

# Warmup

Write a program that, given a list of letters, finds all anagrams.

```
$ python anagrammer.py  
Letters? unicorn  
Anagram(s): UNICORN  
Letters? python  
Anagram(s): PYTHON, PHYTON  
Letters? aoiuvbositdbvoahbs  
Anagram(s): None
```

A key insight: the sorted letters of any two anagrams is the same.  
Consider making a dict  
{sorted letters: set of words}

# Functions

January 22, 2020

# Week 3 of CS 41

Today in CS41:

- Review of Data Structures
- Advanced Looping
- Comprehensions
- Inside Python Functions
- Parameters
- Variadic Arguments
- Parameter Ordering
- Aside: Code Style
- First-Class Functions



# Review of Data Structures

# Data Structures

List

[whatever, objects, you, want]

Tuple

(frozen, sequence, of, objects)

Dictionary

{key: value}

Set

{unique, hashable, values}

# Advanced Looping

# zip

```
questions = ['name', 'quest', 'favorite color']
answers = ['lancelot', 'the holy grail', 'blue']
for q, a in zip(questions, answers):
    print('What is your {0}? It is {1}.'.format(q, a))
```

Generates pairs  
of entries from its  
arguments

```
# What is your name? It is lancelot.
# What is your quest? It is the holy grail.
# What is your favorite color? It is blue.
```

# sorted

```
basket = ['apple', 'orange', 'apple', 'pear', 'orange',  
          'banana']  
for f in sorted(set(basket)):  
    print(f)  
  
# apple  
# banana  
# orange  
# pear
```

Returns a new sorted list while  
leaving the source unaltered

# Comprehensions

# Square Numbers

```
squares = []
for x in range(10):
    squares.append(x**2)

squares # => [0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```

# Square Numbers (Comprehension)

```
[x ** 2 for x in range(10)]
```

Square brackets for a list

With this loop condition

Apply this operation

The diagram illustrates the structure of the list comprehension [x \*\* 2 for x in range(10)]. It features a light purple rectangular background with a dark purple border. Inside, the code is displayed in black font. Four annotations are shown: a black-bordered box at the top right labeled "Square brackets for a list" with a black arrow pointing to the outer brackets; a black-bordered box at the bottom left labeled "Apply this operation" with a black arrow pointing to the `x ** 2` term; a black-bordered box at the bottom right labeled "With this loop condition" with a black arrow pointing to the `for x in range(10)` part; and a black-bordered box at the top center labeled "With this loop condition" with a black arrow pointing to the `for x in range(10)` part.

# List Comprehensions

```
[fn(x) for x in iterable]
```

Diagram illustrating the components of a list comprehension:

- Square brackets for a list**: A callout box at the top right pointing to the opening square bracket.
- Apply this operation**: A callout box at the bottom left pointing to the **fn(x)** part.
- With this loop condition**: A callout box at the bottom right pointing to the **for x in iterable** part.

# List Comprehensions

```
[fn(x) for x in iterable if cond(x)]
```

Only keep elements that  
satisfy a boolean condition

# Examples

```
[word.lower() for word in sentence]  
[ch for ch in word.lower() if ch not in 'aeiou']
```

```
[(x, x**2, x**3) for x in seq]  
[(i,j) for i in range(5) for j in range(i)]
```

Be careful! Simple is better than complex.

# Your turn!

```
[0, 1, 2, 3] -> [1, 3, 5, 7]
[3, 8, 9, 5] -> [True, False, True, False]

['apple', 'orange', 'pear'] -> ['A', 'O', 'P']
['apple', 'orange', 'pear'] ->
    [ ('apple', 5), ('orange', 6), ('pear', 4) ]
```

# Other Comprehensions

```
# Dictionary comprehensions
```

```
{key_fun(x):val_fun(x) for x in iterable}  
fav_animals = {  
    'parth': 'unicorn',  
    'michael': 'elephant',  
    'zheng': 'tree',  
    'sam': 'ox',  
    'nick': 'Daisy' ←  
}
```

```
fav_humans = {val:key for key, val in fav_animals.items() }
```

```
# Set comprehensions
```

```
{fun(x) for x in iterable}
```



# A High-Level View

Why would we use comprehensions?

**Usual focus:** Modify individual elements of an iterable.

**Comprehensions ~ Abstract Transformations**

Don't say how you want the object constructed.

Just say what you want *in* the object.

If you liked this, stay tuned... Functional Programming!

# Inside Python Functions

# So far...

The `def` keyword is used to define a new function.

