## Racket Forms

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## Forms

- A form is a recognized syntax in the language
- (if ...), (and ...) are forms
- But +, list refer to functions
- Core forms defined by the language (if/and/define/...)
- You can define new forms too! More on this later...
- Scheme prefers to give a small number of general forms.


## Forms

- The tag just after the open-paren determines the form:
- (define foo value) - Define a variable
- (define (foo a0 a1 ...) body) - Define a function
- (if guard e-true e-false), (or e0 e1 ...), etc
- By default, otherwise, (e0 e1 ...) is a function call


## Value and Expressions

- Every language has a set of values
- Primitive objects representable at runtime
- Expressions evaluate to values
- Numbers, strings, but also functions (closures)
- An expression is any syntax that evaluates to a value
- Very important term to know!

Which of the following are expressions:

- (define x 23)
- x
- (+ x 3)
- (define (foo x) (+ x 1))
- (if x (foo x) (bar x))

Which of the following are expressions:

- (define $\times 23$ ) - Doesn't evaluate to a value
- x
- (+ x 3)
- (define (foo $x)(+x$ 1)) - Doesn't eval to value
- (if $\mathrm{x}(\mathrm{foo} \mathrm{x})(\operatorname{bar} \mathrm{x})$ )


## Exercise



Define a function that takes an argument, $x$, and returns:

- x times 2 , if x is greater than 0
- $x$ times -2 , otherwise


## Exercise

$\square$
(define (f x)
(if (< x 0)
(* $2 x$ )
(* -2 x ))

## Exercise



Define a function that takes an argument, x , and returns:

- $x$ divided by 2, if $x$ is even
- $x$ times 3 plus 1 , if $x$ is odd

Hint: use $=$ and modulo to check if x is even/odd

## Exercise

$\square$
(define (collatz x)
(if (= 0 (modulo x 2))
(/ x 2)
(+ 1 (* $3 x)$ ))

## Cond

- (cond [clause0 body0] ... [else body-else])
- Each clause is evaluated in order
- Evaluates body of first matching clause
- Else may be


## Definitions and

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## Definitions

- The form define is used to define variables
- Define comes in two forms
- (define id expr) - Define variable id as expr
- (define (f a0 ...) body ...+)
- Define a function $f$ with arguments $a 0, \ldots$
- At least one body (typically only one)


## Exercise



- Define a variable named x to be 42
- Define a function foo, which behaves as the identity function


## The Environment

- The environment at some point in the program includes the set of variables in scope (accessible) at that point
- Every syntactic point has a (potentially) unique environment

```
(define x 23)
(+ x 1) ;; x is 23
(define y 24)
(+ x y) ;; x & y defined
```


## Environments Nest

- Note that environments are hierarchical
- Definitions inside a function do not escape the function
- This relates to lexical scope which we will define soon
(define y 5)
(define (foo)
(displayln y) ;; 5
(define y 4)
$\begin{array}{lll}\mathrm{y}) & \text {; } & 4 \\ \text { (foo) } & \text {; } & 4 \\ \mathrm{y} & \text {; } & 5\end{array}$


## Exercise



What does the following function return:
(define (foo)
(define + 1) (define / (* 2 +)) (- + /))

## Exercise

$\square$
What does the following function return:
-1
Upshot: "built-in" functions are not special
(define (foo)
(define + 1) (define / (* $2+$ ) ) (- + /))

## Let

- Definitions with define are not expressions
- (let ([var e]) e-body)
- Expression: evaluates e-body with var defined as e
- Can have more than one var
(let ([x 2])
(+ x 3) ) ; ; 5
(let ([x 2]
[y 3])
(+ x y) ) ; ; 5


## Let

- Let does not allow simultaneous bindings to see each other
- I think of it as "parallel let"


## (let ([x 2]

$$
\begin{array}{cl}
[y \mathrm{x}]) & ; ; \text { bad } \\
(+\mathrm{xy)}) & ; ; 5
\end{array}
$$

## Let*

- Let* lets you define a sequence of variables
- I think of it as "sequential let"


## (let* ([x 2]

[y x]) ;; good
(+ x y) ; ; 5

