1 Control

Control structures direct the flow of logic in a program. For example, conditionals (if-elif-else) allow a program to skip sections of code, while iteration (while), allows a program to repeat a section.

If statements

Conditional statements let programs execute different lines of code depending on certain conditions. Let’s review the if-elif-else syntax.

Recall the following points:

- The else and elif clauses are optional, and you can have any number of elif clauses.
- A conditional expression is a expression that evaluates to either a true value (True, a non-zero integer, etc.) or a false value (False, 0, None, "", [], etc.).
- Only the suite that is indented under the first if/elif with a conditional expression evaluating to a true value will be executed.
- If none of the conditional expressions evaluate to a true value, then the else suite is executed. There can only be one else clause in a conditional statement!

Boolean Operators

Python also includes the boolean operators and, or, and not. These operators are used to combine and manipulate boolean values.

- not returns the opposite truth value of the following expression.
- and stops evaluating any more expressions (short-circuits) once it reaches the first false value and returns it. If all values evaluate to a true value, the last value is returned.
- or short-circuits at the first true value and returns it. If all values evaluate to a false value, the last value is returned.
Questions

1.1 Alfonso will only wear a jacket outside if it is below 60 degrees or it is raining.

Write a function that takes in the current temperature and a Boolean value telling if it is raining and returns True if Alfonso will wear a jacket and False otherwise.

This should only take one line of code!

```python
def wears_jacket(temp, raining):
    
    >>> wears_jacket(90, False)
    False
    >>> wears_jacket(40, False)
    True
    >>> wears_jacket(100, True)
    True
```

1.2 To handle discussion section overflow, TAs may direct students to a more empty section that is happening at the same time.

Write a function that takes in the number of students in two sections and prints out what to do if either section exceeds 30 students.

```python
def handle_overflow(s1, s2):
    
    >>> handle_overflow(27, 15)
    No overflow
    >>> handle_overflow(35, 29)
    Move to Section 2: 1
    >>> handle_overflow(20, 32)
    Move to Section 1: 10
    >>> handle_overflow(35, 30)
    No space left in either section
```
While loops

Iteration lets a program repeat statements multiple times. A common iterative block of code is the **while loop**.

As long as `<conditional clause>` evaluates to a true value, `<body of statements>` will continue to be executed. The conditional clause gets evaluated each time the body finishes executing.

Questions

1.3 What is the result of evaluating the following code?

```python
def square(x):
    return x * x

def so_slow(num):
    x = num
    while x > 0:
        x = x + 1
    return x / 0

square(so_slow(5))
```

1.4 Write a function that returns `True` if `n` is a prime number and `False` otherwise. After you have a working solution, think about potential ways to make your solution more *efficient*.

**Hint**: use the `%` operator: `x % y` returns the remainder of `x` when divided by `y`.

```python
def is_prime(n):
    """
    >>> is_prime(10)
    False
    >>> is_prime(7)
    True
    """
```
2 Higher Order Functions

A higher order function (HOF) is a function that manipulates other functions by taking in functions as arguments, returning a function, or both.

Functions as Arguments

One way a higher order function can manipulate other functions is by taking functions as input (an argument). Consider this higher order function called `negate`.

`negate` takes in a function `f` and a number `x`. It doesn’t care what exactly `f` does, as long as `f` is a function, takes in a number and returns a number. Its job is simple: call `f` on `x` and return the negation of that value.

Questions

2.1 Write a function that takes in a function `cond` and a number `n` and prints numbers from 1 to `n` where calling `cond` on that number returns `True`.

```python
def keep_ints(cond, n):
    """Print out all integers 1..i..n where cond(i) is true""

    >>> def is_even(x):
    ...      # Even numbers have remainder 0 when divided by 2.
    ...      return x % 2 == 0
    ...    >>> keep_ints(is_even, 5)
    2
    4
    """
```
Functions as Return Values

Often, we will need to write a function that returns another function. One way to do this is to define a function inside of a function:

The return value of `outer` is the function `inner`. This is a case of a function returning a function. In this example, `inner` is defined inside of `outer`. Although this is a common pattern, we can also define `inner` outside of `outer` and still use the same `return` statement. However, note that in this second example (unlike the first example), `inner` doesn’t have access to variables defined within the `outer` function, like `x`.

Questions

2.2 Use this definition of `outer` to fill in what Python would display when the following lines are evaluated.

```python
def outer(x):
    def inner(y):
        ...
        return inner
    return inner

>>> outer(61)

>>> f = outer(10)
>>> f(4)

>>> outer(5)(4)
```
2.3 Write a function similar to `keep_ints` like before, but now it takes in a number `n` and returns a function that has one parameter `cond`. The returned function prints out numbers from 1 to `n` where calling `cond` on that number returns `True`.

```python
def keep_ints(n):
    """Returns a function which takes one parameter cond and prints out all integers 1..i..n where calling cond(i) returns True."""

>>> def is_even(x):
...     # Even numbers have remainder 0 when divided by 2.
...     return x % 2 == 0

>>> keep_ints(5)(is_even)
2
4
"""
```
3 Environment Diagrams

An environment diagram keeps track of all the variables that have been defined and the values they are bound to.

```python
x = 3

def square(x):
    return x ** 2

square(2)
```

When you execute assignment statements in an environment diagram (like `x = 3`), you need to record the variable name and the value:

1. Evaluate the expression on the right side of the `=` sign
2. Write the variable name and the expression’s value in the current frame.

When you execute `def` statements, you need to record the function name and bind the function object to the name.

1. Write the function name (e.g., `square`) in the frame and point it to a function object (e.g., `func square(x) [parent=Global]`). The `[parent=Global]` denotes the frame in which the function was defined.

When you execute a call expression (like `square(2)`), you need to create a new frame to keep track of local variables.

1. Draw a new frame. * Label it with
   - a unique index (f1, f2, f3 and so on)
   - the intrinsic name of the function (square), which is the name of the function object itself. For example, if the function object is `func square(x) [parent=Global]`, the intrinsic name is `square`.
   - the parent frame ([parent=Global])
2. Bind the formal parameters to the arguments passed in (e.g. bind `x` to 3).
3. Evaluate the body of the function.

If a function does not have a return value, it implicitly returns `None`. Thus, the “Return value” box should contain `None`.

*Since we do not know how built-in functions like `add(...)` or `min(...)` are implemented, we do not draw a new frame when we call built-in functions.
Questions

3.1 Draw the environment diagram that results from executing the code below.

```python
da = 1
def b(b):
    return a + b
da = b(a)
da = b(a)
```

3.2 Draw the environment diagram that results from executing the code below. What will be the output (note this separately from the diagram)?

```python
from operator import add
def sub(a, b):
    sub = add
    return a - b
add = sub
sub = min
print(add(2, sub(2, 3)))
```