

## CSC 151, Review Session with SamR, Week 6

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Things to talk about

- Let's talk about `let`
- And about `for-each`
- And `cond`
- Recursion (maybe a little)

What's on the quiz?

- NOT recursion
- Conditionals, and, or, etc.
- Lists with `cons`, `car`, `cdr`, `null`, and `null?`
- Plus everything you learned in advance of that
- No turtle graphics

### Let's talk about Let

- You can use `define` within procedures, but we don't allow you to because it can lead to future confusion.
- Alternative, with clean syntax and semantics

Form

```
(let ([NAME EXP]
      [NAME EXP])
  EXP
  EXP
  EXP)
```

Meaning

- Evaluate all of the top expressions (the ones that follow `NAME`)
- Associate the names with the results of those expressions (aka "update the 'name table'")
- Evaluate the remaining expressions, using those names
- Forget about the new names

Simple example

```
(let ([x 2]) (* x x))
```

- Step 1: Evaluate 2. Done.
- Step 2: Remember that "whenever we see x, use 2"
- Step 3: Look at  $(* x x) \Rightarrow (* 2 2)$
- Step 4: Finish evaluating: 4
- Step 5: Forget what x means

### Complication

```
(+ (let ([x 2]) (* x x)) x)
```

- Steps 1 ... 5, as before
- Now we have  $(+ 4 x)$  What value does x have? None! Crash

### Sample interaction

```
> (let ([x 2]) (* x x))
4
> (+ (let ([x 2]) (* x x)) x)
. . reference to an identifier before its definition: x
> (begin 2 3)
3
> (+ (begin (define x 2) (* x x)) x)
. define: not allowed in an expression context in: (define x 2)
```

### Another example

```
DEFINITIONS
(define x 3)
(let ([x 2]) (* x x))
```

```
OUTPUT
4
```

### And another

```
DEFINITIONS
(define x 3)
(+ (let ([x 2]) (* x x)) x)
```

```
OUTPUT
7
```

### More complicated

```
DEFINITIONS
(let ([x 2]
      [y (* x x)])
  (+ x y))
```

```
OUTPUT
boom!
```

## More complicated

DEFINITIONS

```
(define x 3)
(let ([x 2]
      [y (* x x)])
  (+ x y))
```

INTERACTIONS

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## And more

DEFINITIONS

```
(define x 3)
(let* ([x 2]
       [y (* x x)])
  (+ x y))
```

INTERACTIONS

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## Let's talk about for-each

```
(repeat N PROCEDURE PARAMETER1 PARAMETER2 ... )
(map PROCEDURE LIST1 LIST2 ... )
(for-each PROCEDURE LIST1 LIST2 ... )
```

- Difference between map, repeat, and for-each
- Commonality: All three call a procedure repeatedly
- Difference: Parameters
  - map and for-each - take the parameters from a list
  - repeat takes the same parameter each
- Difference: Specify the number of times to call the procedure
  - repeat: N
  - for-each and map: Depends on the length of the list
- Difference: Return value
  - repeat: none
  - for-each: none
  - map: list (of the same length)
- Difference: Order of evaluation
  - for-each: Left to right
  - map: May be any order
- Some exercises to help us think about using them:

- Given a list of grades, add 10 to each grade, giving us a new list of grades
  - Argument for repeat: Adding 10 to each but it's to different numbers, so maybe not
  - Argument for map: Making a new list (define grades (list 80 90 89 85 123)) (define newgrades (map (lambda (l-s) (+ l-s 10)) grades))
- Make a turtle move forward 1 and make its color darker fifteen times

Code written on the fly

```
(define yertle (turtle-new salamasond))

(repeat 15
  (lambda (turtle)
    (turtle-forward! turtle 1)
    (turtle-set-color! turtle (rgb-darker (turtle-get-color turtle))))
  yertle)

(define yertle (turtle-new salamasond))
(for-each
  (lambda (color)
    (turtle-forward! yertle 1)
    (turtle-set-color! yertle color))
  (list color1 color2 ... color15))
```

Code after testing in DrRacket (and then a failed cut-and-paste)

```
#lang racket
(require gigls/unsafe)

(define turtle-get-color
  (lambda (turtle)
    (turtle ':color)))

(define salamasond (image-show (image-new 200 200)))
(define yertle (turtle-new salamasond))

(turtle-teleport! yertle 100 100)
(for-each
  (lambda (color)
    (turtle-forward! yertle 3)
    (turtle-set-color! yertle color))
  (list "blue" "pink" "red" "orange" "maroon"
        "green" "blue" "indigo" "violet"
        "black" "yellow" "purple" "blue"
        "pink" "grey" "gray" "black"))

(turtle-teleport! yertle 100 130)
(turtle-set-color! yertle (rgb-new 255 128 128))
(repeat 15
  (lambda (turtle)
    (turtle-forward! turtle 5)
    (turtle-set-color! turtle (rgb-darker (turtle-get-color turtle))))
  yertle)
```

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