

SCOPE

An Introduction to Computer Science



Let's learn about Scope.

Scope

- "Lifetime"
- "Visibility"
- "Availability"

"How long the variable is available"

In a program, the ****scope**** of a variable indicates how long that variable is available.

This is also known as the "lifetime" or "visibility" of a variable.

Global Scope

grade
is now
available

```
print("Starting program")  
grade = 64  
grade = grade + 5  
print("Grade:", grade)
```

Variables defined at the top level are known as global variables. Once a variable is defined, it is available on subsequent lines. That variable lives until the end of the program.

Local Scope

```
def calculate_grade(grade:int, weight:float)->float:  
    curved = 100 * grade ** .5  
    final = curved * weight  
    return final  
  
calculate_grade(90, .1)
```

The local variables are
grade, weight,
curved, and final

Each function has its own local scope.

Variables defined as parameters or within a function live until the function ends.

These are local variables.

Variables defined in one function's are not available outside the function.

This simplifies the reading of any function -
you only need to worry about
things defined in the function itself.

Returning Values

Functions return values, not variables!

```
def get_grade(points:int, possible:int)->float:  
    grade = points / possible  
    return grade
```

```
my_grade = get_grade(70, 100)  
print(my_grade)
```

The local variables
grade, points, and
possible all die after
the return statement.

Functions return values, not variables.

This is so important, I'm going to say it again:

****functions return values, not variables.****

A variable has a value, so when you write a statement like the one shown, you are returning the variable's value, not the variable itself.

The variable disappears after the function ends, so returning the value

is the only way to make it available.

Same Named Variables

```
def add1(number:int)->int:  
    total = number + 1  
    return total
```

The local variables of add1 are
number and total

```
total = 3  
total = add1(total)  
answer = 5  
answer = add1(answer)
```

The global variables are
total and answer

The local total and global
total are different variables

Beginners will sometimes try to reuse a variable name

Any global variables with the same name are actually unrelated to the

variable inside the function.

On this slide, I have drawn squares around local variables, and circles

around global variables.

Global Variables Are Bad

```
from cisc108 import assert_equal
```

```
my_title = "Lord "  
def add_title(name: str) -> str:  
    titled_name = my_title + name  
    return titled_name
```

```
assert_equal(add_title("Bart"), "Lord Bart")  
my_title = "Dr. "  
assert_equal(add_title("Bart"), "Dr. Bart")
```

Complicated!

It is technically possible to read a global variable inside a function.

However, you should not do so.

Every time you refer to global variables, your program becomes more complicated

and you have to think about multiple levels of scope.

In this code example shown here, the unit tests would fail if we swapped

the order of the last two lines.

This may work out okay in smaller programs, but causes huge problems as you

start writing longer programs.

Whenever you feel the urge to use a global variable, stop and reconsider.

The only exception is if you are 100% certain that the global variable's value

will stay constant and never change.

Scope Rule of Thumb

- Variables INSIDE a local scope should not be used OUTSIDE that scope
- Variables OUTSIDE a local scope should not be used INSIDE that scope

Here is a simple pair of rules for working with scope:

Variables inside a local scope should not be used outside that scope.

Variables outside a local scope should not be used inside that scope.

Keeping these two rules in mind will avoid many headaches.

Okay, are Global Variables really bad? Let's discuss further:

<http://wiki.c2.com/?GlobalVariablesAreBad>