



Office Hours: You Should Go!									

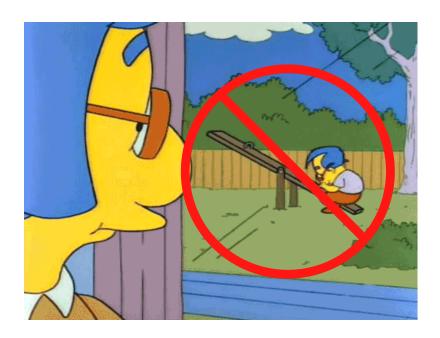
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You are not alone!



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https://cs61a.org/office-hours/

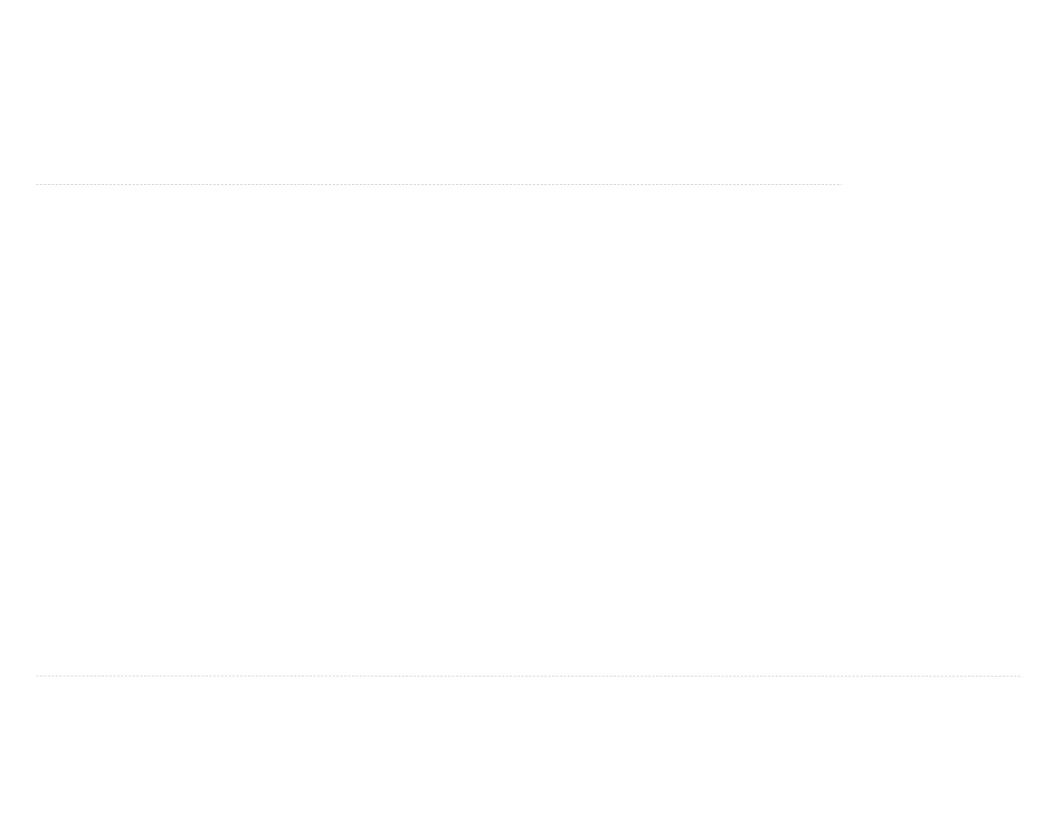
Partial Function Application & Currying

```
def make_adder(n):
    def adder(k):
        return n + k
    return adder
```

make_adder(3) returns a function that bundles together two things:

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• The function's behavior: return n + k



Curry: Transform a multi-argument function into a single-argument, higher-order function with the same behavior.

