

Objectives

State

Dr. Mattox Beckman

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN
DEPARTMENT OF COMPUTER SCIENCE

- ▶ Explain how to use `let` and function declarations to control when a variable is created.
- ▶ Use functions to encapsulate state in a safe manner.

Local Variable Example

```
1 # let foo x =  
2   let a = 10 + 20 in  
3     a + x;;  
4 val foo : int -> int = <fun>  
5 # foo 15;;  
6 - : int = 45  
7 # foo 30;;  
8 - : int = 60
```

How many times does the `10 + 20` get computed?

Global Variable Example

```
1 # let a = 10 + 20;;  
2 val a : int = 30  
3 # let foo x =  
4   a + x;;  
5 val foo : int -> int = <fun>  
6 # foo 15;;  
7 - : int = 45  
8 # foo 30;;  
9 - : int = 60
```

How many times does the `10 + 20` get computed?

Encapsulated Variable Example

```
1 # let foo =
2   let a = 10 + 20 in
3     fun x -> a + x;;
4 val foo : int -> int = <fun>
5 # foo 15;;
6 - : int = 45
7 # foo 30;;
8 - : int = 60
```

How many times does the `10 + 20` get computed?



Using Local State

```
1 # let counter =
2   let ct = ref 0 in
3     fun () -> ct := !ct + 1; !ct;;
4 val counter : unit -> int = <fun>
5 # counter ();;
6 - : int = 1
7 # counter ();;
8 - : int = 2
```

► This protects `ct`, making it available only to `counter`.



Bad Pun

```
1 # fun twice f x = f (f x)
2 # twice counter () + twice counter ();;
3 res4 : Int = 6
4 # twice counter () + twice counter ();;
5 res4 : Int = 14
```

- Function `twice` is the Church numeral for 2.
- You know what this means, right?



Random Number Generators

```
1 # let mkRandom s =
2   let s = ref s in
3     fun () -> s := (!s * 541 + 5) mod 1024; !s;;
4 val mkRandom : int ref -> unit -> int = <fun>
5 # let rnd0 = mkRandom (ref 1);;
6 val rnd0 : unit -> int = <fun>
7 # rnd0 ();;
8 - : int = 546
9 # rnd0 ();;
10 - : int = 479
11 # rnd0 ();;
12 - : int = 72
```



Function Tuples

```
1 # let (counter, reset) =
2   let ct = ref 0 in
3     (fun () -> ct := !ct + 1; !ct),
4     (fun nv -> ct := nv);;
5 val counter : unit -> int = <fun>
6 val reset : int -> unit = <fun>
7 # counter ();;
8 - : int = 1
9 # reset 5;;
10 - : unit = ()
11 # counter ();;
12 - : int = 6
```