

Functional Abstraction

Announcements

Zero-Argument Functions

(Demo)

Dice Functions

The `six_sided` function returns an integer 1–6 that is the outcome of rolling once. (Demo)
Implement `repeat`, which returns the # of times in `n` rolls that an outcome repeats.

5 3 3 4 2 1 6 5 3 4 2 2 2 4 4 3 4 3 5 5 `repeats(20) -> 5`

```
def repeats(n):
    count = 0
    previous = 0
    while n:
        outcome = six_sided()
        if previous == outcome:
            count += 1
            previous = outcome
        n -= 1
    return count
```

f1: repeats [parent=Global]

<u>n</u>	20
<u>count</u>	0
<u>previous</u>	0
<u>outcome</u>	5
Return value	

Lambda Expressions Practice

Lambda and Def

Any program containing lambda expressions can be rewritten using def statements.

```

                twice                square
>>> (lambda f: lambda x: f(f(x)))(lambda y: y * y)(3)
81

>>> def twice(f):
...     def g(x):
...         return f(f(x))
...     return g
...
>>> def square(y):
...     return y * y
...
>>> twice(square)(3)
81
```

CS 61A Fall 2022 Midterm 1 Question 4(a)

(2.0 pt) Choose **all** correct implementations of `funsquare`, a function that takes a one-argument function `f`. It returns a one-argument function `f2` such that `f2(x)` has the same behavior as `f(f(x))` for all `x`.

```
>>> triple = lambda x: 3 * x
>>> funsquare(triple)(5) # Equivalent to triple(triple(5))
45
```

A:

```
def funsquare(f):
    return f(f)
```

D:

```
def funsquare(f):
    return lambda x: f(f(x))
```

B:

```
def funsquare(f):
    return lambda: f(f)
```

E:

```
def funsquare(f, x):
    return f(f(x))
```

C:

```
def funsquare(f, x):
    def g(x):
        return f(f(x))
    return g
```

F:

```
def funsquare(f):
    def g(x):
        return f(f(x))
    return g
```

CS 61A Fall 2022 Midterm 1 Question 4(a)

(2.0 pt) Choose **all** correct implementations of `funsquare`, a function that takes a one-argument function `f`. It returns a one-argument function `f2` such that `f2(x)` has the same behavior as `f(f(x))` for all `x`.

```
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45
```

A: `def funsquare(f):`
 `return f(f)`

B: `def funsquare(f):`
 `return lambda: f(f)`

C: `def funsquare(f, x):`
 `def g(x):`
 `return f(f(x))`
 `return g`

D: `def funsquare(f):`
 `return lambda x: f(f(x))`

E: `def funsquare(f, x):`
 `return f(f(x))`

F: `def funsquare(f):`
 `def g(x):`
 `return f(f(x))`
 `return g`

Conditional Expressions (and/or)

True and False Values

The built-in `bool(x)` returns `True` for true `x` and `False` for false `x`.

```
>>> bool(0)
False
>>> bool(-1)
True
>>> bool(0.0)
False
>>> bool(' ')
True
>>> bool('')
False
>>> bool(False)
False
>>> bool(print('fool'))
fool
False
```

Call Expressions

Assigning Names to Values

There are three ways of assigning a name to a value:

- Assignment statements (e.g., `y = x`) assign names in the current frame
- Def statements assign names in the current frame
- Call expressions assign names in a new local frame

```
h = lambda f: lambda x: f(f(x))  
h(abs)(-3)
```

```
f = abs  
x = -3  
f(f(x))
```

```
h = lambda f: f(f(x))  
x = -3  
h(abs)
```