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```
>>> make_adder(2)(3)
5
>>> add(2, 3)
5
```

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```
>>> make_adder(2)(3)
5
>>> add(2, 3)
[Demo]
```



Environment Diagrams with Lambda												
A lambda	function's	parent i	s the	current	frame	in	which	the	lambda	expression	is	evaluated

```
1  a = 1
2  def f(g):
3     a = 2
4     return lambda y: a * g(y)
5  f(lambda y: a + y)(a)
```

```
1 a = 1
2 def f(g):
3     a = 2
4     return lambda y: a * g(y)
5 f(lambda_v: a + ,v)(a)

Un-indented lambda
expressions always
have parent=Global
```

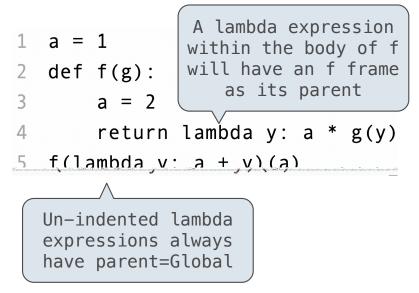
```
A lambda expression within the body of f will have an f frame as its parent

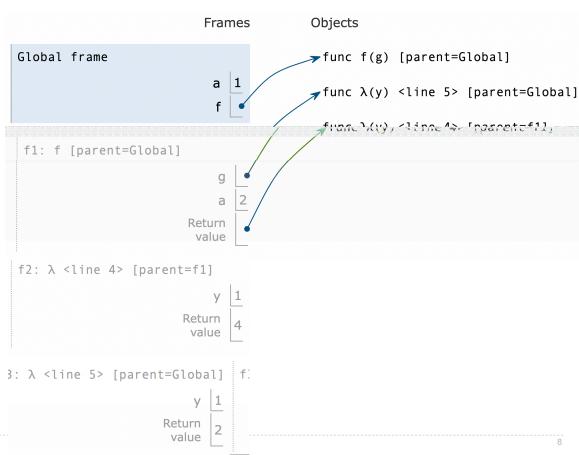
a = 2

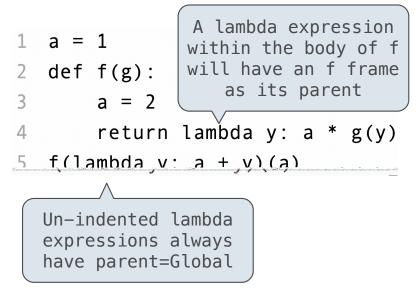
return lambda y: a * g(y)

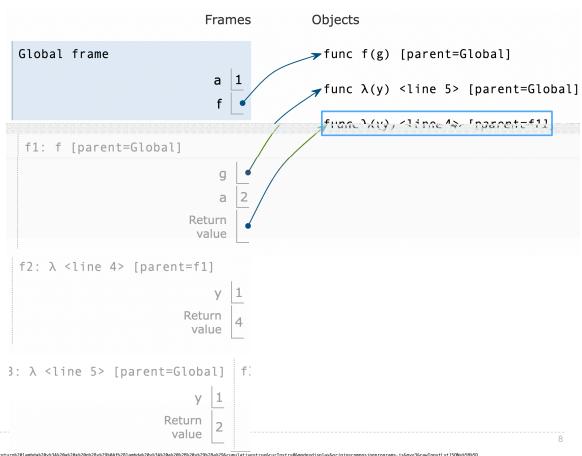
f(lambda v: a + y)(a)

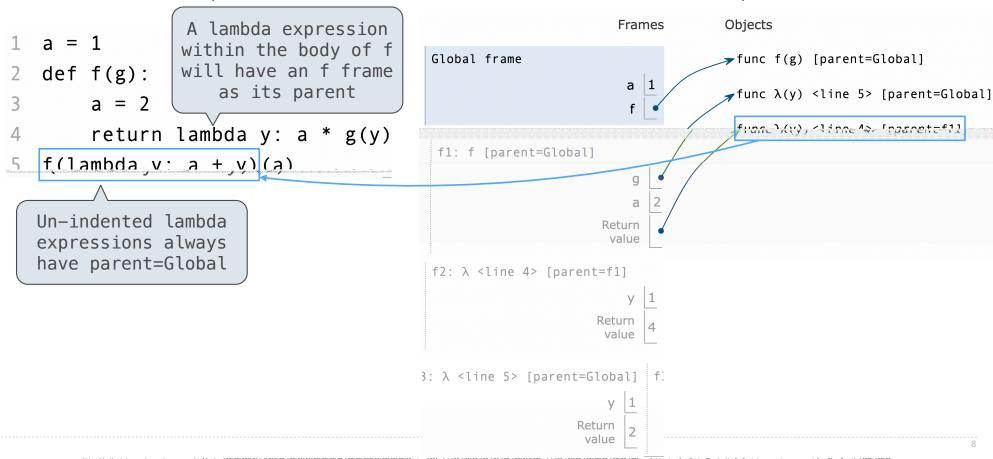
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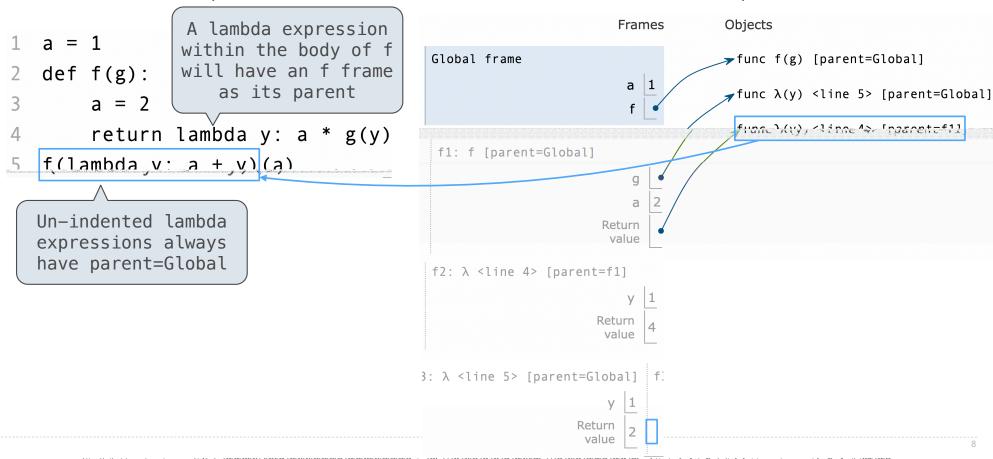


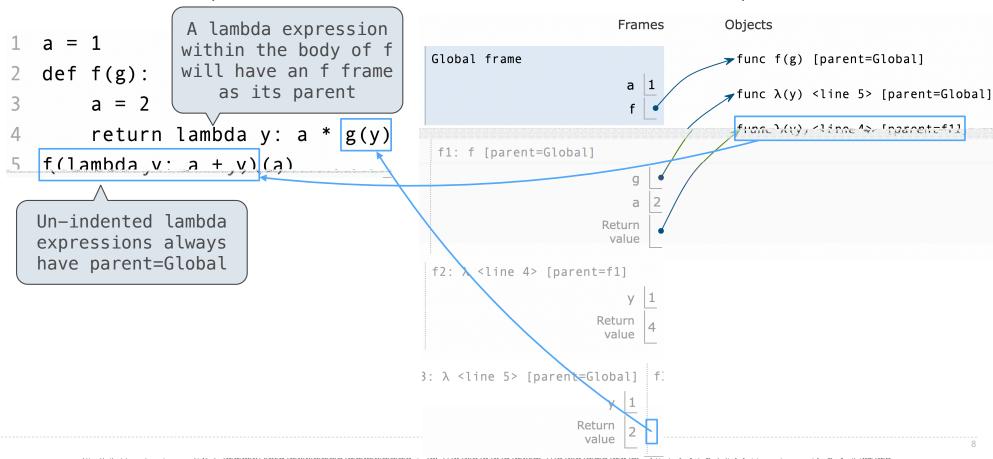


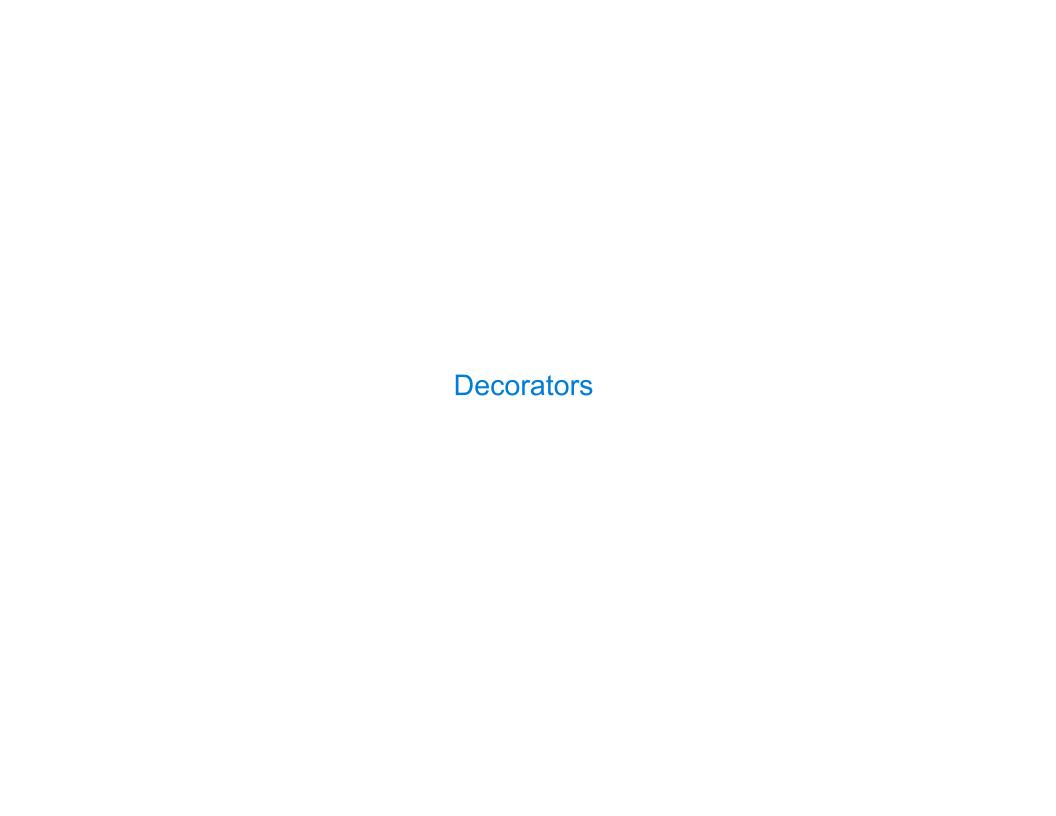












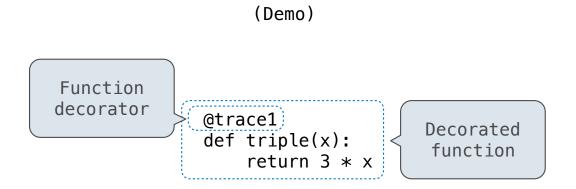
(Demo)

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@trace1
def triple(x):
 return 3 * x

