

- Data objects have a *lifetime*—the span of time, during program execution, during which the object exists and may be used.
- Lifetimes of data objects are often tied to the scope of the identifier that denotes them. The objects are created when its identifier's scope is entered, and they may be deleted when the identifier's scope is exited. For example, memory for local variables within a function is usually allocated when the function is called (activated) and released when the call terminates.  
In Java, a method may be loaded into memory when the object it is a member of is first accessed.

Properties of an identifier (and the object it represents) may be set at

- Compile-time

These are *static* properties as they do not change during execution. Examples include the type of a variable, the value of a constant, the initial value of a variable, or the body of a function.

- Run-time

These are *dynamic* properties. Examples include the value of a variable, the lifetime of a heap object, the value of a function's parameter, the number of times a while loop iterates, etc.

## Example: In Fortran

- The scope of an identifier is the whole program or subprogram.
- Each identifier may be declared only once.
- Variable declarations may be implicit. (Using an identifier implicitly declares it as a variable.)
- The lifetime of data objects is the whole program.

## Block Structured Languages

- Include Algol 60, Pascal, C and Java.
- Identifiers may have a non-global scope. Declarations may be *local* to a class, subprogram or block.
- Scopes may *nest*, with declarations propagating to inner (contained) scopes.
- The lexically *nearest* declaration of an identifier is bound to uses of that identifier.

Binding of an identifier to its corresponding declaration is usually static (also called lexical), though dynamic binding is also possible.

Static binding is done prior to execution—at compile-time.

Example (drawn from C):

```
int x,z;
void A() {
    float x,y;
    print(x,y,z);
}
void B() {
    print (x,y,z)
}
```

Diagram illustrating static binding of identifiers to their declarations:

- Global scope: `int x,z;`
- Function `A()`:
  - `float x,y;` (local)
  - `print(x,y,z);` (uses `x` and `y` from local scope, `z` from global scope)
- Function `B()`:
  - `print (x,y,z)` (uses `x` and `y` from global scope, `z` from global scope)

## Block Structure Concepts

- Nested Visibility

No access to identifiers outside their scope.

- Nearest Declaration Applies

Static name scoping.

- Automatic Allocation and Deallocation of Locals

Lifetime of data objects is bound to the scope of the Identifiers that denote them.

Variations in these rules of name scoping are possible.

For example, in Java, the lifetime of all class objects is from the time of their creation (via `new`) to the last visible reference to them.

Thus

```
... Object o;...
```

creates an *object reference* but does not allocate any memory space for `o`.

You need

```
... Object o = new Object(); ...
```

to actually create memory space for `o`.

## Dynamic Scoping

An alternative to static scoping is *dynamic scoping*, which was used in early Lisp dialects (but not in Scheme, which is statically scoped).

Under dynamic scoping, identifiers are bound to the dynamically closest declaration of the identifier. Thus if an identifier is not locally declared, the call chain (sequence of callers) is examined to find a matching declaration.

## Example:

```
int x;
void print() {
    write(x); }
main () {
    bool x;
    print();
}
```

Under static scoping the `x` written in `print` is the lexically closest declaration of `x`, which is as an `int`.

Under dynamic scoping, since `print` has no local declaration of `x`, `print`'s caller is examined. Since `main` calls `print`, and it has a declaration of `x` as a `bool`, that declaration is used.

Dynamic scoping makes type checking and variable access harder and more costly than static scoping. (Why?)

However, dynamic scoping does allow a notion of an "extended scope" in which declarations extend to subprograms called within that scope.

Though dynamic scoping may seem a bit bizarre, it is closely related to virtual functions used in C++ and Java.

## Virtual Functions

A function declared within a class, `C`, may be redeclared within a class derived from `C`. Moreover, for uniformity of redeclaration, it is important that *all* calls, including those in methods within `C`, use the new declaration.

Example:

```
class C {
    void DoIt()(PrintIt());
    void PrintIt()
        {println("C rules!");}
}
class D extends C {
    void PrintIt()
        {println("D rules!");}
    void TestIt() {DoIt();}
}
D dvar = new D();
dvar.TestIt();
D rules! is printed.
```

## Scope vs. Lifetime

It is usually required that the lifetime of a run-time object at least cover the scope of the identifier. That is, whenever you can access an identifier, the run-time object it denotes better exist.

*But,*

it is possible to have a run-time object's lifetime exceed the scope of its identifier. An example of this is *static* or *own* variables.

In C:

```
void p() {  
    static int i = 0;  
    print(i++);  
}
```

Each call to `p` prints a different value of `i` (0, 1, ...) Variable `i` retains its value across calls.

Some languages allow an explicit binding of an identifier for a fixed scope:

```
Let  
  id = val  
in  
  statements  
end;  
      {  
      type id = val;  
      statements  
      }
```

A declaration may appear wherever a statement or expression is allowed. Limited scopes enhance readability.