

# What is a Function



- ▶ In Python, function is a group of related statements that perform a specific task.
- ▶ Functions help break our program into smaller and modular chunks. As our program grows larger and larger, functions make it more organized and manageable.
- ▶ Furthermore, it avoids repetition and makes code reusable.

# Syntax of Function



```
▶ def function_name(parameters):  
    """docstring"""  
    statement(s)
```

Above shown is a function definition which consists of following components.

- Keyword `def` which marks the start of function header.
- A function name to uniquely identify it. Function name can be any unique identifier.
- Parameters (arguments) through which we pass values to a function. *They are optional.*
- A colon (`:`) to mark the end of function header.
- *Optional documentation string (docstring) to describe what the function does.*
- One or more valid python statements that make up the function body. Statements must have same indentation level.
- An optional return statement to return a value from the function.

*Note : The details of """docstring""" is explained in slide no.6*

# Example of a Function

▶ `def greet(name):`

`"""This function greets the person passed in as  
 parameter"""`

`print("Hello, " + name + ". Good morning!")`

Here, a function of name `greet()` is defined. It has one argument : `name`

O/P :

If we execute this code with the name as `Rahul`, the output is :

Hello Rahul. Good Morning!

# How to call a Function in Python

- ▶ Once we have defined a function, we can call it from
  - another function,
  - program or
  - Python prompt.
- ▶ To call a function we simply type the function name with appropriate parameters. eg: To call the function greet with the name Rahul, we write the following at the Python prompt
- ▶ `>>> greet('Rahul')`

# DocString

- ▶ The first string after the function header is called the docstring and is short for documentation string.
- ▶ It is used to explain in brief, what a function does.
- ▶ Although optional, documentation is a good programming practice.
- ▶ In the example of the function given in previous slide, we have a docstring immediately below the function header.
- ▶ We generally use triple quotes so that docstring can extend up to multiple lines.
- ▶ This string is available to us as `__doc__` attribute of the function.
- ▶ For example:
- ▶ Try running the following into the Python shell to see the output.
  - `>>> print(greet.__doc__)`
- ▶ This function greets to the person passed into the name parameter

# The return Statement

- ▶ The return statement is used to exit a function and go back to the place from where it was called.
- ▶ **Syntax of return**
- ▶ `return [expression_list]`
- ▶ This statement can contain expression which gets evaluated and the value is returned.
- ▶ If there is no expression in the statement or the return statement itself is not present inside a function, then the function will return the None object.
- ▶ For example:
  - `>>> print(greet("Rahul"))` or
  - `>>> greet("Rahul")`
- ▶ Hello, Rahul. Good morning!
- ▶ None : Here, None is the returned value.

# Example of a Function using Return Statement

```
▶ def absolute_value(num):  
    """This function returns the absolute value of the  
    entered number"""  
    if num >= 0:  
        return num  
    else:  
        return -num  
print(absolute_value(2))  
# Output: 2  
  
print(absolute_value(-4))  
# Output: 4
```

# Scope & Lifetime of Variables

- ▶ Scope of a variable is the portion of a program where the variable is recognized. Parameters and variables defined inside a function is not visible from outside. Hence, they have a local scope.
- ▶ Lifetime of a variable is the period throughout which the variable exists in the memory. The lifetime of variables inside a function is as long as the function executes.
- ▶ They are destroyed once we return from the function. Hence, a function does not remember the value of a variable from its previous calls.



# Example of a Function to Illustrate the use of Scope and lifetime of a Variable

```
▶ def my_func():                # function is defined
    x = 100
    print("Value inside function:",x)
    x = 200
my_func()                       # function is called
print("Value outside function:",x)
```

O/P

Value inside function: 100

Value outside function: 200

# Types of Functions



- ▶ **Build- In functions :** Functions that are built in Python are called Build- In functions .eg : *split()*, *sort()*, *append()*, *input()*, *print()*
- ▶ **User-Defined Functions:** Functions defined by the users themselves are called User-Defined functions.  
The functions *greet()* and *my\_func()* explained in the previous slides are examples of user defined functions

# Default Arguments



- ▶ Python allows function arguments to have default values.
- ▶ If the function is called without the argument, the argument gets its default value.
- ▶ Further, arguments can be specified in any order by using named arguments.
- ▶ Eg :

```
def CalArea(height = 2, width = 5)
    area = width*height
    print " Width = ", width, " \tHeight = ", height, " \tarea = ", area
```

CalArea()

CalArea(width = 5.6)

CalArea(height = 9)

CalArea(width = 7, height = 5)

CalArea(4.5, 3.5)

CalArea(5)

- ▶ The O/P of the previous program will be:

Width = 5    Height = 2    area = 10

Width = 5.6    Height = 2    area = 11.2

Width = 5    Height = 9    area = 45

Width = 7    Height = 5    area = 35

Width = 3.5    Height = 4.5    area = 15.75

Width = 5    Height = 5    area = 25

# Recursion



- ▶ Recursion is the process of defining something in terms of itself.

