Consider the following Python program:

```
message = "The result is"

def sum(num1, num2):
    sumResult = num1 + num2
    return sumResult

def squareSum(val1, val2):
    squareResult = sum(val1, val2)
    squareResult = squareResult ** 2
    return squareResult

def main():
    result = squareSum(2, 3)
    print(message, result)

main()
```

When the Python interpreter runs this program, what is the sequence of commands executed?







Now consider the following shorter version of the previous program:

```
message = "The result is"
def sum(num1, num2):
    return num1 + num2
def squareSum(val1, val2):
    return sum(val1, val2) ** 2
def main():
    print(message, squareSum(2, 3))
main()
```

When the Python interpreter runs this program, what is the sequence of commands executed?





What are the variables in this Python program and where are they defined?



main()

The function sum(...) has three *local* variables that only exist in sum(...): parameters num1 and num2, and declared variable sumResult. These variables can **not** be used in any function other than sum(...); their *scope* is their function, represented here by the grey rectangle around sum(...).

Think of these variables as having a "local scope rule" implicitly attached to their names: $numl_{only \text{ exists in } sum(...)}$, $num2_{only \text{ exists in } sum(...)}$ and $sumResult_{only \text{ exists in } sum(...)}$. These attachments aren't actually used in Python; they're imaginary devices used here to illustrate a variable's scope.

The function squareSum(...) has its own local variables: parameters val1 and val2, as well declared variable squareResult. The function main() has one local declared variable: result.

Now consider introducing the following bug in main():

```
def main():
    result = squareSum(2, 3)
    print("The values are", num1, "and", num2)
    print(message, result)
```

The bug may not be obvious here. Try attaching the "local scope rule" to the variable names for result, num1 and num2:

```
def main():
    result<sub>only exists in main()</sub> = squareSum(2, 3)
    print("The values are", numl<sub>only exists in sum(...)</sub>, "and", num2<sub>only exists in sum(...)</sub>)
    print(message, result<sub>only exists in main()</sub>)
```

The bug becomes more clear now: the main() function is attempting to use variables that only exist in the function sum(...). But why isn't this a problem with variable message? It's being used in main() without issue.

The variable message is a *global* variable; it is not declared inside any function. This means that message can be used everywhere and its *scope* is the entire program. In this case it's only used in main(), but it could also be used in sum(...) or squareSum(...) or both. Think of this variable as having a "global scope rule" implicitly attached to its name: message _{exists everywhere}. If you attached all the "scope rules" to the variable names in main() it would look like this:

```
def main():
    result<sub>only exists in main()</sub> = squareSum(2, 3)
    print(message<sub>exists everywhere</sub>, result<sub>only exists in main()</sub>)
```

What if the variable names are changed?



main()

Even though many of the variables have the same names, the program operates in exactly the same way. There are still three independent sets of local variables, listed below with their "scope rules" attached to distinguish between them:

- numl_{only exists in sum(...)}, num2_{only exists in sum(...)} and result_{only exists in sum(...)} local to function sum(...)
- numl_{only exists in squareSum(...)}, num2_{only exists in squareSum(...)} and result_{only exists in squareSum(...)} local to function squareSum(...)
- $result_{only \ exists \ in \ main()}$ local to function main()

There are two separate variables in this program with name num1, two separate variables with name num2, and three separate variables with name result. A function can only use its own local variables and any global variables; it can not use variables from other functions, even if they have the same names.