

## 61A Lecture 3

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## Announcements

# Print and None

(Demo)

## None Indicates that Nothing is Returned

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The special value `None` represents nothing in Python

A function that does not explicitly return a value will return `None`

*Careful:* `None` is *not displayed* by the interpreter as the value of an expression

```
>>> def does_not_return_square(x):
```

```
...     x * x
```

No return

```
... 
```

None value is not displayed

```
>>> does_not_return_square(4)
```

The name `sixteen` is now bound to the value `None`

```
>>> sixteen = does_not_return_square(4)
```

```
>>> sixteen + 4
```

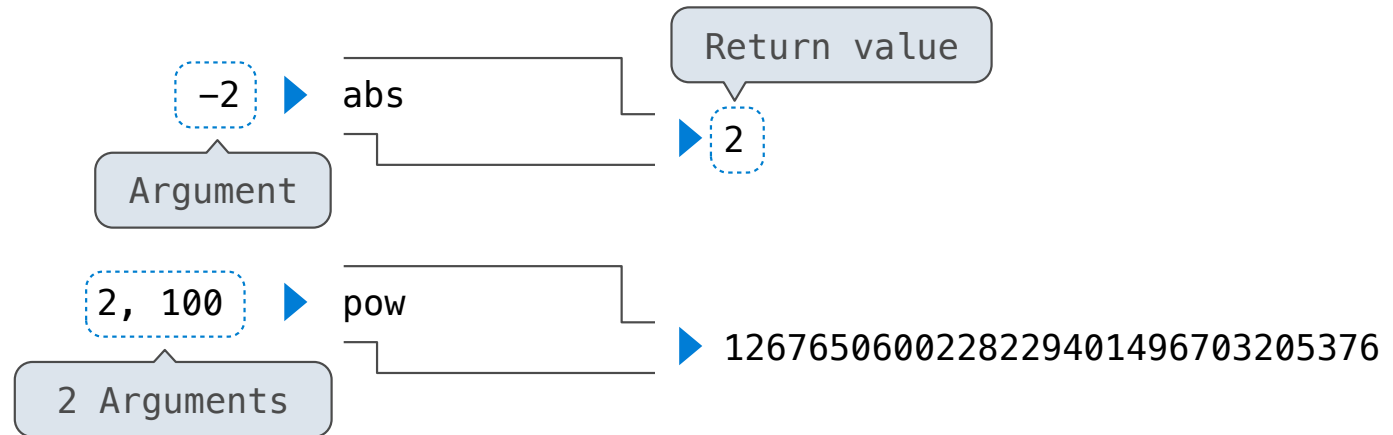
```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

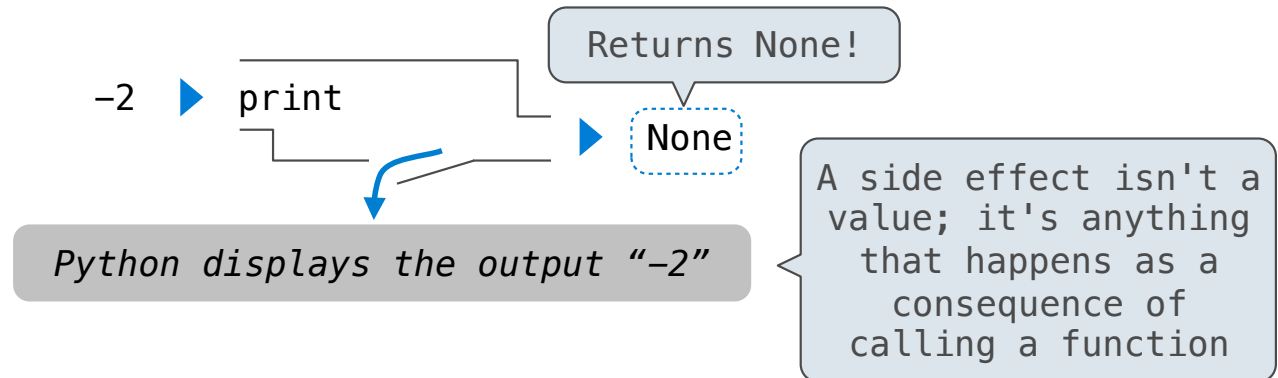
```
