Environment Model Rules

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Eval

- *name* - Look up *name* in the current environment, if found return value, otherwise lookup in parent environment.

- (lambda (params) body) - Create double bubble with code ptr to *params* and *body* and env ptr to current env.

- (define name value) - Evaluate *value* and then create/replace binding for *name* with the result.

- (set! name value) - Evaluate *value* and then replace the closest binding for *name* in the the in change of environments.

- (proc args ...) - Evaluate *proc* and *args* in the current env, then apply.

Apply

- Step 1 - Drop a new frame

- Step 2 - Link new frame to env pointer of double bubble being applied.

- Step 3 - Bind params of double bubble in the new frame.

- Step 4 - Eval the *body* in the new frame.