

# [301] Function Scope

Based on slides created by Tyler Caraza-Harter

# Learning Objectives Today

## Understand local variables

- When are they created?
- When do they die?
- When are they shared?
- Where are they stored? (frames)

**Please continue reading  
Chapter 3 of Think Python**

## Understand global variables

- How are they accessed? (global keyword)
- Where are they stored? (global frame)

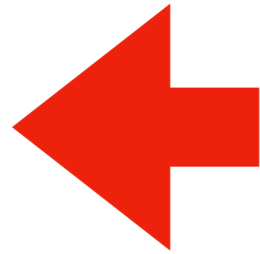
## Understand argument passing

- Meaning of “pass by value”
- The insignificance of parameter and argument naming

# Today's Outline

## Context

- Examples



## Frames

*Demos: Local Variables*

*Demos: Global Variables*

*Demos: Argument Passing*

# Context

Often (in life and programming), the same name can mean different things in different contexts

- Examples?

# Context

Often (in life and programming), the same name can mean different things in different contexts

- Examples?
- Human name: **Matthew** (who is in the room?)
- Street address: **534 State Street** (what city are we in?)
- Files: **main.py** (which directory are we in?)

# Context

Often (in life and programming), the same name can mean different things in different contexts

- Examples?
- Human name: **Matthew** (who is in the room?)
- Street address: **534 State Street** (what city are we in?)
- Files: **main.py** (which directory are we in?)

Python programs will often have different variables with the same name

# Context

Often (in life and programming), the same name can mean different things in different contexts

- Examples?
- Human name: **Matthew** (who is in the room?)
- Street address: **534 State Street** (what city are we in?)
- Files: **main.py** (which directory are we in?)

Python programs will often have different variables with the same name

- How do we keep variable names organized?

# Context

Often (in life and programming), the same name can mean different things in different contexts

- Examples?
- Human name: **Matthew** (who is in the room?)
- Street address: **534 State Street** (what city are we in?)
- Files: **main.py** (which directory are we in?)

Python programs will often have different variables with the same name

- How do we keep variable names organized? **with groups called “frames”**



# Context

Often (in life and programming), the same name can mean different things in different contexts

- Examples?
- Human name: **Matthew** (who is in the room?)
- Street address: **534 State Street** (what city are we in?)
- Files: **main.py** (which directory are we in?)

Python programs will often have different variables with the same name

- How do we keep variable names organized? **with groups called “frames”**
- How do we know what a variable name is referring to?

# Context

Often (in life and programming), the same name can mean different things in different contexts

- Examples?
- Human name: **Matthew** (who is in the room?)
- Street address: **534 State Street** (what city are we in?)
- Files: **main.py** (which directory are we in?)

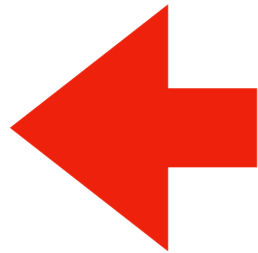
Python programs will often have different variables with the same name

- How do we keep variable names organized? **with groups called “frames”**
- How do we know what a variable name is referring to? **we'll learn some rules for this**

# Today's Outline

Context

Frames



*Demos: Local Variables*

*Demos: Global Variables*

*Demos: Argument Passing*

# Frames

Every time a function is invoked (i.e., called), the invocation gets a new “**frame**” for holding variables

- The parameters also exist in a frame
- When a variable name is used within a function, Python looks for it in the current frame first

# Frames

Every time a function is invoked (i.e., called), the invocation gets a new “**frame**” for holding variables

- The parameters also exist in a frame
- When a variable name is used within a function, Python looks for it in the current frame first

## Global frame

- There is always one global frame that all functions can access
- When a variable name is used, Python looks two places:
  1. the function invocation’s frame (first)
  2. the global frame (only if not found before)

# Example from Think Python

```
→ 1 def print_twice(bruce):  
2     print(bruce)  
3     print(bruce)  
4  
5 def cat_twice(part1, part2):  
6     cat = part1 + part2  
→ 7     print_twice(cat)  
8  
9 line1 = 'Bing tiddle'  
10 line2 = 'tiddle bang.'  
11 cat_twice(line1, line2)
```

# Example from Think Python

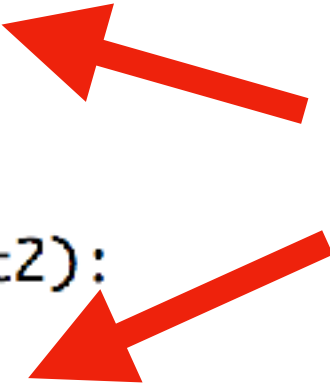
```
→ 1 def print_twice(bruce):  
2     print(bruce)  
3     print(bruce)  
4  
5 def cat_twice(part1, part2):  
6     cat = part1 + part2  
→ 7     print_twice(cat)  
8  
9 line1 = 'Bing tiddle'  
10 line2 = 'tiddle bang.'  
11 cat_twice(line1, line2)
```

