

# Notation

Instead of traditional arithmetic notation, we'll use **Racket** notation

a.k.a. **Lisp**, **Scheme**, **Beginning Student...**

## Traditional

$$f(x) = \cos(x) + 2$$

## Racket

```
(define (f x)
  (+ (cos x) 2))
```

# Racket Expression Notation

- Put all operators at the front
- Start every operation with an open parenthesis
- Put a close parenthesis after the last argument
- Never add extra parentheses

## Traditional

## Racket

$1 + 2$

$(+ 1 2)$

$4 + 2 \times 3$

$(+ 4 (* 2 3))$

$\cos(0) + 1$

$(+ (cos 0) 1)$

# Racket Definition Notation

- Use `define` instead of `=`
- Put `define` at the front, and group with parentheses
- Move open parenthesis from after function name to before

## Traditional

`f(x) = cos(x) + 2`

## Racket

`(define (f x) (+ (cos x) 2))`

- Move open parenthesis in function calls

## Traditional

`f(0)`

`f(2+3)`

## Racket

`(f 0)`

`(f (+ 2 3))`

# Evaluation is the Same as Before

```
(define (f x) (+ (cos x) 2))
```

```
(f 0)
```

# Evaluation is the Same as Before

```
(define (f x) (+ (cos x) 2))
```

```
(f 0)
```

```
→ (+ (cos 0) 2)
```

# Evaluation is the Same as Before

```
(define (f x) (+ (cos x) 2))
```

```
(f 0)
```

```
→ (+ (cos 0) 2)
```

```
→ (+ 1 2)
```

# Evaluation is the Same as Before

```
(define (f x) (+ (cos x) 2))
```

```
(f 0)
```

```
→ (+ (cos 0) 2)
```

```
→ (+ 1 2)
```

```
→ 3
```