```
Function decorator

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    return 3 * x
```



(Demo)

de ca



Function decorator

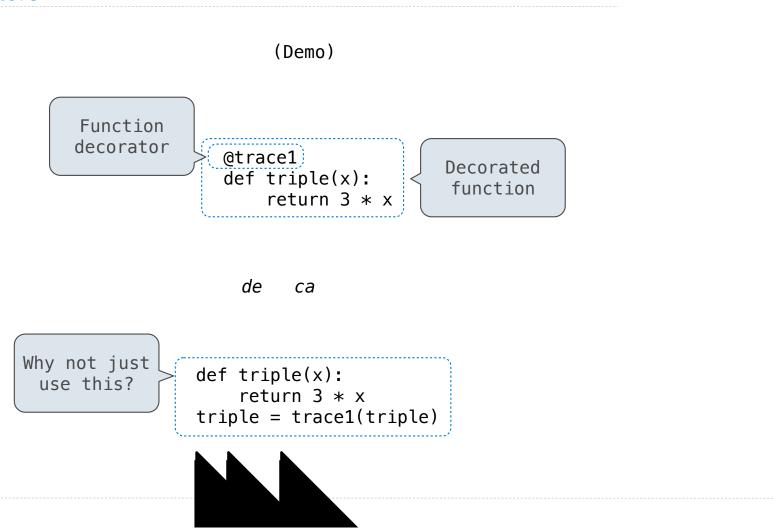
@trace1 def triple(x): return 3 * x

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de ca

def triple(x):
 return 3 * x
triple = trace1(triple)







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A return statement completes the evaluation of a call expression and provides its value:

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A return statement completes the evaluation of a call expression and provides its value: f(x) for user-defined function f: switch to a new environment; execute f's body return statement within f: switch back to the previous environment; f(x) now has a value