**line1 and line2 will be in the global frame**

# Example from Think Python

```
→ 1 def print_twice(bruce):  
2     print(bruce)  
3     print(bruce)  
4  
5 def cat_twice(part1, part2):  
6     cat = part1 + part2  
→ 7     print_twice(cat)  
8  
9 line1 = 'Bing tiddle'  
10 line2 = 'tiddle bang.'  
11 cat_twice(line1, line2)
```

two frames will exist during  
the time we're executing  
in print\_twice



line1 and line2 will be in the global frame



# Example from Think Python

```
→ 1 def print_twice(bruce):  
2     print(bruce)  
3     print(bruce)  
4  
5 def cat_twice(part1, part2):  
6     cat = part1 + part2  
→ 7     print_twice(cat)  
8  
9 line1 = 'Bing tiddle'  
10 line2 = 'tiddle bang.'  
11 cat_twice(line1, line2)
```

two frames will exist during  
the time we're executing  
in print\_twice

line1 and line2 will be in the global frame

you don't generally see or interact  
with frames when programming,  
but it's an important mental model

# Example from Think Python

```
→ 1 def print_twice(bruce):  
2     print(bruce)  
3     print(bruce)  
4  
5 def cat_twice(part1, part2):  
6     cat = part1 + part2  
→ 7     print_twice(cat)  
8  
9 line1 = 'Bing tiddle'  
10 line2 = 'tiddle bang.'  
11 cat_twice(line1, line2)
```

two frames will exist during the time we're executing in `print_twice`

line1 and line2 will be in the global frame

you don't generally see or interact with frames when programming, but it's an important mental model

Downey illustrates like this (this is called a stack diagram)

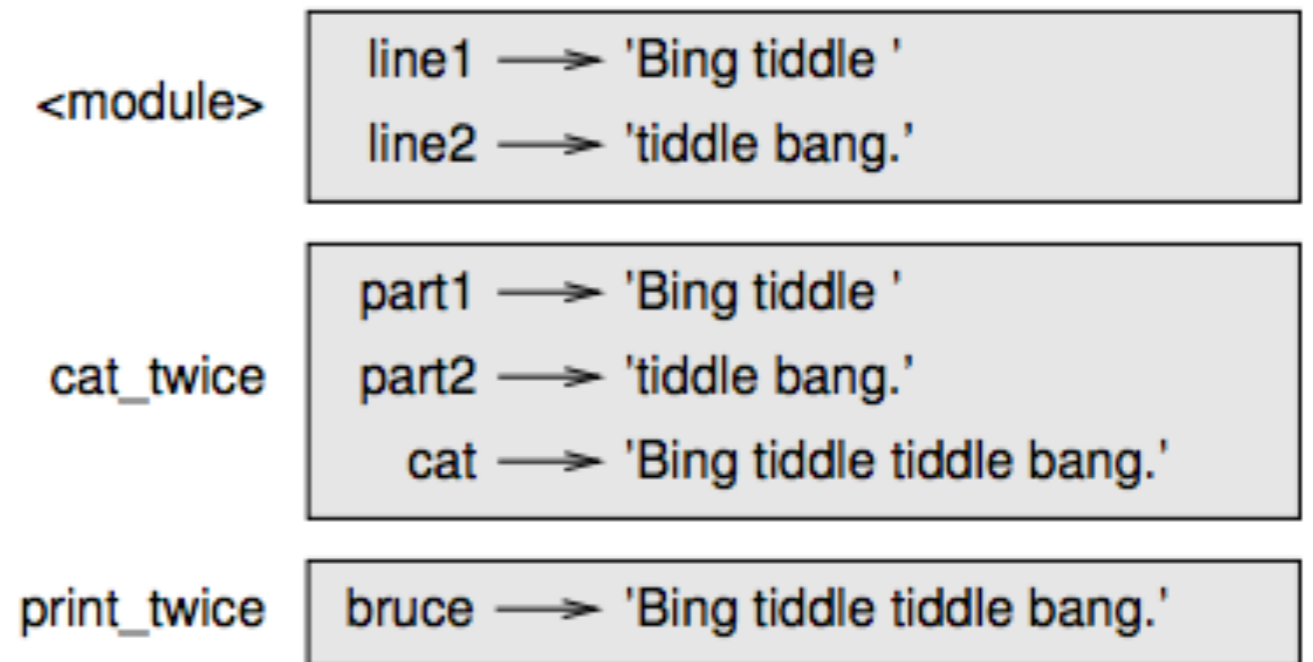


Figure 3.1: Stack diagram.