TypeError: unsupported operand type(s) for +: 'NoneType' and 'int'
```

## Pure Functions & Non-Pure Functions

**Pure Functions**  
*just return values*

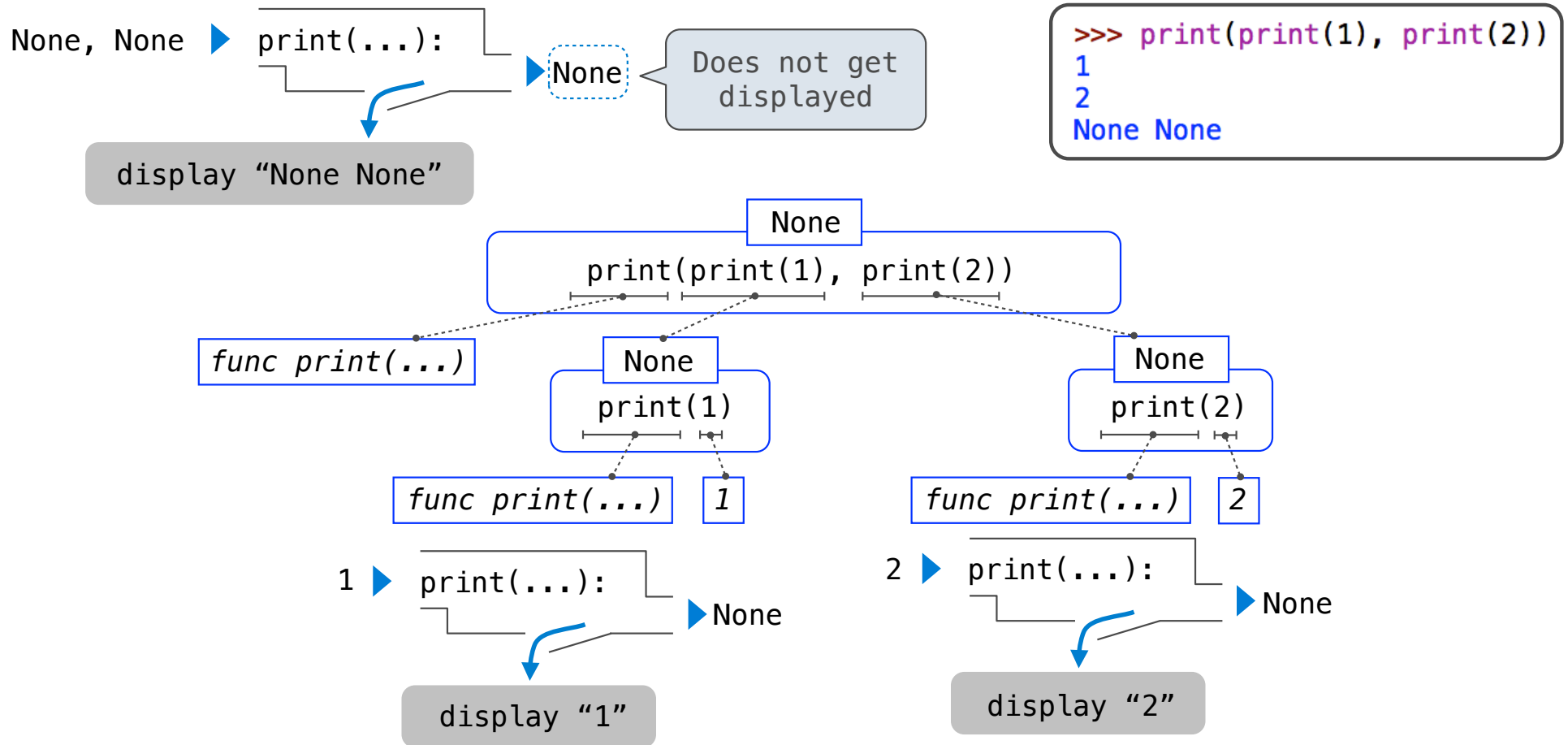


**Non-Pure Functions**  
*have side effects*



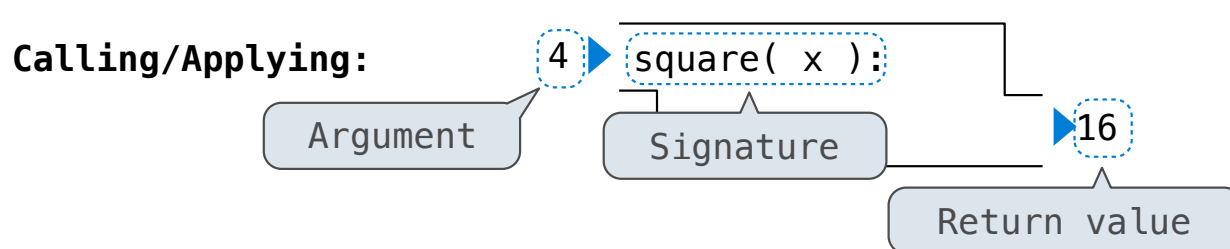
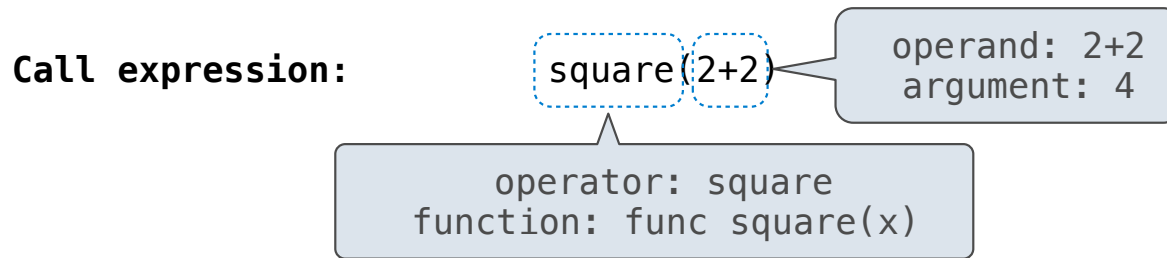
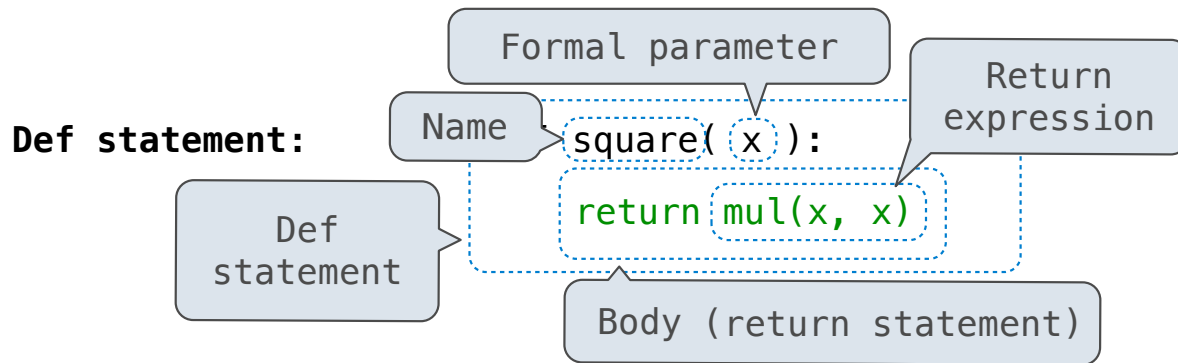
(Demo)

## Nested Expressions with Print



## Multiple Environments

## Life Cycle of a User-Defined Function



### What happens?

A new function is created!