```
def end(n, d):
    """Print the final digits of n in reverse order until d is found.
    >>> end(34567, 5)
    7
    6
    5
```

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def end(n, d):
    """Print the final digits of n in reverse order until d is found.
    >>> end(34567, 5)
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    """
    while n > 0:
        last, n = n % 10, n // 10
        print(last)
```

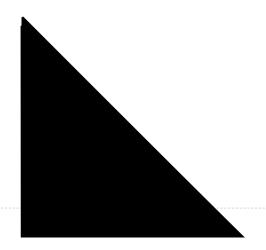
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def end(n, d):
    """Print the final digits of n in reverse order until d is found.

>>> end(34567, 5)
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5
"""
while n > 0:
    last, n = n % 10, n // 10
    print(last)
    if d == last:
        return None
```

Designing Functions

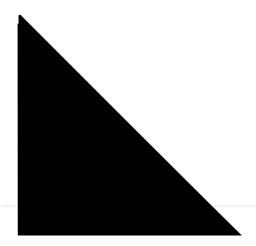
Describing Functions	

A function's $d\ a$ is the set of all inputs it might possibly take as arguments.



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def square(x):
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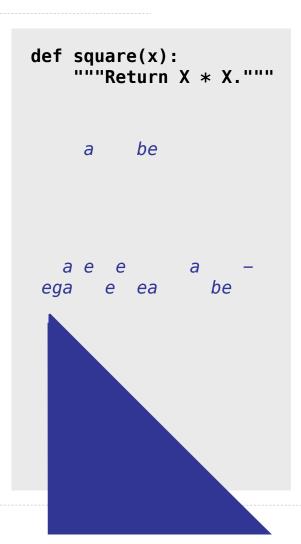
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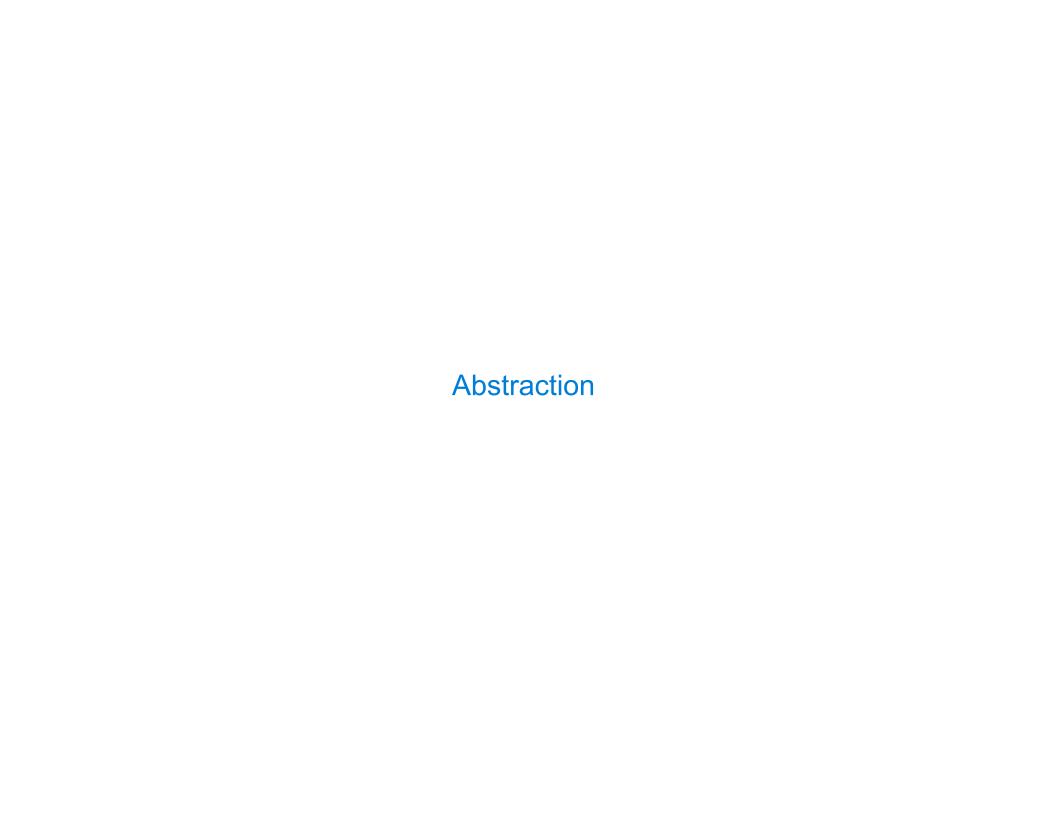


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```
def square(x):
    return mul(x, x)
```