# Example from Think Python

```
→ 1 def print_twice(bruce):  
2     print(bruce)  
3     print(bruce)  
4  
5 def cat_twice(part1, part2):  
6     cat = part1 + part2  
→ 7     print_twice(cat)  
8  
9 line1 = 'Bing tiddle'  
10 line2 = 'tiddle bang.'  
11 cat_twice(line1, line2)
```

this code can access: **line1**, **line2**

**global frame**



<module>

line1 → 'Bing tiddle '  
line2 → 'tiddle bang.'

cat\_twice

part1 → 'Bing tiddle '  
part2 → 'tiddle bang.'  
cat → 'Bing tiddle tiddle bang.'

print\_twice

bruce → 'Bing tiddle tiddle bang.'

Figure 3.1: Stack diagram.

# Example from Think Python

```
→ 1 def print_twice(bruce):  
2     print(bruce)  
3     print(bruce)  
4  
5 def cat_twice(part1, part2):  
6     cat = part1 + part2  
7     print_twice(cat) can access: line1, line2, part1, part2, cat  
8  
9 line1 = 'Bing tiddle'  
10 line2 = 'tiddle bang.'  
11 cat_twice(line1, line2)
```

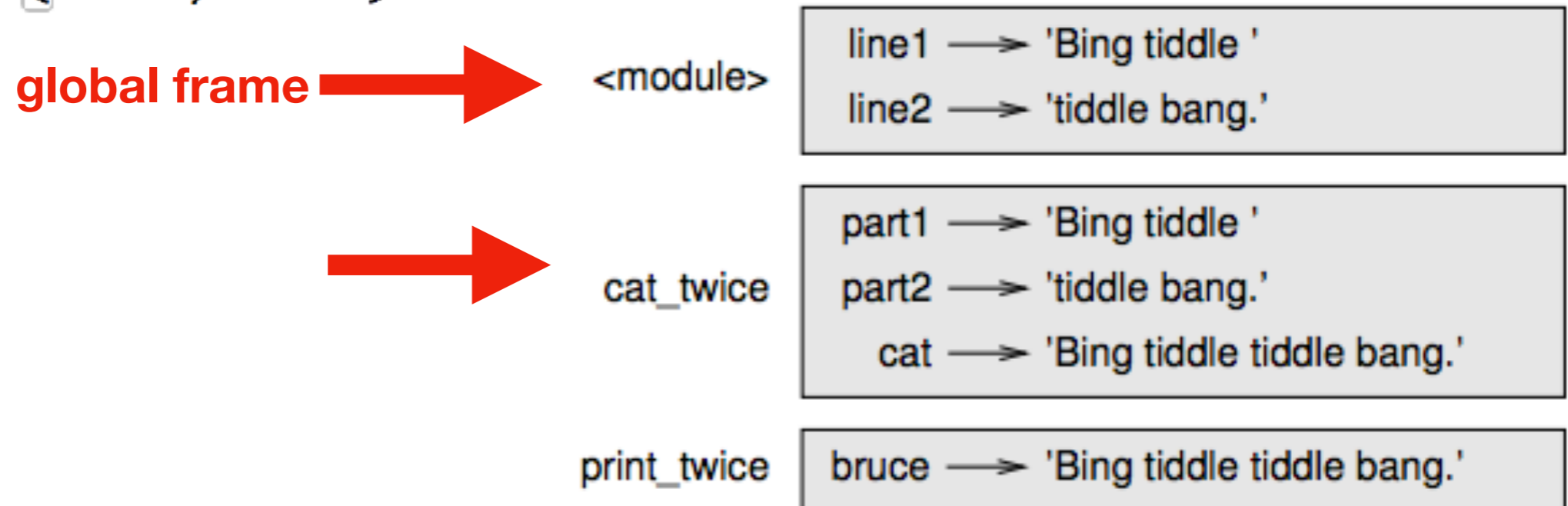


Figure 3.1: Stack diagram.