Name bound to that function  
in the current frame

Operator & operands evaluated

Function (value of operator)  
called on arguments  
(values of operands)

A new frame is created!

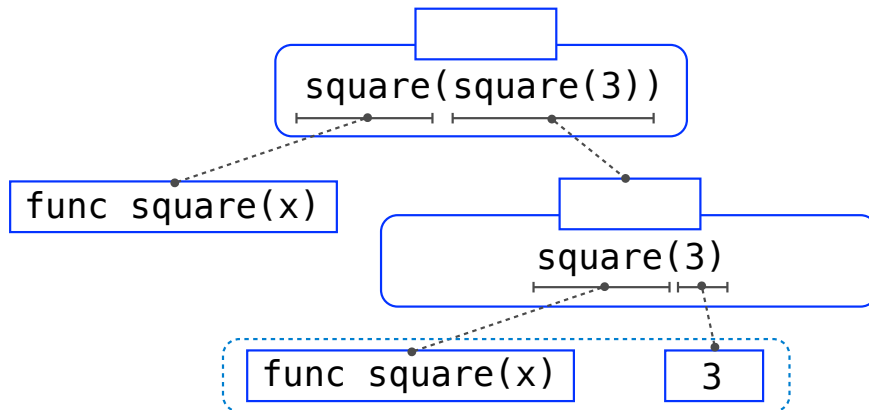
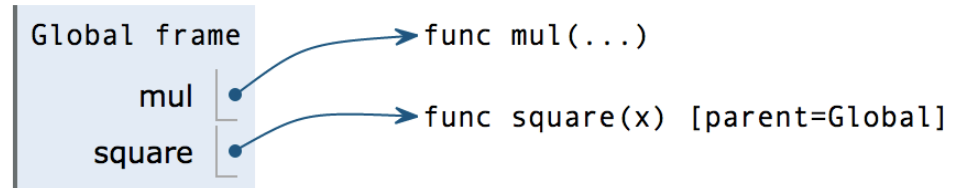
Parameters bound to arguments

Body is executed in that new  
environment



## Multiple Environments in One Diagram!