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def square(x):
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def sum_squares(x, y):
    return square(x) + square(y)
```

16

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def square(x):
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What does sum_squares need to know about square?
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Yes

•Square computes the square of a number.

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Square computes the square by calling mul.
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def square(x):
    return pow(x, 2)
No
```

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def square(x):
    return pow(x, 2)

def square(x):
    return mul(x, x-1) + x
```

```
def square(x):
                                                  def sum_squares(x, y):
                 return mul(x, x)
                                                      return square(x) + square(y)
                     What does sum_squares need to know about square?
                                                                          Yes
Square takes one argument.
                                                                          Yes
• Square computes the square of a number.
                                                                           No
• Square computes the square by calling mul.
            def square(x):
                                                    def square(x):
                return pow(x, 2)
                                                        return mul(x, x-1) + x
                   If the name "square" were bound to a built-in function,
                       sum_squares would still have the same behavior.
```

Choosing Names	

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Names typically don't matter for correctness **but**

they matter a lot for composition

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From:	To:
true_false	rolled_a_one

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To:
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k, i, m

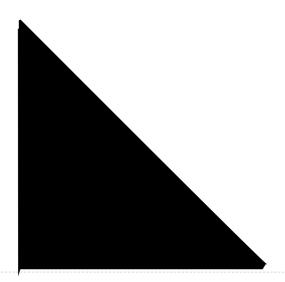
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Reasons to add a new name

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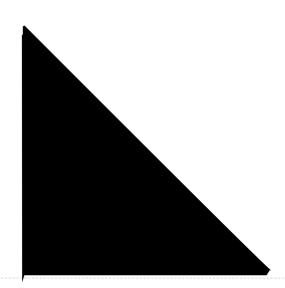
Re ea ed c d e e :



Reasons to add a new name

```
Re ea ed c  d e e :

if sqrt(square(a) + square(b)) > 1:
x = x + sqrt(square(a) + square(b))
```



```
Reasons to add a new name
 Re ea ed c
                  d e
     if sqrt(square(a) + square(b)) > 1:
         \dot{x} = \dot{x} + sqrt(square(a) + square(b))
     hypotenuse = sqrt(square(a) + square(b))
     if hypotenuse > 1:
         x = x + hypotenuse
```

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       gf
             a fc
                                      (*c)) / (2*a)
     x1 = (-b + sqrt(squar))
     discriminant = square
     x1 = (-b + sqrt(discr
```

Reasons to add a new name More Naming Tips Re ea ed c d e if sqrt(square(a) + square(b)) > 1: x = x + sqrt(square(a) + square(b))hypotenuse = sqrt(square(a) + square(b)) if hypotenuse > 1: x = x + hypotenuseMea gf a fc (*c)) / (2*a)x1 = (-b + sqrt(squar))discriminant = square x1 = (-b + sqrt(discr

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More Naming Tips

Names can be long if they help document your code:
 average_age = average(age, students)
 is preferable to
 # Compute average age of students aa = avg(a, st)