```
def fn_name(param1, param2):  
    ...  
    return some_value
```

# Some nuances...

All functions return *a* value...

If not specified or just “return” implicitly, functions return None.

Returning multiple values...

You can use a tuple!

```
return val1, val2, val3
```

Be careful! Sometimes callers might not expect a tuple as a return value. Using a namedtuple may be useful.

# Function Execution and Scope

Function execution introduces a new local *symbol table* (literally: a dict that associates names to values).

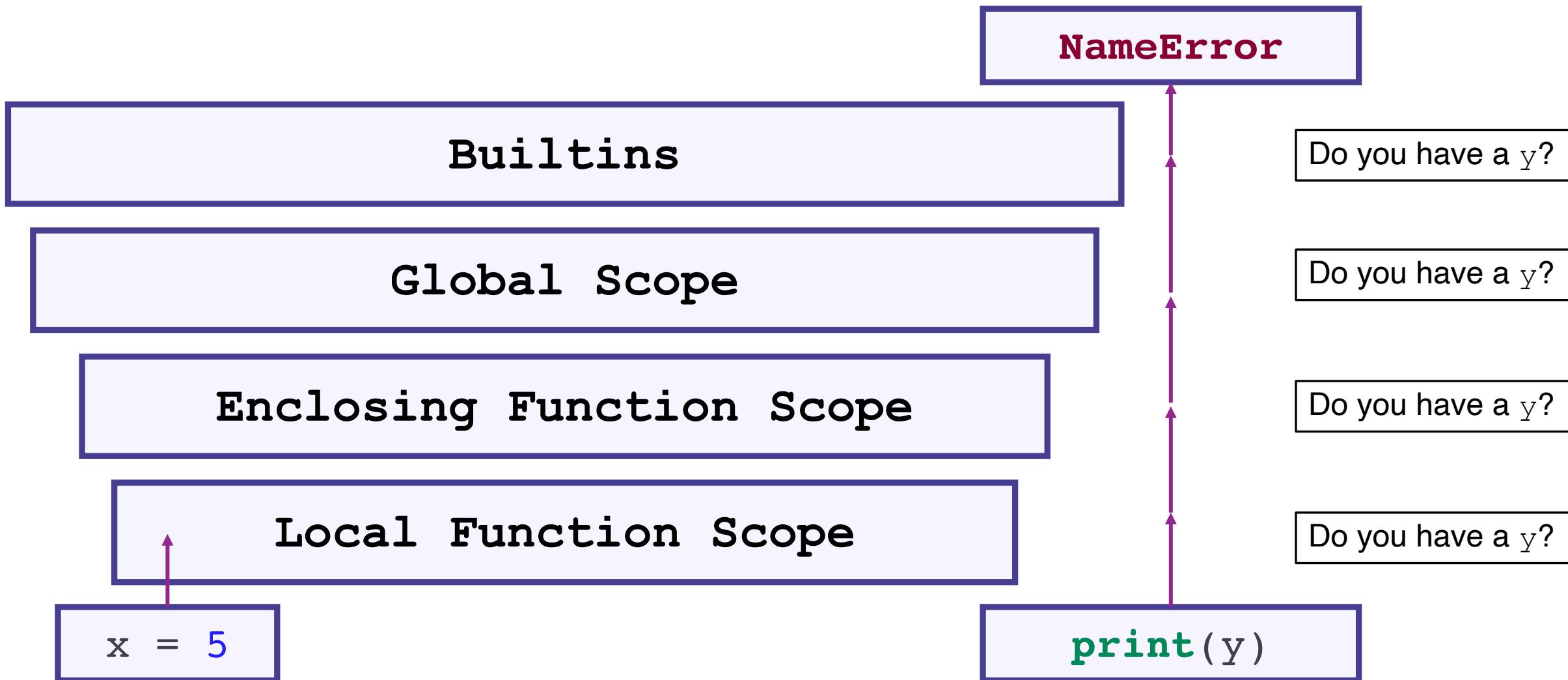
**Variable assignments** add to the local symbol table (or overwrite existing values).

```
x = 5
```

**Variable references** check a tower of scopes.

```
print(y)
```

# Variable Resolution



# Function Scopes: An Example

```
x = 2
def foo(y):
    z = 5
    print(locals())
    print(globals()['x'])
    print(x, y, z)

foo(3)
# {'y': 3, 'z': 5}
# 2
# 2 3 5
```

# Function Scopes: An Example

```
x = 2
def foo(y):
    x = 41
    z = 5
    print(locals())
    print(globals()['x'])
    print(x, y, z)

foo(3)
# {'y': 3, 'x': 41, 'z': 5}
# 2
# 41 3 5
```

# Scope vs. Namespaces

A namespace is a dictionary, mapping names (as strings) to values.

A scope defines which namespaces will be looked in and in what order.

So, scopes can be overlapping (a global variable can be reached by any local reference), but namespaces are not overlapping.

Only\* function definitions define new scopes/namespaces.

\*And classes; classes are more like *wrappers* around namespaces. Stay tuned for more!

# New Scopes

if statements, for loops, while loops, with statements, etc. do *not* introduce a new scope.