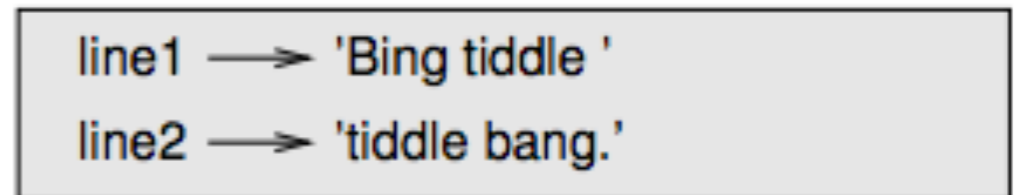
# Example from Think Python

```
→ 1 def print_twice(bruce):  
2     print(bruce)  
3     print(bruce)    can access: line1, line2, bruce  
4  
5 def cat_twice(part1, part2):  
6     cat = part1 + part2  
→ 7     print_twice(cat)  
8  
9 line1 = 'Bing tiddle'  
10 line2 = 'tiddle bang.'  
11 cat_twice(line1, line2)
```

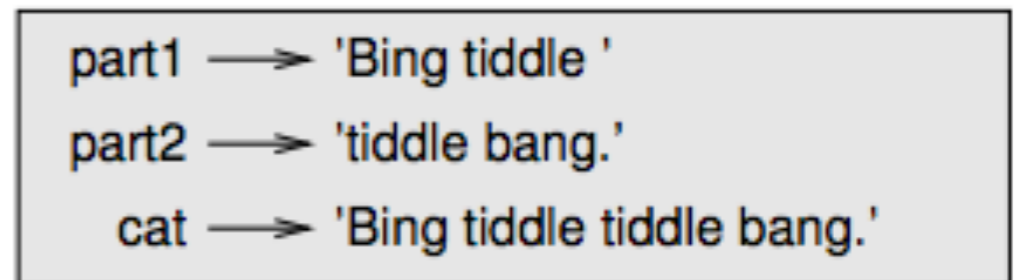
global frame



<module>



cat\_twice



print\_twice

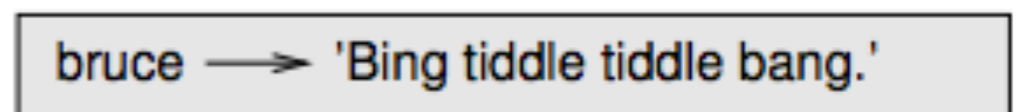


Figure 3.1: Stack diagram.

# Example from Think Python

```
→ 1 def print_twice(bruce):  
2     print(bruce)  
3     print(bruce)    can access: line1, line2, bruce  
4  
5 def cat_twice(part1, part2):  
6     cat = part1 + part2  
→ 7     print_twice(cat)  
8  
9 line1 = 'Bing tiddle'  
10 line2 = 'tiddle bang.'  
11 cat_twice(line1, line2)
```

we call the variables that can currently be accessed “in scope” and variables that cannot be “out of scope”

global frame



<module>

line1 → 'Bing tiddle '  
line2 → 'tiddle bang.'

cat\_twice

part1 → 'Bing tiddle '  
part2 → 'tiddle bang.'  
cat → 'Bing tiddle tiddle bang.'

print\_twice

bruce → 'Bing tiddle tiddle bang.'

Figure 3.1: Stack diagram.

# Example from Think Python

```
→ 1 def print_twice(bruce):
2     print(bruce)
3     print(bruce)
4
5 def cat_twice(part1, part2):
6     cat = part1 + part2
7     print_twice(cat)
8
9 line1 = 'Bing tiddle'
10 line2 = 'tiddle bang.'
11 cat_twice(line1, line2)
```

