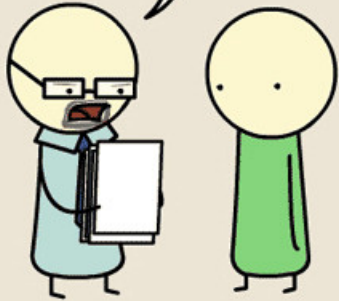


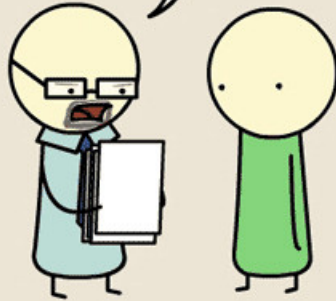
# PYTHON

THIS IS PLAGIARISM.  
YOU CAN'T JUST "IMPORT ESSAY."



# JAVA

I'M TWO PAGES IN AND I STILL  
HAVE NO IDEA WHAT YOU'RE SAYING.



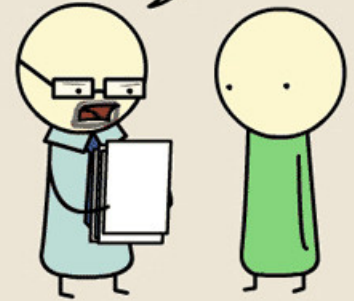
# C++

I ASKED FOR ONE COPY,  
NOT FOUR HUNDRED.



# UNIX SHELL

I DON'T HAVE PERMISSION TO  
READ THIS.



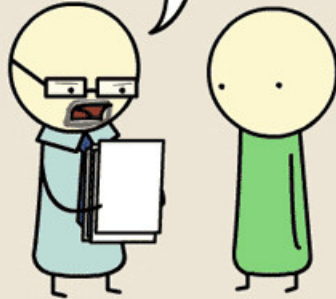
# ASSEMBLY

DID YOU REALLY HAVE TO REDEFINE EVERY  
WORD IN THE ENGLISH LANGUAGE?



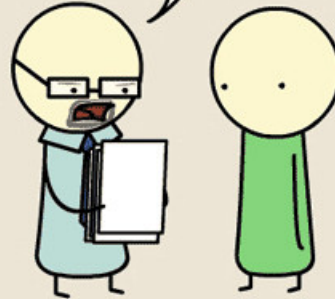
# C

THIS IS GREAT, BUT YOU FORGOT TO ADD  
A NULL TERMINATOR. NOW I'M JUST READING  
GARBAGE.



# LATEX

YOUR PAPER MAKES NO GODDAMN SENSE,  
BUT IT'S THE MOST BEAUTIFUL THING  
I HAVE EVER LAID EYES ON.



# HTML

THIS IS A FLOWER POT.



CS 152: *Programming Language Paradigms*



# Higher Order Functions

Prof. Tom Austin

San José State University

# Lab review

Functional languages treat programs  
as *mathematical functions*.

***Definition:** A function is a rule that associates to each  $x$  from some set  $X$  of values a unique  $y$  from a set of  $Y$  values.*

$$y = f(x)$$



f is the name of  
the function

***Definition:*** A function is a rule that associates to each  $x$  from some set  $X$  of values a unique  $y$  from a set of  $Y$  values.

$x$  is a variable in  
the set  $X$

$$y = f(x)$$

$X$  is the *domain* of  $f$ .  
 $x \in X$  is the *independent*  
*variable*.

***Definition:*** A function is a rule that associates to each  $x$  from some set  $X$  of values a unique  $y$  from a set of  $Y$  values.

$$y = f(x)$$

$y$  is a variable in  
the set  $Y$

$Y$  is the *range* of  $f$ .  
 $y \in Y$  is the *dependent*  
*variable*.

# Qualities of Functional Programming

1. Functions clearly distinguish **inputs** from **outputs**
2. No assignment (pure)
3. No loops (pure)
4. Result depends **only** on input values
  - Evaluation order does not matter
5. Functions are **first class values**

# Referential transparency

In **purely functional** programs you can

- replace an expression with its value
- write code free of side-effects

Functions are **first-class** data values.

We can do anything with them that we can do with other values.

# Higher-order function

A function that

- takes functions as arguments; or
- returns a function as its result; or
- dynamically constructs new functions

# Higher-order functions example (in class)

## Map example

```
(define (add-one x)
  (+ x 1))
```

```
(add-one 1)
```

Returns 2

```
(map add-one '(1 2 3))
```

Returns '(2 3 4)

## More map examples


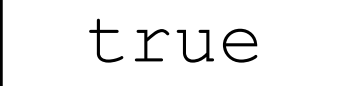
```
(define lst '(1 2 3 4 5))
```



```
(map number->string lst)
```

```
(map (lambda (x) (* x x)) lst)
```

```
(map number->string  
      (map (lambda (x) (expt 2 x))  
           lst))
```

# Filter example

(positive? 3)  

(positive? -2)  

(filter positive?  
 '(1 2 -3 4 0 5))  

# Combining higher-order functions

```
(map (λ(x) (* x x))  
     (filter even?  
           '(1 2 3 4 5 6))))
```

# Lab 3: map and filter

See Canvas for a more detailed explanation.

1. Using `map`, implement `strings-to-nums`.  

```
(strings-to-nums '("1" "2"))  
-> '(1 2)
```
2. Using `map`, create a `make-names` function:
  1. input: list of first names, list of last names
  2. output: list of full names
3. Using the `filter` function, write a function that takes a list of employees and returns a list containing only managers.