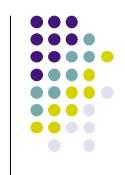
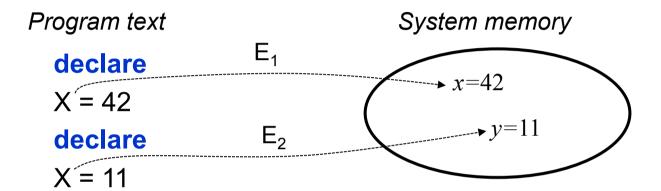
## Redeclaring an identifier





- An identifier can be redeclared
  - The same identifier refers to a different value
  - There is no conflict with single assignment.
     Each occurrence of X corresponds to a different variable.
- The interactive environment always has the last declaration
  - declare keeps the same correspondance until redeclared (if ever)
  - In this example X will refer to 11

## Scope of an identifier occurrence



```
local
   X
in
   X = 42 \{ Browse X \}
   local
      X
   in
      X = 11 \{Browse X\}
   end
   {Browse X}
end
```

- The instruction
   local X in <stmt> end
   declares X between in and end
- The scope of an identifier occurrence is that part of the program text for which the occurrence corresponds to the same variable declaration
- The scope can be determined by inspecting the program text; no execution is needed.
   This is called lexical scoping or static scoping.
- Why is there no conflict between X=42 and X=11, even though variables are single assignment?
- What will the third Browse display?