**Arguments are copied to parameters:  
this is called “pass by value”**

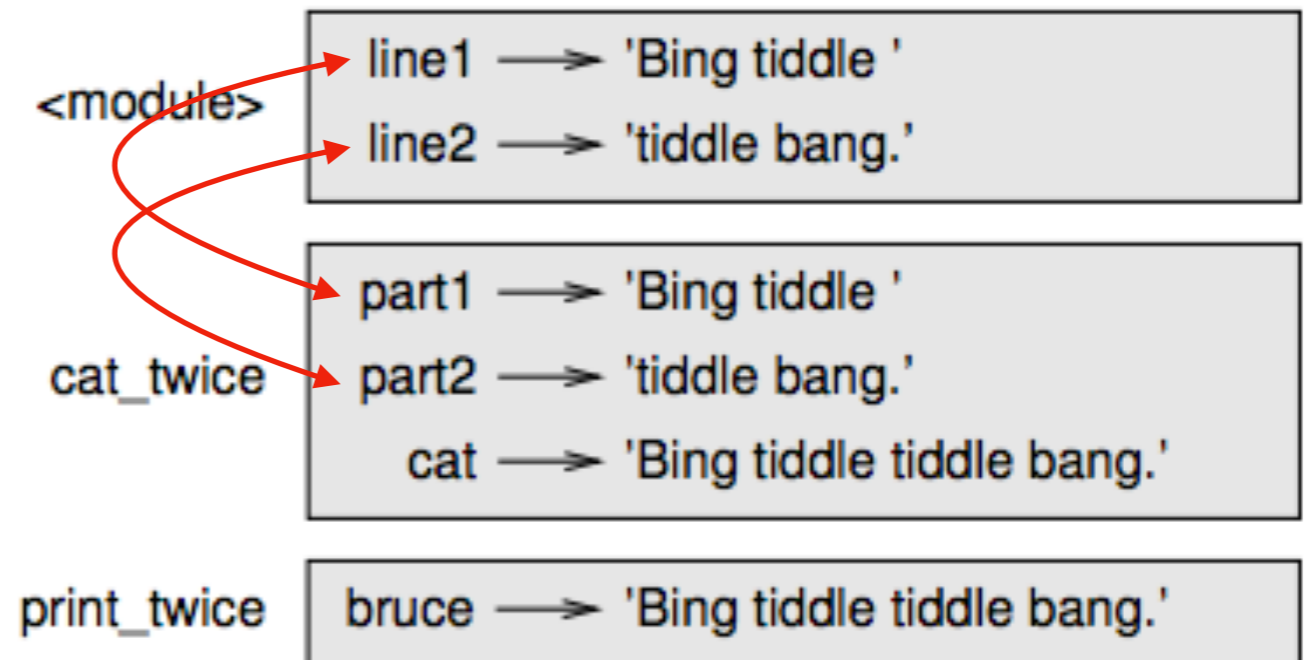


Figure 3.1: Stack diagram.

# Think Python vs PythonTutor

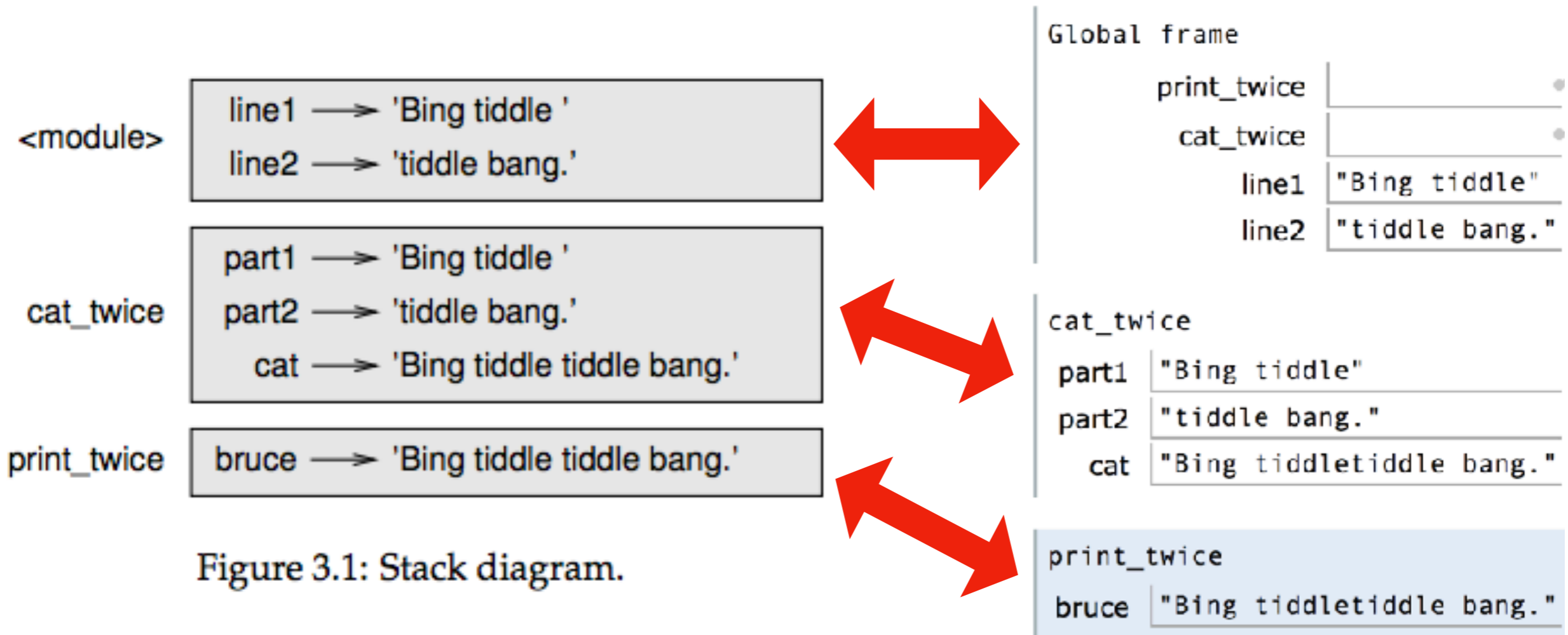


Figure 3.1: Stack diagram.



