

Python – Functional

Learn to Code with Python

Functional: Higher Order Functions as Arguments

- A decorator enhance a function with additional features without changing its core functionality
- Higher Order Function – accepts a function as an argument and/or returns a function as a return value
- Example
 - `def one():`
 - `return 1`
 - `print(type(one))` // No () so the function will not be executed. The type is <class 'function'>
 - type is an example of a higher order function. It is accepting the one function
- Example
 - `def add(a,b):`
 - `return a + b`
 - `def sub(a,b):`
 - `return a - b`
 - `def calculate(func, a, b):`
 - `return = func(a,b)`
 - `print(calculate(add,3,5))` → print 8

Functional: Nested Function

- Example
 - `def convert_gallons_to_cups(gallons):`
 - `def gallons_to_quarts(gallons)`
 - `print(f"Converting {gallons} to quarts")`
 - `return gallons * 4`
 - `def quarts_to_pints(quarts):`
 - `print(f"Converting {quarts} quarts to pints")`
 - `return quarts * 2`
 - `def pints_to_cups(pints):`
 - `print(f"Converting {pints} to cups")`
 - `return pints * 2`
 - `quarts = gallons_to_cups(gallons)`
 - `pints = quarts_to_pints(quarts)`
 - `cups = pints_to_cups(pints)`
 - `return cups`
 - `print(convert_gallons_to_cups(4))` which prints 64

Functional: Higher Order Functions

II: Functions as Return Values

- Example
 - ```
def calculator(operation):
```

    - ```
    def add( a, b):
```

 - ```
 return a + b
```
    - ```
    def subtract(a, b):
```

 - ```
 return a - b
```
    - ```
    if ( operation == "add"):
```

 - ```
 return add
```
    - ```
    elif ( operation == "subtract" ):
```

 - ```
 return sub
```
  - ```
print(calculator("add")(10,4))
```

 // Returns 14
 - ```
print(calculator("subtract")(7,7))
```

 // Returns 0

- Example
  - ```
def add( a, b):
```

 - ```
 return a + b
```
  - ```
def subtract(a, b):
```

 - ```
 return a - b
```

# Functional: Higher Order Functions

## II: Functions as Return Values

- Example
  - `def square(num):`
    - `return num ** 2`
  - `def cube(num):`
    - `return num ** 3`
  - `def times10(num)`
    - `return num * 10`
  - `operations = [ square, cube, times10 ]`
  - `for func in operations:`
    - `print(func(5));`    `print 25, 125, 50 on three different lines`
- What is wrong with the code : In the `calculate()` the value of `func(a,b)` is not returned
  - `def multiply(a,b):`
    - `return a * b`
  - `def divide(a,b):`
    - `return a / b`
  - `def calculate(func, a, b):`
    - `func(a,b)`

# Decorators : Scope 1: Global vs Local Variables

- The locations in a program in which a variable/function can be used
- Global Scope : A variable assigned outside a function , but inside a file
- local Scope : A variable assigned inside a function
- Example
  - `age = 28`
  - `def fancy_func():`
    - `print(age)`      `// Will print 28`
- Example
  - `age = 28`
  - `def fancy_func():`
    - `age = 100`
    - `print(age)`      `// The age from the function body will be printed out`
  - `fancy_func()`
  - `print(age)`      `// prints the global age`
- Shadow Variable: A local variable that shares the same name as the global variable

# Decorators: Scope 1: Global vs Local Variables

- Many times global variables will be used to declare constants
- Example
  - `TAX_RATE = .06`
  - `def calculate_tax(price):`
    - `return( round( price * TAX_RATE, 2)`
- Example
  - `egg_count = 0`
  - `def buy_eggs():`
    - `egg_count += 12`
  - `buy_eggs`
  - When executed get the `UnboundLocalError`: local variable 'egg\_count' referenced before assignment
    - When modifying a variable it must be local scope
    - Python does not allow functions to modify variables that are not in the functions's scope

# Decorators: Scope 2 : The LEGB Rule

- (L)ocal/ (E)nclosing Functions/ (G)lobal / (B)uilt-in
- Python will search through the scope in order to find the name
- If Python does not find the name then it raises a NameException
- Example

```
- def outer():
 • x = 10
 • def inner():
 - x = 5
 - return x
 • return inner()
```

```
- print(outer())
```

prints x = 5 since it is in the local scope for inner

- Example

```
- def outer():
 • x = 10
 • def inner():
 - return x
 • return inner()
```

```
- print(outer())
```

prints x = 10 since x does not exist in the local scope of inner, but the global.



# Decorators: Scope 2 : The LEGB Rule

- Example
  - `x = 15`
  - `def outer():`
    - `def inner():`
      - `return x`
    - `return inner()`
  - `print(outer())` `// prints x = 10 since in the Local Scope, Enclosing Scope, but the Global Scope`
- Example
  - `x = 15`
  - `def outer():`
    - `def inner():`
      - `return x`
    - `return inner()`
    - `print(outer())` `// prints len since in the Local Scope, Enclosing Scope, Global Scope, Built In Scope`

# Decorators: The LEGB Rule

- Example – The global variable was defined after it has been invoked.
  - `def a():`
    - `def b():`
      - `def c():`
        - `return val`
      - `return b`
    - `print(a())` `// val is defined after it has been accessed`
    - `val = "Hello"`

# Decorators: The Global Keyword

- Allows use to introduce global scope into local scope
- Global Key will create a global variable
- Strongly discouraged to use global in a local function since the value of a variable now depends on the order of the function calls

- Example

```
- x = 10

- def change_stuff():
 • x = 15

- print(x) // Print x = 10

- change_stuff()

- print(x) // Print x = 10
```

- Example

```
- x = 10
 • def change_stuff():
 - global x
 - x = 15

 • print(x) // Print x = 10

 • change_stuff()

 • print(x) // Print x = 15
```

# Decorators: The Nonlocal Keyword

- Can only be used inside the body of a nested function
- Applies to the same affect a global , but does it to variables enclosing function scope
- Example Use : Have a function that gets passed in the name variables then have enclosed function that is responsible for providing the value if the value of name is null
  - In the sub function the global name would be changed by include nonlocal name and then changing the name

- example

```
- def outer():
 • bubble_tea_flavor = "Black"
 • def inner():
 - bubble_tea_flavor = "Taro"
 • inner()
 •
 • return bubble_tea_flavor

- print(outer()) // Get Black
```

- example

```
- def outer():
 • bubble_tea_flavor = "Black"
 • def inner():
 - nonlocal bubble_tea_flavor // Stick with the bubble_tea_variable in the enclosing function scope
 - bubble_tea_flavor = "Taro"
 • inner()
 - return bubble_tea_flavor
 • print(outer()) // Get Tario
```

# Decorators: Intro to Decorators

- A decorator enhance a function with additional features without changing its core functionality
  - Example time a function → Start the timer, run the function, end the timer
    - Reusable with any other function
  - Whenever you need to execute business logic before or after a business. For example ( before a function check if the user is logged in.)
    - Remember each function can use the @<function name> to specify decorate function ( see in the “Intro to Decorators ( may be on another page ))
- Example
  - You have wrapped the fn() to include bonus functionality
  - `def be_nice(fn):`
    - `def inner_function():`
      - `print("Nice to meet you")`
      - `fn()`
      - `print("It was my pleasure to meet you")`
    - `return inner_function`
  - `def complex_business_logic():`
    - `print("something complex!")`
  - `print(be_nice(complex_business_logic))`
- Example – Invoke a function inline
  - `be_nice(complex_business_logic)()`

# Decorators: Intro to Decorators

- Alternative Syntax use @Decorator
  - Advantage can be reused multiple times.
- can reuse the decorator as many times as you want
- Example
  - @be\_nice // executes be\_nice( complex\_business\_logic)
  - def complex\_business\_logic(): // The wrapper function must be a wrapper function that accepts one function and returns another function
    - print("Something complex")
    -
  - @be\_nice
  - def another\_fancy\_function()
  - 
  - complex\_business\_logic()
  - another\_fancy\_function()

# Decorators: Intro to Decorators

- A decorator enhance a function with additional features without changing its core functionality
  - Example time a function → Start the timer, run the function, end the timer
    - Reusable with any other function
  - Whenever you need to execute business logic before or after a business. For example ( before a function check if the user is logged in.)
    - Remember each function can use the @<function name> to specify decorate function ( see in the “Intro to Decorators ( may be on another page ))
- Example
  - You have wrapped the fn() to include bonus functionality
  - `def be_nice(fn):`
    - `def inner_function():`
      - `print("Nice to meet you")`
      - `fn()`
      - `print("It was my pleasure to meet you")`
    - `return inner_function`
  - `def complex_business_logic():`
    - `print("something complex!")`
  - `print(be_nice(complex_business_logic))`
- Example – Invoke a function inline
  - `be_nice(complex_business_logic)()`

# Decorators: Intro to Decorators

- Alternative Syntax use @Decorator
  - Advantage can be reused multiple times.
- can reuse the decorator as many times as you want
- Example
  - @be\_nice // executes be\_nice( complex\_business\_logic)
  - def complex\_business\_logic(): // The wrapper function must be a wrapper function that accepts one function and returns another function
    - print("Something complex")
    -
  - @be\_nice
  - def another\_fancy\_function()
  - 
  - complex\_business\_logic()
  - another\_fancy\_function()



# Decorators: The Global Keyword

- Allows use to introduce global scope into local scope
- Global Key will create a global variable
- Strongly discouraged to use global in a local function since the value of a variable now depends on the order of the function calls

- Example

```
- x = 10

- def change_stuff():
 • x = 15

- print(x) // Print x = 10

- change_stuff()

- print(x) // Print x = 10
```

- Example

```
- x = 10
 • def change_stuff():
 - global x
 - x = 15

 • print(x) // Print x = 10

 • change_stuff()

 • print(x) // Print x = 15
```

# Decorators: The Nonlocal Keyword

- Can only be used inside the body of a nested function
- Applies to the same affect a global , but does it to variables enclosing function scope
- Example Use : Have a function that gets passed in the name variables then have enclosed function that is responsible for providing the value if the value of name is null
  - In the sub function the global name would be changed by include nonlocal name and then changing the name

- example

```
- def outer():
 • bubble_tea_flavor = "Black"
 • def inner():
 - bubble_tea_flavor = "Taro"
 • inner()
 •
 • return bubble_tea_flavor

- print(outer()) // Get Black
```

- example

```
- def outer():
 • bubble_tea_flavor = "Black"
 • def inner():
 - nonlocal bubble_tea_flavor // Stick with the bubble_tea_variable in the enclosing function scope
 - bubble_tea_flavor = "Taro"
 • inner()
 - return bubble_tea_flavor
 • print(outer()) // Get Tario
```

# Decorators: Arguments with Decorator Functions ( \*args, \*\*kwargs)

- Example – Showing the problem
  - ```
def be_nice(fn):
```

 - ```
 def inner_function():
```

      - ```
        print("Nice to meet you")
```
 - ```
 fn()
```
      - ```
        print("It was my pleasure to meet you")
```
 - ```
 return inner_function
```
  - ```
@be_nice
```

// See previous slides
 - ```
def complex_business(stackholder):
```

    - ```
    print(f"Something complex for {stackholder}")
```
 - ```
complex_business("Boris")
```

// Get a type error inner() takes 0 positional arguments, but 1 was given
    - Problem inner\_function is not expecting an argument
    - Don't add a parameter to function to keep it generic. Another call to be\_nice might have two arguments.
    - solution accepts \*args, \*\*kwargs

# Decorators: Arguments with Decorator Functions ( \*args, \*\*kwargs)

- Example – Showing the solution adding \*args, \*\*kwargs
  - def be\_nice(fn):
    - def inner\_function(\*args, \*\*kwargs):
      - print("Nice to meet you")
      - fn() // With inserting \*args, \*\*kwargs as parameters into inner function there is a new error
      - print("It was my pleasure to meet you")
    - return inner\_function
  - @be\_nice // See previous slides
  - def complex\_business(stackholder):
  - print(f"Something complex for {stackholder}")
  - complex\_business\_logic("Borris") // The value Borris would be stored in \*args
  - complex\_business\_logic(stackholder = "Borris") // The value Borris would be stored in \*\*kwargs as { "stackholder": "Borris" }

# Decorators: Arguments with Decorator Functions ( \*args, \*\*kwargs)

- Example – Showing the solution adding \*args, \*\*kwargs
  - def be\_nice(fn):
    - def inner\_function(\*args, \*\*kwargs):
      - print("Nice to meet you")
      - fn( \*args, \*\*kwargs)
      - print("It was my pleasure to meet you")
    - return inner\_function
  - @be\_nice // See previous slides
  - def complex\_business(stakeholder):
    - print(f"Something complex for {stackholder}")
  - complex\_business\_logic("Borris") // The value Boris would be stored in \*args
  - complex\_business\_logic(stakeholder = "Borris") // The value Boris would be stored in \*\*kwargs as { "stackholder": "Boris" }

# Decorators: Returned Values from Decorated Functions

- Example Return statement

- `def be_nice(fn):`
  - `def inner_function(*args, **kwargs):`
    - `print("Nice to meet you")`
    - `result = fn(*args, **kwargs)` // If we returned here then the it would not execute the next print
    - `print("It was my pleasure to meet you")`
    - `return result`
  - `return inner_function`
- `@be_nice` // See previous slides
- `def complex_business(a,b):`
  - `return a + b`
- `complex_business_logic(a=3,b=5)` // Returns None. Fix : