## Lecture 8: More Frames; Conditionals

## Announcements

A1 iscurrency spec change (posted online): for iscurrency: """Returns: True if <currency> is a valid 3-letter code for a currency, False otherwise

Precondition: <currency> is a string."""
Want to review last lecture? Additional materials on the course homepage are: solution slides with animations, and code you can paste into the Online Python Tutor

Readings for next time: $10.0-10.2,10.4-10.6,10.8-10.13$

## Frames and objects are real

$Q:$ What do these drawings on paper have to do with real programming?
A: Frames, objects, and variables are exactly what's being created in Python.

- The Online Python Tutor shows them to you
- The very curious can look at the Python module traceback; this is used by our cunittest module to print frame information.

So it's good to have a notation to talk about them.

## The power of the "true name"



## function definition (in lec07.py)

```
def new_rescale(pt):
    """Demo.
            Precond: pt is a Point object"""
    l norm = 5.0
    2 pt.y = pt.y / norm
```


## code with function call

import point
import lec07
$\mathrm{p}=$ point.Point $(0,3,4)$
lec07.new_rescale(p) \# what does this line do?

## Stack of frames: When functions call functions

## function definitions

```
def g(m):
"""Returns: energy equivalent of mass m"""
```

1 E = f(m, lt_speed)
2 return E
lt_speed $3 \times 10^{8}$
$\operatorname{def} f(x, y)$ :
"""Returns: $x$ times square of $y$ """
1 return x * ( $\mathrm{y}^{* *}$ )
code with function call

| lt_speed $=3 e 8$ <br> print $g(3)$ | Two "live" frames <br> (stack shown growing <br> downwards, here) |
| :--- | :---: |



## Error messages show stack info

## function definitions



1 E = f(m, lt_speed)
2 return $E$

## $\operatorname{def} f(x, y)$ :

"""Returns: $x$ times square of $y$ """
1 return x * (speed**2)

Traceback (most recent call last):
... line 2, in <module>: print $\mathrm{g}(3)$
... line 1 , in $\mathrm{g}: \mathrm{E}=\mathrm{f}(\mathrm{m}, \mathrm{lt}$ _speed $)$
... line 1 , in f : return $\mathrm{x} *$ (speed $* * 2$ )
NameError: global name 'speed' is not defined
code with function call
lt_speed $=3$ e8
print g(3)

1t_speed $3 \times 10^{8}$


Conditionals

## Example for Conditionals (Valentine's Day Special)

id7
Flower


The number of petals. $\geq 0$, initialized to random number.
he_loves me True
None if there are no petals.
Otherwise, True if the next petal corresponds to "he loves me", False if it corresponds to "he loves me not".