We know that in Python, a function can call other functions.

- ▶ It is even possible for the function to call itself.
- ▶ These type of construct are termed as *recursive functions*.
- ▶ Every recursive function should have a terminating or base condition.
- ▶ Following is an example of recursive function to find the factorial of an integer.
- ▶ Factorial of a number is the product of all the integers from 1 to that number. For example, the factorial of 6 (denoted as 6!) is  $1*2*3*4*5*6 = 720$ .

# Example of recursive function

```
# find the factorial of a number
```

```
def calc_factorial(x):
```

```
    """This is a recursive function    to find the  
    factorial of an integer"""
```

```
    if x == 1:
```

```
        return 1
```

```
    else:
```

```
        return (x * calc_factorial(x-1))
```

```
num = 4
```

```
print("The factorial of", num, "is", calc_factorial(num))
```

The recursive call is explained as follows:

```
calc_factorial(4) # 1st call with 4
4 * calc_factorial(3) # 2nd call with 3
4 * 3 * calc_factorial(2) # 3rd call with 2
4 * 3 * 2 * calc_factorial(1) # 4th call with 1
4 * 3 * 2 * 1 # return from 4th call as number=1
4 * 3 * 2 # return from 3rd call
4 * 6 # return from 2nd call
24 # return from 1st call
```

Our recursion ends when the number reduces to 1. This is called the base condition.

Every recursive function must have a base condition that stops the recursion or else the function calls itself infinitely.

# Recursion Contd..

## Advantages of Recursion

- ▶ Recursive functions make the code look clean and elegant.
- ▶ A complex task can be broken down into simpler sub-problems using recursion.
- ▶ Sequence generation is easier with recursion than using some nested iteration.



# Global and Local Variables

## Global Variables

- ▶ In Python, a variable declared outside of the function or in global scope is known as global variable. This means, global variable can be accessed inside or outside of the function.
- ▶ **Example 1: Create a Global Variable**

```
x = "global"  
def foo():  
    print("x inside :", x)  
foo()  
print("x outside:", x)
```

O/P

```
x inside : global  
x outside: global
```

# Global and Local Variables contd...

## ▶ Local Variables

A variable declared inside the function's body or in the local scope is known as local variable.

**Accessing local variable outside the scope**

```
def foo():  
    y = "local"  
  
foo()  
    print(y)
```

**O/P :**

NameError: name 'y' is not defined

The output shows an error, because we are trying to access a local variable `y` in a global scope whereas the local variable only works inside `foo()` or local scope.

# Creating a Local Variable

```
def foo():  
    y = "local"  
    print(y)  
foo()
```

**O/P :**

local

# Using Global and Local variables in same code

```
x = "global"  
  
    def foo():  
        global x  
        y = "local"  
        x = x * 2  
        print(x)  
        print(y)  
  
    foo()
```

**O/P :**

```
global global  
local
```

# Global variable and Local variable with same name

```
x = 5
```

```
def foo():
```

```
    x = 10
```

```
    print("local x:", x)
```

```
foo()
```

```
    print("global x:", x)
```

**O/P**

```
local x: 10
```

```
global x: 5
```

# Global Keyword

In Python, `global` keyword allows you to modify the variable outside of the current scope. It is used to create a global variable and make changes to the variable in a local context.

## Rules of global Keyword

The basic rules for global keyword are:

- When we create a variable inside a function, it's local by default.
- When we define a variable outside of a function, it's global by default. You don't have to use `global` keyword.
- We use global keyword to read and write a global variable inside a function.

Use of global keyword outside a function has no effect

# Global Keyword contd...

- ▶ **Use of global Keyword (With Example)**

```
c = 1 # global variable
def add():
    print(c)

add()
```

**When we run above program, the output will be:**

1

- ▶ **Modifying Global Variable From Inside the Function**

```
c = 1 # global variable
def add():
    c = c + 2 # increment c by 2
    print(c)

add()
```

**When we run above program, the output shows an error:**

UnboundLocalError: local variable 'c' referenced before assignment

## ► Changing Global Variable From Inside a Function using global

```
c = 0 # global variable
def add():
    global c
    c = c + 2 # increment by 2
    print("Inside add():", c)

add()
print("In main:", c)
```

When we run above program, the output will be:

```
Inside add(): 2 In main: 2
```