4  
f(3)=4  
print(a)=4  
print(x)=Error
```

function universe → function control flow

x L 3
a L 3
RV | 3+1=4

a is defined in this reality as well.
A Different 'a'.

Function Frames Can Access Parent Frame Bindings

```
def f(x):  
    b = a + 3  
    return x + 1
```

a = 4

f(3) = 4

print(a) = 4

print(b) = Error

func f(x) [P=G]
f L →
a L4
→ This can be accessed
but not mutation.

function universe → function control flow

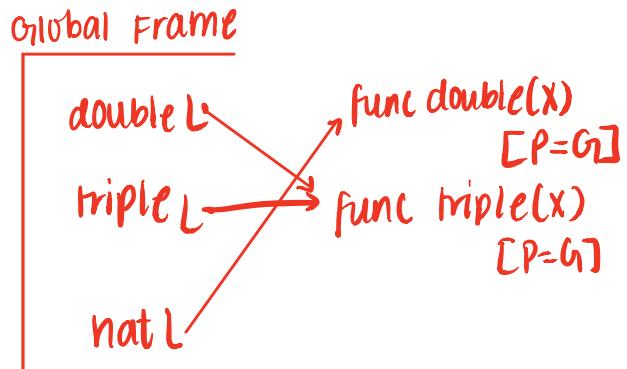
x L3
b L7
RV | 3+1=4

On trying to
mutate a,
another local 'a' is created.

Question 2.2

- 2.2 Use these rules and the rules for assignment statements to draw a diagram for the code below.

```
def double(x):  
    return x * 2 ← never  
                  executed  
  
def triple(x):  
    return x * 3 ← never  
                  executed  
  
hat = double  
double = triple
```

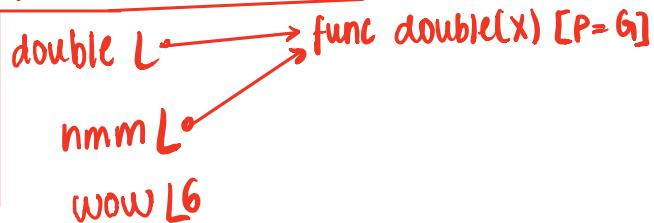


Question 2.3

```
def double(x):  
    return x * 2
```

```
hmmm = double  
wow = double(3)  
hmmm(wow) = 12  
double(6)
```

Global Frame



F1: double [P=G]

x L 3
RV | 6

F2: double [P=G]

x L 6
RV || 12

Question 2.4

```
def f(x):  
    return x  
  
def g(x, y):  
    if x(y):  
        return not y  
    return y  
  
x = 3  
x = g(f, x)  
f = g(f, 0)
```

One func,
multiple pointers

Global Frame

f | 0 function f(x) [P=G]
g | → function g(x,y) [P=G]

x | False

F1: g(x,y) [P=G]

x |

y | 3

RV | False

F2: f(x) [P=G]

x | 3

RV | 3

F3: $g(x, y) [P=G]$

X L
Y L O
RV L O

F4: $f(x) [P=G]$

X L O
RV L O

Prints In Prints

Assignment is not an expression. Function
arguments only accept
expressions.
`print(a=3)` → Errors

`print(print(2))`
evaluates to None

2
None.

Preview Of Next Week

Higher Order Functions

1. Functions accept/return python values
2. Functions are python values
3. Functions can accept/return functions

Higher Order Functions

```
def make_adder(add_value):  
    def adder(input_val):  
        return add_value + input_val  
    return adder
```

```
make_adder(1)(3)
```

Try it in Python Tutor.

Higher Order Functions

```
def compose(func1, func2):  
    def f(x):  
        return func1(func2(x))  
    return f
```

```
def add_one(x):  
    return x+1
```

```
def mul_two(x):  
    return 2*x
```

```
compose(add_one, mul_two)(3)
```

Try it on [Python Tutor](#).

Quiz!

Solutions on cs61a.org

```
x = 3

def p(rint):
    print(rint)

def g(x, y):
    if x:
        print("one")
    elif x:
        print(True, x) # Does x being truth-y affect the printed value?
    if y:
        print(True, y) # Does y being truth-y affect the printed value?
    else:
        print(False, y) # Does y being false-y affect the printed value?
    return print(p(y)) + x
```

Quiz!

Expression	Interactive Output
<code>print(4, 5) + 1</code>	4 5 Error
<code>2 * 2 * 1 + x * x</code>	
<code>print(3 * 3 * 1)</code>	
<code>print(x + 1 * x + 1)</code>	
<code>print(print(x + 1 * x + 1))</code>	
<code>print(print(x + 1 * x + 1) + 1)</code>	
<code>print(p("rint"))</code>	
<code>x, y = 2, x g(y, x)</code>	
<code>g(y, p("rint"))</code>	

Feedback!

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