```
if success:  
    desc = 'Winner! :)'  
else:  
    desc = 'Loser :( '  
  
print(desc)
```

desc is bound to the innermost scope, enclosing the if statement...

...which is why this line will print out the value assigned above

# Pass-by-Value or Pass-by-Reference?

Variables are *copied* into function's local symbol table...  
...but variables are just references to objects!

Best to think of it as *pass-by-object-reference*...  
If a **mutable** object is passed, caller will see changes.

# Pass-by-Value or Pass-by-Reference?

I  
M  
M  
U  
T  
A  
B  
L  
E

```
x = 5  
x += 1  
x # => 6
```

A new object is created and rebound to the namespace as x

M  
U  
T  
A  
B  
L  
E

```
x = [ 5 ]  
x.append( 41 )  
x # => [ 5, 41 ]
```

No new object is created. The value of x is modified...

```
def foo(x):  
    x += 1  
  
x = 5  
foo(x)  
x # => 5
```

A new object is created and rebound, but x only scopes over foo, so it only updates locally.

```
def foo(x)  
    x.append( 41 )  
  
x = [ 5 ]  
foo(x)  
x # => [ 5, 41 ]
```

Because x is not being rebound, changes will propagate.

# Parameters

# So far...

So far, we've seen *required positional parameters*.

a, b, and c are the parameters.

```
def compute(a, b, c):  
    return (a + b) * c
```

(they're required)

# Default Parameters

Specify a default value for one or more parameters.

Can be called with fewer arguments than it has!

Usually to provide “settings” for the function and specify certain default values.

Why?

Presents a simplified interface.

Provides reasonable defaults for parameters.

Declares that certain parameters are “extra.”

# Default Parameters

```
def ask_yn(prompt,  
          prompt is required  
          retries=4,  
          complaint="Enter Y or N!"):
```

retries is optional,  
defaults to 4

complaint is also optional,  
defaults to "Enter Y or N!"

```
# A valid call:  
ask_yn('Ok to overwrite the file?', 2)
```

prompt

Overwrite default value  
of retries

# Default Arguments

```
def ask_yn(prompt, retries=4, complaint="Enter Y or N!"):
    for i in range(retries):
        ans = input(prompt)

        if ans in 'yY':
            return True
        if ans in 'nN':
            return False

    print(complaint)
```

Within the function: treat the parameters just like always!

# Keyword Arguments

```
def ask_yn(prompt, retries=4, complaint="Enter Y or N!"):
```

All of the above parameters can be called based on position or as *keyword arguments*.

Specify the name of the variable in the call.

Why?

Make parameter intent clearer – name conveys more than position.

Reduce risk of incorrect calls.

# Keyword Arguments

```
def ask_yn(prompt, retries=4, complaint="Enter Y or N!"):
```

```
# Valid calls:  
ask_yn('Ok to overwrite the file?', 2)  
ask_yn('Ok to overwrite the file?', retries=2)  
ask_yn(prompt="Are you sure about that?", retries=2)  
ask_yn(retries=2, prompt="Are you sure about that?")
```

Order  
does not  
matter for  
these  
calls!

# Examples

```
print(..., sep=' ', end='\n', file=sys.stdout, flush=False)
range(start, stop, step=1)
enumerate(iter, start=0)
int(x, base=10)
pow(x, y, z=None)
seq.sort(*, key=None, reverse=None)

subprocess.Popen(args, bufsize=-1, executable=None,
    stdin=None, stdout=None, stderr=None, preexec_fn=None,
    close_fds=True, shell=False, cwd=None, env=None,
    universal_newlines=None, startupinfo=None,
    creationflags=0, restore_signals=True,
    start_new_session=False, pass_fds=(), encoding=None,
    errors=None, text=None)
```

Wow...

# Variadic Arguments

# Variadic Positional Arguments

A parameter of the form `*args` captures excess positional arguments.

These arguments are bundled into the `args` tuple.

Why?

- Call functions with any number of positional arguments

- Capture all arguments to forward to another handler

- Used in subclasses, proxies, and decorators