```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

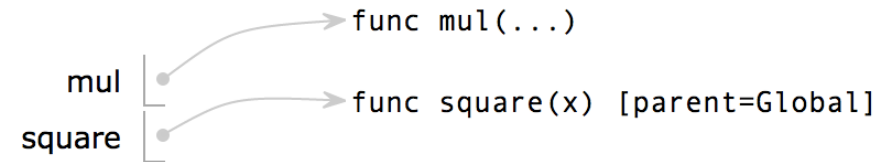


Interactive Diagram

## Multiple Environments in One Diagram!

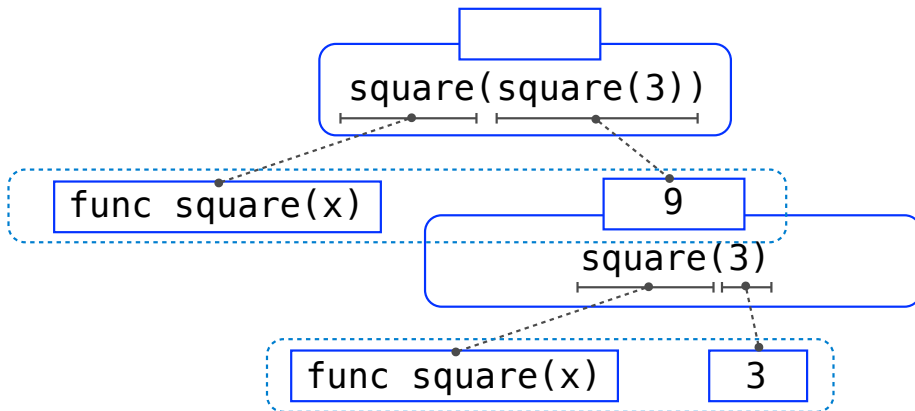
```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

Global frame



f1: square [parent=Global]

x | 3  
Return value | 9



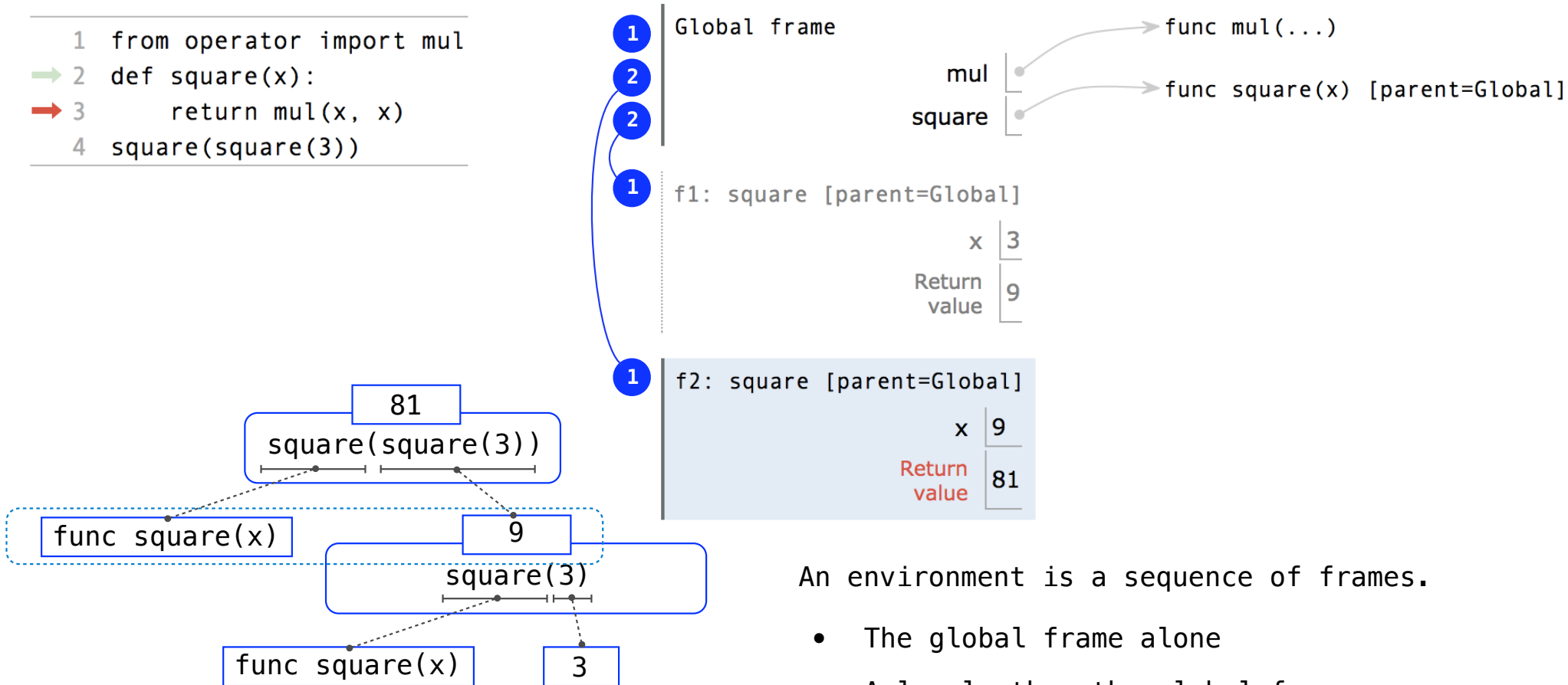
Interactive Diagram

## Multiple Environments in One Diagram!

