

# namespaces \& variables 

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## namespaces

## context matters

, same name, different meaning applications of this idea
, program elements
> state components
, files \& directories
> URLs \& routing


## environments

environment
, namespace for program variables
in Javascript
, every bound variable has a value
, value may be "undefined"

## confusing

, unbound var gives ref error
, property can only be undefined
, undefined is a value!


## lookup

to evaluate an expression , lookup value of each var , apply functions to arguments
how to lookup
> just find the binding for the var

```
> h = "hello there"
"hello there"
> escape
function escape()
{ [native code] }
> escape(h)
"hello%20there"
```


## assignment

assignment statement
> $x=e$, read " $x$ gets e"
semantics
, evaluate $e$ to value $v$
, if $x$ is bound, replace value with $v$
, else create new binding of $x$ to $v$
"gone!"

```
> h = "hello there"
```

> h = "hello there"
"hello there"
"hello there"
> escape(h)
> escape(h)
"hello%20there"
"hello%20there"
> escape = function()
> escape = function()
{return "gone!";}
{return "gone!";}
function () {return
function () {return
"gone!";}
"gone!";}
> escape(h)
> escape(h)
"gone!"

```
"gone!"
```

in JS, all names are vars
, a function name is just a var, can reassign
, more on this when we see recursion

## contrast to Java

, variables just one kind of name
, other kinds of name: methods, classes, packages

## aliasing

after the assignment $x=y$
, $x$ is bound to same value as $y$
how sharing arises
, no implicit copying
, so $x$ and $y$ are names for same object

```
> y = []
[]
> x = y
[]
> x.f = 1
1
> y.f
1
```


## consequence

> change to "one" affects the "other"
if object is immutable
> no change to object possible
> so as if value is copied

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