# **FUNCTIONS:**

# **GENERATORS**

### Overview:

- distinguish return and yield statements
- learn the role of generators

### return vs. yield

- return:
  - 1. a value to a caller
- yield:
  - 1. sequence of values to a caller
  - 2. sequence is not stored
  - 3. suspends function
  - 4. retains state to resume
  - 5. used in iteration

## return Example

```
start = 0
def return_next_square():
     global start
      start = start +
      return start * start
for i in range(5):
     print(return_next_square())
         Print output (drag lower right corner to resize)
         1
         4
                                  Objects
                      Frames
          Global frame
                                   function
                                   return_next_square()
                     start 3
          return_next_square
                          2
          return_next_square
                    Return
                     value
```

### yield Example

```
def yield_next_square():
     start = 1
     while True:
           yield start * start
           start = start + 1
for result in yield_next_square():
     print(result)
     if result > 25:
           break
         Print output (drag lower right corner to resize)
         1
         4
                                 Objects
                     Frames
         Global frame
                                  function
                                  yield_next_square()
          yield_next_square
                   result 4
         yield_next_square
                   start 3
                   Return
                   value
```

### Generators

- many objects are iterable
  - 1. use *for* in iteration
  - 2. \_\_iter\_\_() method returns an iterator
  - 3. iterators have  $\_\_next\_\_()$  method
- ullet generators functions that return iterable objects
  - 1. implement \_\_*iter\_*\_() & \_\_*next\_*\_()
  - 2. computation "on-demand"

#### next in Generators

```
def yield_next_square():
      start = 1
      while True:
           yield start * start
           start = start + 1
gen = yield_next_square()
print(next(gen))
print(next(gen))
print(next(gen))
          Print output (drag lower right corner to resize)
          1
          4
                     Frames
                                 Objects
           Global frame
                                  function
                                  yield_next_square()
           yield_next_square
                     gen
                                 generator instance
           yield_next_square
                    start 3
```

## Exercise(s):

- write function  $next\_arith()$  to produce the next value in arithmetic progression A(a, d)  $a, a+d, a+2d, \ldots, a+nd, \ldots$
- write function  $next\_geom()$  to produce next value in geometric progression G(b,q)

$$b, bq, bq^2, \ldots, bq^n, \ldots$$