```

1 from operator import mul
→ 2 def square(x):
→ 3     return mul(x, x)
4 square(square(3))

```

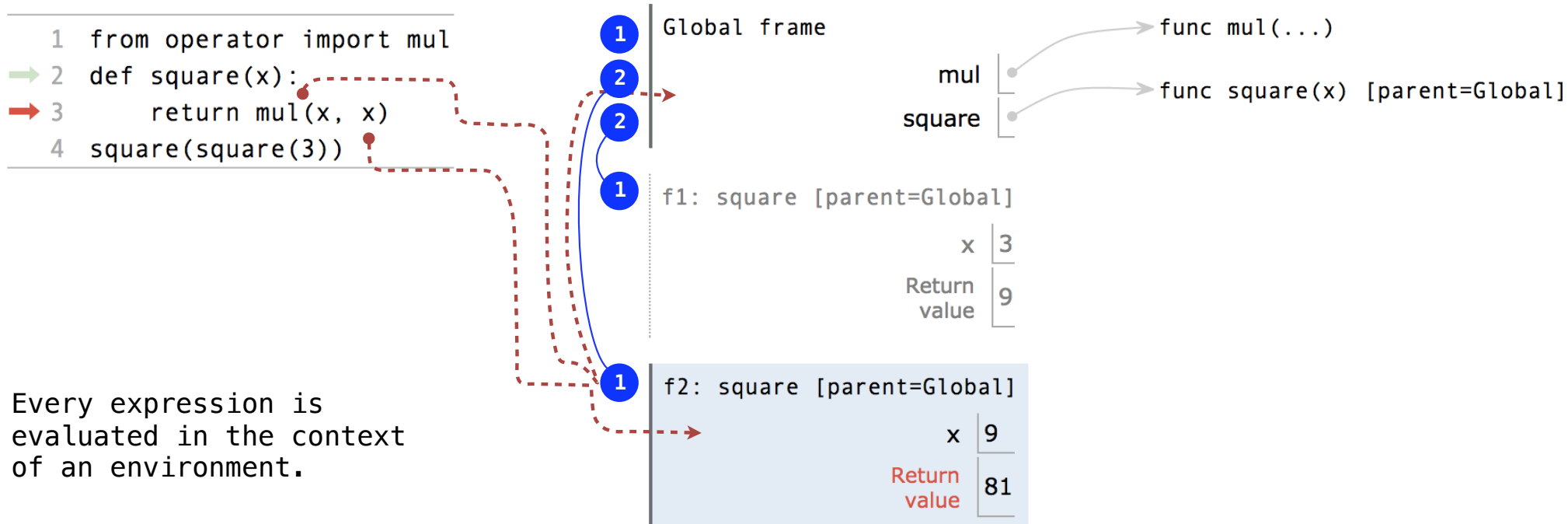


An environment is a sequence of frames.

- The global frame alone
- A local, then the global frame

Interactive Diagram

## Names Have No Meaning Without Environments



A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.

An environment is a sequence of frames.

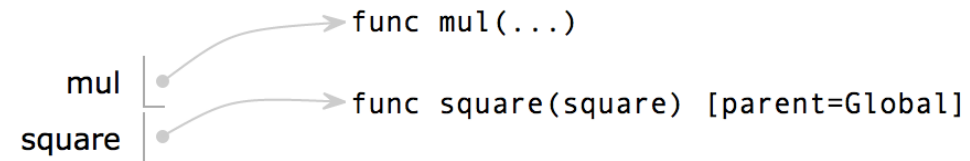
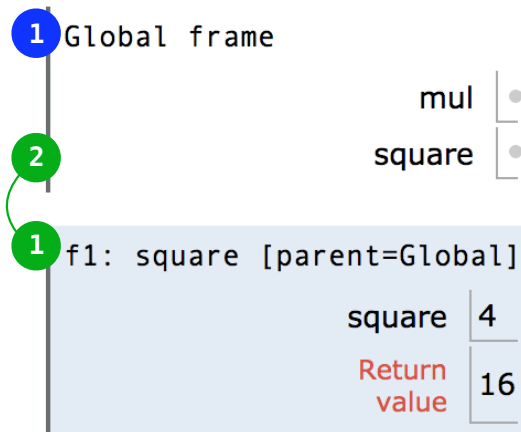
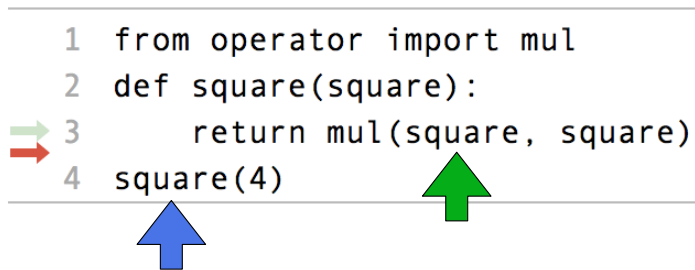
- The global frame alone
- A local, then the global frame

Interactive Diagram

## Names Have Different Meanings in Different Environments

A call expression and the body of the function being called are evaluated in different environments