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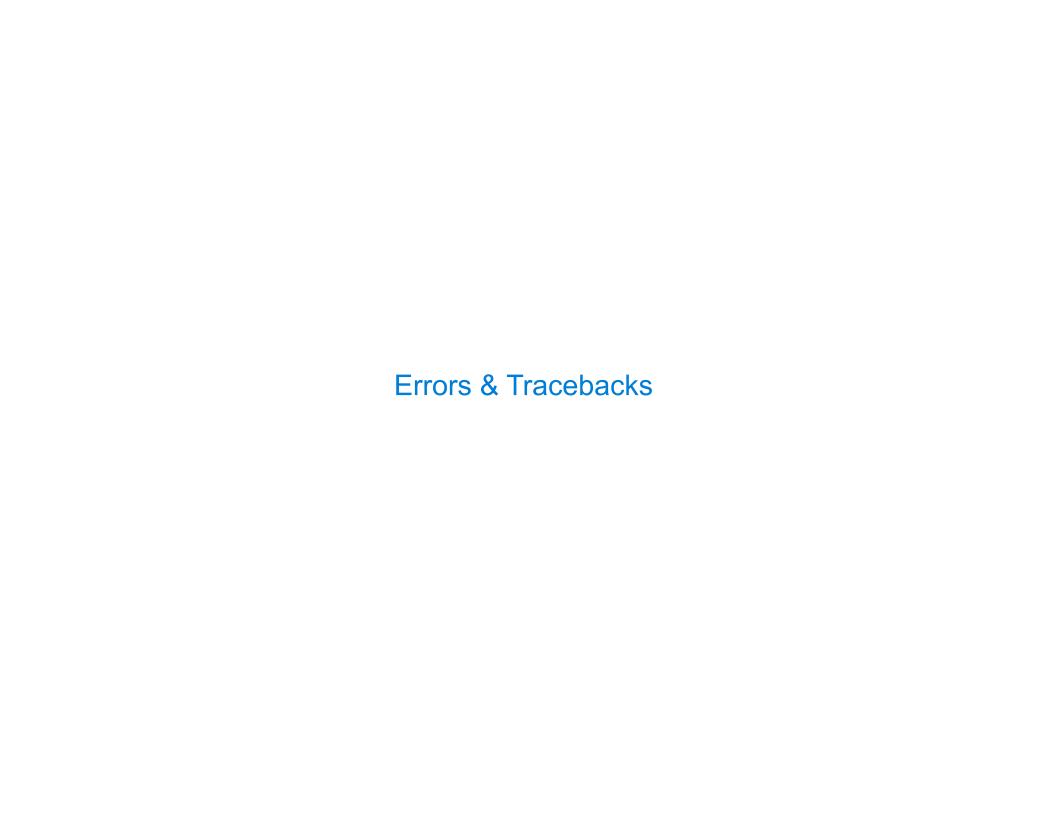
 Names can be short if they represent generic quantities: counts, arbitrary functions, arguments to mathematical operations, etc.

n, k, i - Usually integers

x, y, z - Usually real numbers

f, g, h - Usually functions

Reasons to add a new name More Naming Tips Re ea ed c d e Names can be long if they help document your code: if sqrt(square(a) + square(b)) > 1: x = x + sqrt(square(a) + square(b))average_age = average(age, students) is preferable to hypotenuse = sqrt(square(a) + square(b)) PRACTICAL if hypotenuse > 1: GUIDELINES # Compute average age of students x = x + hypotenuseaa = avg(a, st) Names can be short if they represent f c Mea qf generic quantities: counts, arbitrary functions, arguments to * c)) / (2 * a)x1 = (-b + sqrt(squar))mathematical operations, etc. n, k, i - Usually integers x, y, z - Usually real numbers discriminant = square f, g, h - Usually functions x1 = (-b + sqrt(discr



Taxonomy of Errors

Syntax Errors Detected by the Python

interpreter (or editor)

before the program executes

Runtime Errors Detected by the Python

interpreter while the program

executes

Logic & Behavior Errors Not detected by the Python

interpreter; what tests are for

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(Demo)