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# Programming Languages

**CS 251**  
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# Recap

# What makes a PL functional?

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- ◆ They provide abstractions over functions
- ◆ They treat functions like other values in the language
- ◆ They emphasize recursion over iteration
- ◆ They do not allow mutation

# Side effects

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- ♦ **Side effect**: any observable effect other than producing a value
- ♦ Functional programming languages tend to avoid side effects (mutation is a kind of side effect)
- ♦ Side effects make it **harder to reason formally** about a program's behavior
- ♦ However, printing is very useful!

# Racket printing

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- ♦ What's the difference between **display**, **write**, and **print**?
- ♦ What does **displayln** do?

# Making observations

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More Racket

# Language components

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- ♦ **Expressions:** bits of the language

(+ 1 2)            “cat”            (define (foo n) n)

- ♦ **Values:** expressions that cannot be reduced any further

“cat”            (define (foo n) n)

- ♦ **Declarations:** bind variables to values

(define x 4)



# More Racket: Values

# Functions revisited

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Syntax: (**define** (foo id<sub>1</sub>, ... id<sub>n</sub>) e)



**parameters**

**function body**

# Practice:

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Write a function that takes a list and adds 5 to each item in the list.

# Practice:

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Write a function that takes a number and counts down to 0 from that number.

> (countdown 6)

6

5

4

3

2

1

0

# Euclid's algorithm for GCD

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Find greatest common divisor of  $r1$  and  $r2$ :

base case:

If  $r1 = 0$ :  
    return  $r2$

If  $r2 = 0$ :  
    return  $r1$

$k$ th step:

If  $r1$  and  $r2$  are greater than 0:  
     $r1 / r2$   
    GCD( $r2$ , remainder)

# More Racket: Definitions

# Local binding

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A let expression **binds** a set of variables for use in the body of the let block.

```
(define (greet str)
  (let ((greeting (string-append "hi " str)))
    (display greeting)))
```

# Local binding, take two

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In a let expression, the right-hand side of a declaration can't refer to the left-hand side.

If we write:

```
(let ((a (+ a 5))))
```

if `a` is not defined outside the **scope** of the `let`, the `let` will throw an error.



# Practice:

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Write a function that takes a list of numbers and returns the sum of their squares

```
> (sum-squares (1 2 3))  
14
```

# Practice:

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Write a function that takes a number and counts up from 0 to that number.

```
> (countup 6)
```

```
0
```

```
1
```

```
2
```

```
3
```

```
4
```

```
5
```

```
6
```

# First class functions

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In Racket, functions are values. This is because Racket has **first class functions**: functions have all the rights and privileges of other values.

## Function Bill of Rights:

*We the Racketeers hereby declare that functions:*

- ♦ Do not need to be named (lambdas)
- ♦ Can be returned by functions
- ♦ Can be arguments to functions

# Anonymous Functions

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A lambda expression is an anonymous function.

(define (fn)) is really short for (define fn (lambda ))

(define (hello-world) (display "hello world!"))

(define hello-world (lambda ( ) (display "hello world!")))



**parameters**



**function body**

# Lambdas

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**Lambda:** anonymous function

`(lambda (x y) (+ x y))`



**list of arguments**



**function body**

**Practice:** write an anonymous function that returns the second item in a list.

# Letrec

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This is a problem for declaring recursive functions, since they refer to themselves!

Racket has another local binding construct for this reason: **letrec**.

If we write:

```
(letrec ((a (+ a 5))))
```

The **a** in the right-hand side refers to whatever value the **a** on the left-hand side has.

# String-reverse using letrec

```
(define (reverse str)
  (letrec ((helper
            (lambda (str x)
              (if (= x (string-length str))
                  ""
                  (string-append
                    (helper str (+ x 1))
                    (string (string-ref str x)))))))
    (helper str 0)))
```

**define helper function** (points to `(letrec ((helper`)

**helper function arguments** (points to `(lambda (str x)`)

**base case** (points to `(if (= x (string-length str))`)

**recursive call** (points to `(helper str (+ x 1))`)

**call helper function** (points to `(helper str 0)))`)

# Practice:

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Rewrite **count-up** using **letrec**.

```
(define (count-help x y)
  (display x)
  (if (= x y)
      (void)
      (count-help (+ x 1) y)))
```

```
(define (count-up x)
  (count-help 1 x))
```



# Recursion versus iteration

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How efficient is recursion anyway?

# Recursion versus iteration

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How efficient is recursion anyway?

## Iterative

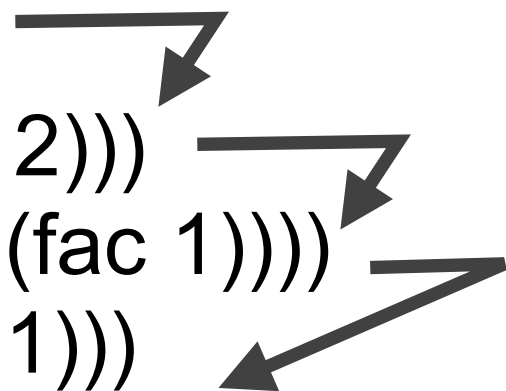
```
> (it-fac 4)
```

```
res = res*1  
res = res*2  
res = res*3  
res = res*4
```

## Recursive

```
> (fac 4)
```

```
(* 4 (fac 3))  
(* 4 (* 3 (fac 2)))  
(* 4 (* 3 (* 2 (fac 1))))  
(* 4 (* 3 (* 2 1)))
```





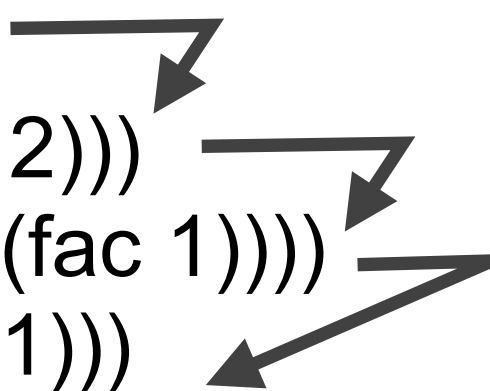
# Tail recursion

How efficient is recursion anyway?

## Original version

> (fac 4)

( $\ast$  4 (fac 3))  
( $\ast$  4 ( $\ast$  3 (fac 2)))  
( $\ast$  4 ( $\ast$  3 ( $\ast$  2 (fac 1))))  
( $\ast$  4 ( $\ast$  3 ( $\ast$  2 1)))



## Tail-recursive version

> (tail-fac 4)

(tail-fac 3 ( $\ast$  4 1))  
(tail-fac 2 ( $\ast$  3 4))  
(tail-fac 1 ( $\ast$  2 12))  
(24)

# Practice:

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Write two versions of **string reverse**: a tail-recursive and a non-tail-recursive version.

# Practice: Fizzbuzz

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Count up from 0 to n in the following way:

- ✦ If the number is divisible by 3, print fizz
- ✦ If the number is divisible by 5, print buzz
- ✦ If the number is divisible by 3 **and** 5, print fizzbuzz
- ✦ Otherwise, print the number