```
1 from operator import mul
2 def square(square):
3     return mul(square, square)
4 square(4)
```



Every expression is evaluated in the context of an environment.

A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.

Interactive Diagram

# Miscellaneous Python Features

Division

Multiple Return Values

Source Files

Doctests

Default Arguments

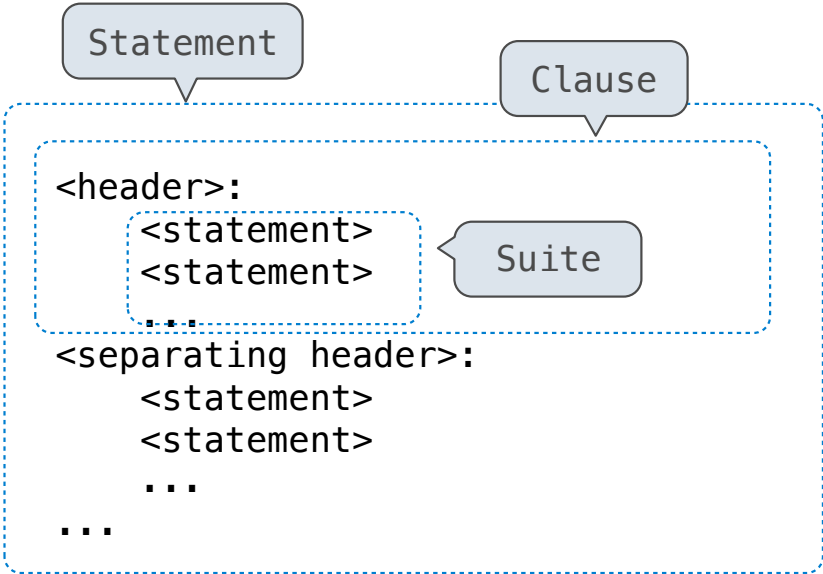
(Demo)

# Conditional Statements

# Statements

A *statement* is executed by the interpreter to perform an action

### Compound statements:



The first header determines a statement's type

The header of a clause "controls" the suite that follows

def statements are compound statements




## Compound Statements

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### Compound statements:

```
<header>:  
  <statement>  
  <statement>  
  ...  
<separating header>:  
  <statement>  
  <statement>  
  ...  
...
```



A suite is a sequence of statements

To “execute” a suite means to execute its sequence of statements, in order

### Execution Rule for a sequence of statements:

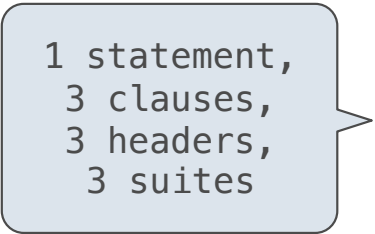
- Execute the first statement
- Unless directed otherwise, execute the rest

## Conditional Statements

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(Demo)

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
    elif x == 0:  
        return 0  
    else:  
        return x
```



1 statement,  
3 clauses,  
3 headers,  
3 suites

### Execution Rule for Conditional Statements:

- Each clause is considered in order.
1. Evaluate the header's expression.
  2. If it is a true value, execute the suite & skip the remaining clauses.

### Syntax Tips:

1. Always starts with "if" clause.
2. Zero or more "elif" clauses.
3. Zero or one "else" clause, always at the end.

## Boolean Contexts

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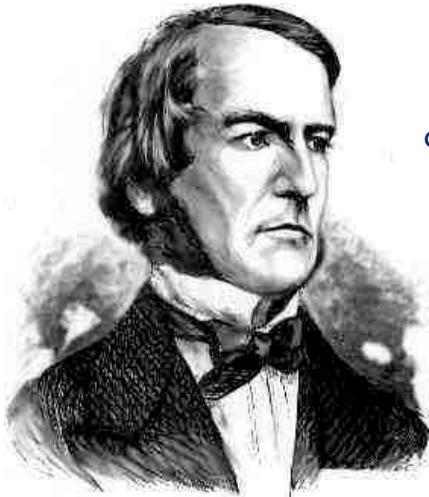


*George Boole*

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
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        return 0  
    else:  
        return x
```

## Boolean Contexts

---



George Boole

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
    elif x == 0:  
        return 0  
    else:  
        return x
```

Two boolean contexts

False values in Python: False, 0, '', None *(more to come)*

True values in Python: Anything else (True)

**Read Section 1.5.4!**

Iteration

# While Statements

(Demo)



*George Boole*

```
▶ 1 i, total = 0, 0
▶ 2 while i < 3:
▶ 3     i = i + 1
▶ 4     total = total + i
```

Global frame			
i	<del>0</del>	<del>1</del>	<del>2</del> 3
total	<del>0</del>	<del>1</del>	<del>2</del> 6

## Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.