CS152 – Programming Language Paradigms Prof. Tom Austin

### Closures & Scoping



### Variables

- Parameters
- Local variables
- Free variables
  - Variables not defined in the current scope
  - e.g. global variables



bar

### Lab part 1

- Guess what the bash script should print
- Run the script
- Rewrite the script into a Java program as faithfully as you can. What does it return?

#!/bin/bash x = 42function foo echo(\$x) function bar local x=666foo bar

Most languages uses *static* or *lexical* scoping, so x would be 42.

But Bash uses dynamic scoping, so x is 666?

### Scoping definitions

- In static or lexical scoping, name resolution depends on where the named variable is defined.
- In dynamic scoping, name resolution depends on the execution path of the code (the calling context).

## Why do some languages use dynamic scoping?

### Closures and environments

- A closure is a pair of
  - a function, and
  - its environment
- An environment is a mapping of free variables to their values defined outside the function.

#### Scoping example in Scheme

```
(define x 2)
```

```
{let ([y 3])
  {let ([z 4])
      (+ x y z)
  }
```

}

### Function scoping is the same as let $(define \times 2)$

# {let ([y 3]) ({lambda (z) (+ x y z)} 4)

}

#### We can nest functions

```
(define x 2)
```

```
({lambda (y)
    ({lambda (z)
        (+ x y z)}
    4)}
3)
```

### Simple example of closures

### (define (make-adder x) (lambda (y) (+ x y)))

(let ([add-two (make-adder 2)])
 (add-two 3))

```
(define (make-counter)
  (let ([count 0])
    (lambda ()
      (set! count (+ count 1))
      count)))
(define my-count (make-counter))
(my-count)
(my-count)
(define ctr2 (make-counter))
(ctr2)
(my-count)
```

(define (box x) (cons  $(\lambda () \times)$ (λ(y) (**set!** x y)))) (define (get-val bx) ((car bx))) (define (set-val! bx new-val) ((cdr bx) new-val))

### Using box

(let ([my-box (box 3)])
 (displayln (get-val my-box))
 (set-val! my-box 4)
 (displayln (get-val my-box)))

### Lab, part 2

- Use box to create an Employee object.
- Details in Canvas.