## 61A Lecture 30

Wednesday, November 9

## Functional Programming

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The subset of Logo we have considered so far is functional (except for print/show)

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Demo

## Namespaces for Variables and Procedures

# Namespaces for Variables and Procedures 

Frames

# Namespaces for Variables and Procedures 

Frames
Procedures

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Procedures


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Procedures

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\begin{aligned}
& \text { def __init__(self, get_continuation_line=None): } \\
& \text { self.get_continuation_line }=\text { get_continuation_line } \\
& \text { self.procedures }=\text { load_primitives() } \\
& \text { self._frames }=[\text { dict()] \# The first frame is global }
\end{aligned}
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    self._frames = [dict()] # The first frame is global
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    def set_variable_value(self, symbol, val):
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Formal parameters: a list of variable names (without colons)
Body: a list of Logo sentences

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logo_apply returns the <value> that is output by the body


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Procedures


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& \text { ? to } g: x: y \\
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| Frames | ? to triple $: x$ |
| :--- | :--- |
|  | $>$ make "y product :x 3 |
|  | > output :y |
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|  | ? to nonuple :y |
|  | $>$ output triple triple $: y$ |
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A bridge between the data objects that are manipulated by our programming language and the programming language itself

Internally, it is just a set of manipulation rules

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\begin{gathered}
\text { eval('2 }+2 \text { ') } \\
\text { exec('def } \left.\operatorname{square}(x): \text { return } x * x^{\prime}\right)
\end{gathered}
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Demo


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