```
print(*objects, sep=' ', end='\n', file=sys.stdout, flush=False)
```

# Variadic Positional Arguments

```
# Suppose we want a function that works as so:  
scaled_sum(1, 2, 3)          # => 6  
scaled_sum(1, 5)            # => 6  
scaled_sum(1, 5, scale=10) # => 60  
# i.e., scaled_sum(x1, ..., xn, scale=a) = a(x1 + ... + xn)  
  
# scaled_sum accepts any number of arguments  
def scaled_sum(*args, scale=1):  
    return scale * sum(args)
```

# Unpacking Variadic Positional Arguments

```
# Suppose we want to find the sum of the primes up to 100
def is_prime(p): ... # some implementation

primes = [p in range(1, 100) if is_prime(p)]

print(scaled_sum(*primes))
# equivalent to print(scaled_sum(2, 3, 5, ...))
```

# Variadic Keyword Arguments

A parameter of the form `**kwargs` captures all excess keyword arguments.

These excess arguments are bundled into a `kwargs` dict.

Why?

Allow arbitrary named parameters, usually for configuration.

Similar: capture all arguments to forward to another handler.

Used in subclasses, proxies, and decorators.

```
"{good} are better than {bad}" .format(good='Reindeers', bad='people')
```

# Variadic Keyword Arguments

```
stylize_quote (
    "If music be the food of love, play on.",
    act=1,
    scene=1,
    speaker="Duke Orsino",
    playwright="Shakespeare"
)

# > If music be the food of love, play on.
# -----
# act: 1
# scene: 1
# speaker: Duke Orsino
# playwright: Shakespeare
```

# Variadic Keyword Arguments

```
def stylize_quote(quote, **speaker_info):
    print("> {}".format(quote))
    print('-' * (len(quote) + 2))

    for k, v in speaker_info.items():
        print("{}: {}".format(k, v))
```

```
speaker_info = {
    'act': 1,
    'scene': 1,
    'speaker': 'Duke Orsino',
    'playwright': 'Shakespeare'
}
```

# Unpacking Variadic Keyword Arguments

```
info = {  
    'speaker': 'Iron Man',  
    'year': 2012,  
    'movie': 'The Avengers'  
}  
  
stylize_quote("Doth mother know you weareth her drapes?", **info)  
  
# > Doth mother know you weareth her drapes?  
# -----  
# speaker: Iron Man  
# year: 2012  
# movie: The Avengers
```

# Example: Formatting Strings

# String Formatting

**str.format(\*args, \*\*kwargs)**

# str.format(\*args, \*\*kwargs)

# {n} refers to the nth positional argument in `args`

```
"First, thou shalt count to {0}" .format(3)
```

```
args = (3, )
```

```
"{0} shalt thou not count, neither count thou {1},  
excepting that thou then proceed to {2}" .format(4, 2, 3)
```

```
args = (4, 2, 3)
```

# {key} refers to the optional argument bound by key

```
"lobbest thou thy {weapon} towards thy foe" .format(  
    weapon="Holy Hand Grenade of Antioch")
```

```
)
```

```
kwargs = {"weapon": "Holy  
Hand Grenade of Antioch"}
```

```
"{0}{b}{1}{a}{0}{2}" .format(  
    5, 8, 9, a='z', b='x')
```

```
)
```

```
# => 5x8z59
```

```
args = (5, 8, 9)  
kwargs = {'a': 'z', 'b': 'x'}
```

# `str.format(*args, **kwargs)`

```
# A cute trick...
x = 3
foo = 'fighter'
y = 4
learn = 2, 'fly'
z = 5
```

```
locals() == {
    'x': 3,
    'foo': 'fighter',
    'y': 4,
    'learn': (2, 'fly'),
    'z': 5,
    ...
}
```

```
print("{z}^2 = {x}^2 + {y}^2".format(x=x, y=y, z=z))
print("{z}^2 = {x}^2 + {y}^2".format(**locals()))
# Equivalent to .format(x=3, foo='fighter', y=4, ...)
```

This is kind of how fstrings work!

# Halftime



# Logistics

**Assignments**

A0 and A1

**Enrollment**

Waitlist spots!

**Labs**

Labelled by Week (Lab 2 ~ Week 2)

No lab this week. Lab will happen next week!

**Office Hours**

Cancelled on Friday

# Assignment 1



- Cryptography!
  - Your assignment has *secrets within it!*
  - Hint: Think about this class...
- Implement different ciphers: Caesar, Vigenère, MHKC
- Practice data structures
- Due **February 4, 2020 at 11:59pm**

# Parameter Ordering

# Parameter Rules

1. Keyword arguments must follow positional arguments.
2. All arguments must identify some parameter.  
Even positional ones.
3. No parameter may receive a value more than once.

# Parrots Go VOOM

```
def parrot(voltage, state='a stiff', action='voom',
           type='Norwegian Blue'):
    print("-- This parrot wouldn't", action, end=' ')
    print("if you put", voltage, "volts through it.")
    print("-- Lovely plumage, the", type)
    print("-- It's", state, "!")


parrot(1000)
parrot(voltage=1000)
parrot(voltage=1000000, action='VOOOOOM')
parrot(action='VOOOOOM', voltage=1000000)
parrot('a million', 'bereft of life', 'jump')
parrot('a thousand', state='pushing up the daisies')
```

# Parrots Go VOOM: Incorrect Calls

```
def parrot(voltage, state='a stiff', action='voom',
           type='Norwegian Blue'):
    print("-- This parrot wouldn't", action, end=' ')
    print("if you put", voltage, "volts through it.")
    print("-- Lovely plumage, the", type)
    print("-- It's", state, "!" )

# required argument missing
parrot()
# non-keyword argument after a keyword argument
parrot(voltage=5.0, 'dead')
# duplicate value for the same argument
parrot(110, voltage=220)
# unknown keyword argument
parrot(actor='John Cleese')
```

# Parameter Rules

## Symbols

- /      New in Python 3.8: Arguments before this are positional-only.  
[PEP 570](#)
- \*      Arguments before this are positional or keyword arguments.  
Arguments after this are keyword only.  
(Making sure to follow rule 1)
- \* a     Captures trailing positional arguments.
- \* \* kw   Captures extra keyword arguments.

# Parameter Rules

```
def fn(a, b, /, c, d=2, *, e, f=3, **kwargs)
```

Default values – optional args

Captures additional positional args (and throws them away)

Positional only

Positional or Keyword

Keyword only

Captures additional keyword args

Note: it would not be valid if called with `c` keyword and `d` positional!

You'll evaluate valid/invalid calls in lab. Use this slide as a reference!

# Aside: Code Style

# Function Comments

The first string literal *inside* a function body is a docstring.

First line: one-line summary of the function.

Subsequent lines: extended description of function.

Describe parameters (value / expected type) and return (value / type).

Many standards have emerged (javado, rest, Google)

Just be consistent!

The usual rules apply too! List pre-/post-conditions, if any.

# Example: Docstrings

```
def my_function():
    """Summary line: do nothing, but document it.

    Description: No, really, it doesn't do anything.
    """

    pass

print(my_function.__doc__)

# Summary line: do nothing, but document it.
#
#     Description: No, really, it doesn't do anything.
```

More: [PEP 257](#)

# General Good Practices

## Spacing

Use 4 spaces to indent. Don't use tabs.

Use blank lines to separate functions and logical sections inside functions.

Use spaces around operators and after commas, but not directly inside delimiters.

```
a = f(1, 2) + g(3, 4) # good  
a = f( 1, 2 ) + g( 3, 4 ) # bad
```

## Commenting

Comment all nontrivial functions.

Add header comments at the top of files before any imports.

If possible, put comments on a line of their own.

More: [PEP 8](#) and <https://pep8.org/>

# General Good Practices

## Naming

Use `snake_case` for variables/functions; `CamelCase` for classes;  
`CAPS_CASE` for constants.

## Decomposition and Logic

Same as 106A/B/X. Simple is better than complex!

## Automated Code Style Checking

Use [PEP8 Online](#) for mechanical violations (naming, spacing) and more advanced suggestions.

Use `pycodestyle` as a command line tool. Install with `pip install pycodestyle`.

Remember the Zen of Python

# First-Class Functions

# Functions are Objects!

# First-Class Functions

```
def echo(arg):  
    return arg  
  
type(echo) # => <class 'function'>  
id(echo) # => 4393732128  
print(echo) # => <function echo at 0x105e30820>  
  
foo = echo  
type(foo) # => <class 'function'>  
id(foo) # => 4393732128  
print(foo) # => <function echo at 0x105e30820>  
  
isinstance(echo, object) # => True
```

# Questions

What can you do with function objects?

What attributes does a function object possess?

Can I pass a function as a parameter to another function?

Can a function return another function?

How can I modify a function object?

**We must go deeper. (Lab)**

# Summary

# Summary

All functions return some value (possibly `None`)

Functions define scopes via symbol tables

Parameters are passed by object reference

Functions can have optional keyword arguments

Functions can take a variable number of `args` and `kwargs`

Use docstrings and good style

Functions are objects too (?!)