# Think Python vs PythonTutor

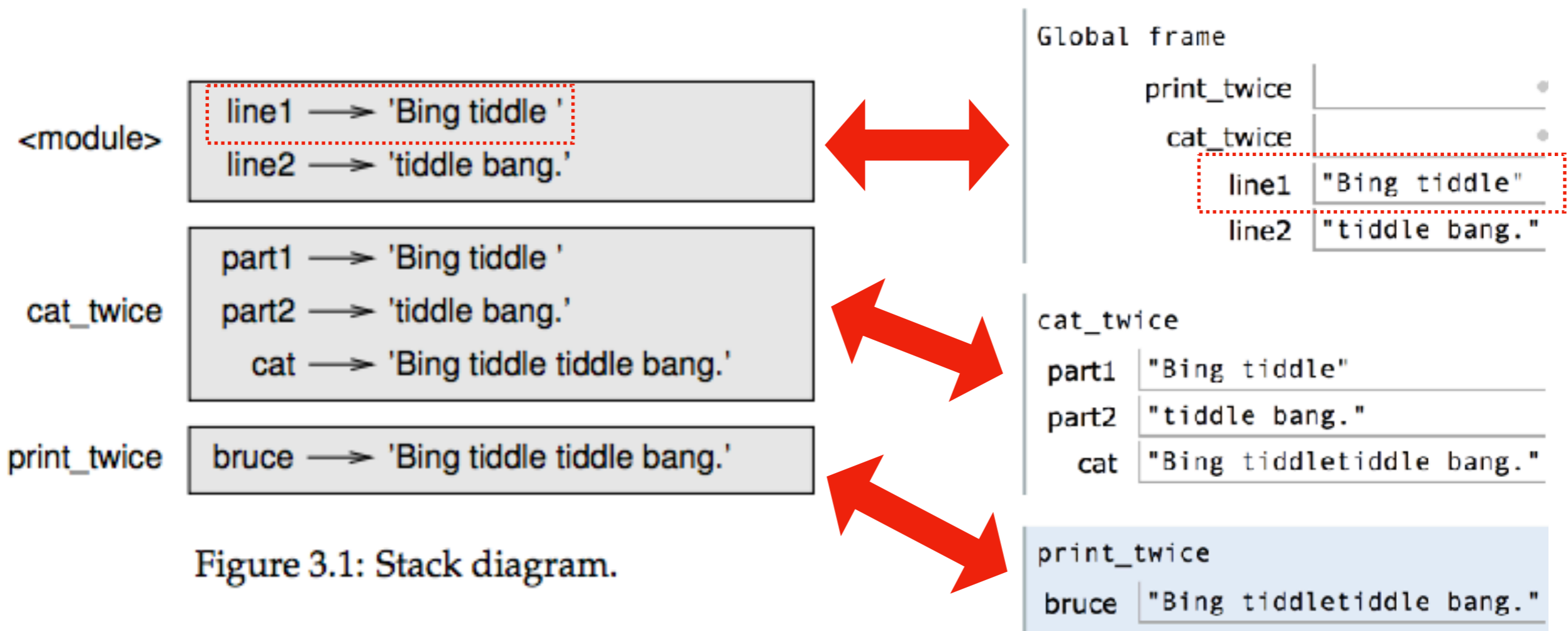
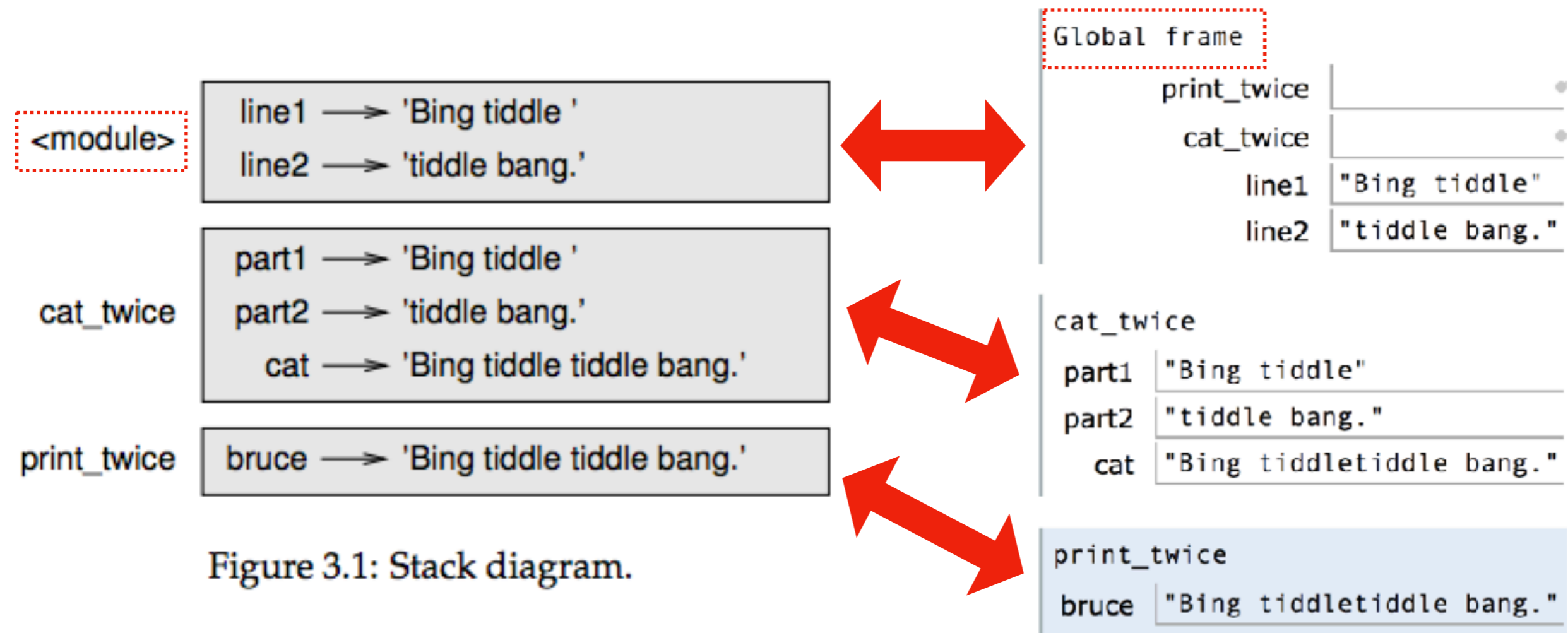


Figure 3.1: Stack diagram.

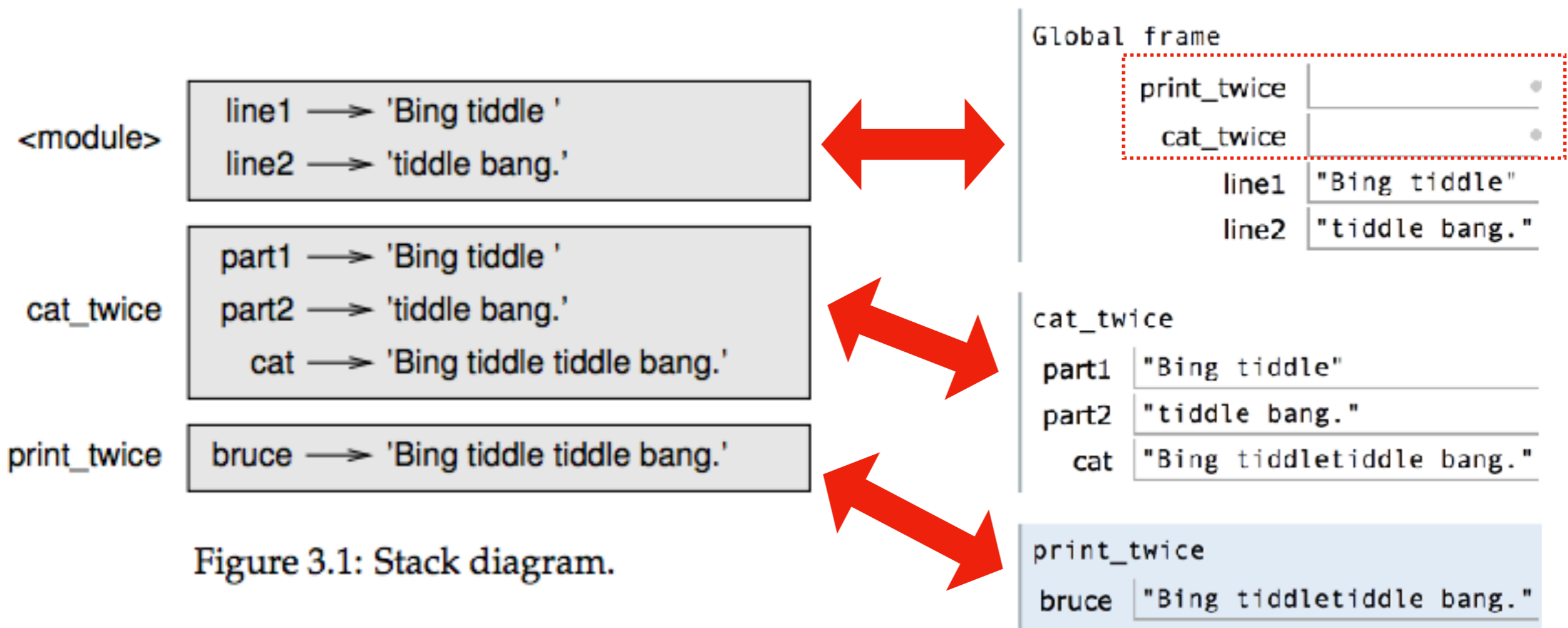
**Difference 1: PythonTutor uses boxes instead of arrows**

# Think Python vs PythonTutor



**Difference 2: PythonTutor more clearly indicates the global frame**

# Think Python vs PythonTutor



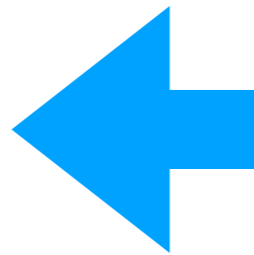
**Difference 3: PythonTutor also shows function definitions in the global frame**

# Today's Outline

Context

Frames

*Demos: Local Variables*



*Demos: Global Variables*

*Demos: Argument Passing*

# Lessons about Local Variables

```
def set_x():  
    x = 100
```

```
print(x)
```

**Lesson 1: functions don't execute unless they're called**

# Lessons about Local Variables

```
def set_x():  
    x = 100
```

```
set_x()  
print(x)
```

**Lesson 2: variables created in a function die after function returns**

# Lessons about Local Variables

```
def count():  
    x = 1  
    x += 1  
    print(x)
```

```
count()  
count()  
count()
```

**Lesson 3: variables start fresh every time a function is called again**

# Lessons about Local Variables

```
def display_x():  
    print(x)
```

```
def main():  
    x = 100  
    display_x()
```

**Lesson 4: you can't see the variables of other function invocations,  
even those that call you**



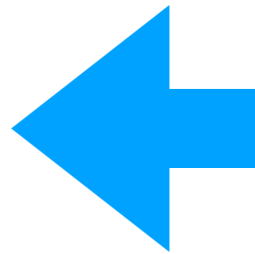
# Today's Outline

Context

Frames

*Demos: Local Variables*

*Demos: Global Variables*



*Demos: Argument Passing*

# Lessons about Global Variables

```
msg = 'hello' # global, because outside any  
function
```

```
def greeting():  
    print(msg)
```

```
print('before: ' + msg)  
greeting()  
print('after: ' + msg)
```

**Lesson 5: you can generally just use global variables inside a function**

# Lessons about Global Variables

```
msg = 'hello'
```

```
def greeting():  
    msg = 'welcome!'  
    print('greeting: ' + msg)
```

```
print('before: ' + msg)  
greeting()  
print('after: ' + msg)
```

**Lesson 6: if you do an assignment to a variable in a function,  
Python assumes you want it local**

# Lessons about Global Variables

```
msg = 'hello'
```

```
def greeting():  
    print('greeting: ' + msg)  
    msg = 'welcome!'
```

```
print('before: ' + msg)  
greeting()  
print('after: ' + msg)
```

**Lesson 7: assignment to a variable should be before its use in a function, even if there's a global variable with the same name**

# Lessons about Global Variables

```
msg = 'hello'

def greeting():
    global msg
    print('greeting: ' + msg)
    msg = 'welcome!'

print('before: ' + msg)
greeting()
print('after: ' + msg)
```

**Lesson 8: use a global declaration to prevent Python from creating a local variable when you want a global variable**

# Today's Outline

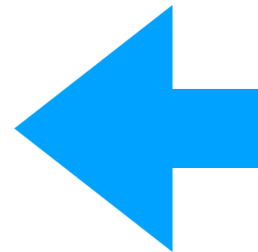
Context

Frames

*Demos: Local Variables*

*Demos: Global Variables*

*Demos: Argument Passing*



# Lessons about Argument Passing

```
def f(x):  
    x = 'B'  
    print('inside: ' + x)  
  
val = 'A'  
print('before: ' + val)  
f(val)  
print('after: ' + val)
```

**Lesson 9: in Python, arguments are "passed by value", meaning changes to a parameter inside the function don't change the argument outside**

# Lessons about Argument Passing

```
x = 'A'
```

```
def f(x):  
    x = 'B'  
    print('inside: ' + x)
```

```
print('before: ' + x)  
f(x)  
print('after: ' + x)
```

**Lesson 10: it's irrelevant whether the argument (outside) and parameter (inside) have the same variable name**