
READ-EVAL-PRINT Loop

READ: Read input from user:

a procedure application

EVAL: Evaluate input:

(f arg₁ arg₂ ...arg_n)

1. evaluate f to obtain a procedure
2. evaluate each arg_i to obtain a value
3. apply procedure to argument values

PRINT: Print resulting value:

the result of the procedure application

READ-EVAL-PRINT Loop Example

```
1 ]=> (cons 'a (cons 'b '(c d)))  
;Value 1: (a b c d)
```

1. Read the procedure application
(cons 'a (cons 'b '(c d)))
2. Evaluate cons to obtain a procedure
3. Evaluate 'a to obtain a itself
4. Evaluate (cons 'b '(c d)):
 - (a) Evaluate cons to obtain a procedure
 - (b) Evaluate 'b to obtain b itself
 - (c) Evaluate '(c d) to obtain (c d) itself
 - (d) Apply the cons procedure to b and (c d) to obtain (b c d)
5. Apply the cons procedure to a and (b c d) to obtain (a b c d)
6. Print the result of the application:
(a b c d)

Quotes Inhibit Evaluation

```
;;Same as before:
1 ]=> (cons 'a (cons 'b '(c d)))
;Value 2: (a b c d)

;;Now quote the second argument:
1 ]=> (cons 'a '(cons 'b '(c d)))
;Value 3: (a cons (quote b) (quote (c d)))

;;Instead, un-quote the first argument:
1 ]=> (cons a (cons 'b '(c d)))
;Unbound variable: a
;To continue, call RESTART...
2 error> ^C^C
1 ]=>
```

Quotes vs. Eval

```
;;Some things evaluate to themselves:
1 ]=> (list 1 42 #t #f ())
;Value 4: (1 2 #t () ())

;;They can also be quoted:
1 ]=> (list '1 '42 '#t '#f '())
;Value 5: (1 2 #t () ())

Eval Activates Evaluation

1 ]=> '(+ 1 2)
;Value 6: (+ 1 2)

;;Eval can be used to evaluate an expression
1 ]=> (eval '(+ 1 2))
;Value 7: 3
```

READ-EVAL-PRINT Loop

Can also be used to define procedures.

READ: Read input from user:
a symbol definition

EVAL: Evaluate input:
store function definition

PRINT: Print resulting value:
the symbol defined

Example:

```
1 ]=> (define (square x) (* x x))
```

```
;Value: square
```

Procedure Definition

Two syntaxes for definition:

```
1. (define (<fcn-name> <fcn-params>)
   <expression>)
(define (square x)
  (* x x))
```

```
(define (mean x y)
  (/ (+ x y) 2))
```

```
2. (define <fcn-name> <fcn-value>)
```

```
(define square
  (lambda (n) (* n n)))
```

```
(define mean
  (lambda (x y) (/ (+ x y) 2)))
```

Lambda procedure syntax enables the creation of anonymous procedures. More on this later!

Conditional Execution: if

```
(if <condition> <result1> <result2>)
```

1. Evaluate <condition>
2. If the result is a “true value” (i.e., anything but () or #f), then evaluate and return <result1>
3. Otherwise, evaluate and return <result2>

```
(define (abs-val x)  
  (if (>= x 0) x (- x)))
```

```
(define (rest-if-first e lst)  
  (if (eq? e (car lst)) (cdr lst) '()))
```

Conditional Execution: cond

```
(cond (<condition1> <result1>)  
      (<condition2> <result2>)  
      ...  
      (<conditionN> <resultN>)  
      (else <else-result>) ;optional else  
      ) ;clause
```

1. Evaluate conditions in order until obtaining one that returns a true value
2. Evaluate and return the corresponding result
3. If none of the conditions returns a true value, evaluate and return <else-result>

Conditional Execution: cond

```
(define (abs-val x)
  (cond ((>= x 0) x)
        (else (- x))
  )
)

(define (rest-if-first e lst)
  (cond ((null? lst) '())
        ((eq? e (car lst)) (cdr lst))
        (else '())
  )
)
```

Conditional vs. Boolean Expressions

Write a procedure that takes a parameter x and returns `#t` if x is an atom, and `false` otherwise. Using `cond`:

```
(define (atom? x)
  (cond ((symbol? x) '#t)
        ((number? x) '#t)
        ((char? x) '#t)
        ((string? x) '#t)
        ((null? x) '#t)
        (else ())
  )
)
```

Conditional vs. Boolean Expressions

Now write `atom?` without using `cond`:

```
(define (atom? x)
  (if (symbol? x) '#t
      (if (number? x) '#t
          (if (char? x) '#t
              (if (string? x) '#t
                  (if (null? x) '#t () )
              )
          )
      )
  )
)
```

Better atom? procedure

Any list is a pair (dotted pair with `CAR` and `CDR`), except the empty list (which is both list and atom).

```
(define (atom? x)
  (if (pair? x) () '#t)
)

(define (atom? x)
  (cond ((pair? x) ())
        (else '#t)
  )
)
```

Recursion: Five Steps to a Recursive Function

1. **Strategy:** How to reduce the problem?
2. **Header:**
 - What info needed as input and output?
 - Write the function header.
Use a noun phrase for the function name.
3. **Spec:** Write a method specification in terms of the parameters and return value.
Include preconditions.
4. **Base Cases:**
 - When is the answer so simple that we know it without recursing?
 - What is the answer in these base case(s)?
 - Write code for the base case(s).
5. **Recursive Cases:**
 - Describe the answer in the other case(s) in terms of the answer on smaller inputs.
 - Simplify if possible.
 - Write code for the recursive case(s).

Recursive Scheme Procedures: Sum-N

Parameter: integer $n \geq 0$.

Result: sum of integers from 0 to n .

```
(define (sum-n n)
```

```
  (cond (
```

```
        (else
```

```
        )
```

```
  )
```

Recursive Scheme Procedures: Length

```
(define (length x)
```

```
  ))
```

This is called “cdr-recursion.”

Note: There is a built-in `length` procedure.

Length (cont.)

```
1 ]=> (trace length)

;No value

1 ]=> (length '(a b c))

[Entering #[compound-procedure 5 length]
  Args: (a b c)]
[Entering #[compound-procedure 5 length]
  Args: (b c)]
[Entering #[compound-procedure 5 length]
  Args: (c)]
[Entering #[compound-procedure 5 length]
  Args: ()]
[0
  <== #[compound-procedure 5 length]
  Args: ()]
[1
  <== #[compound-procedure 5 length]
  Args: (c)]
[2
  <== #[compound-procedure 5 length]
  Args: (b c)]
[3
  <== #[compound-procedure 5 length]
  Args: (a b c)]
;Value: 3
```

Recursive Scheme Procedures: Abs-List

- `(abs-list '(1 -2 -3 4 0)) ⇒ (1 2 3 4 0)`
- `(abs-list '()) ⇒ ()`

```
(define (abs-list lst)
```

Recursive Scheme Procedures: Append

```
(append '(1 2) '(3 4 5)) ⇒ (1 2 3 4 5)  
(append '(1 2) '(3 (4) 5)) ⇒ (1 2 3 (4) 5)  
(append '() '(1 4 5)) ⇒ (1 4 5)  
(append '(1 4 5) '()) ⇒ (1 4 5)  
(append '() '()) ⇒ ()
```

```
(define (append x y)
```

```
)
```

Note: There is a built-in append procedure.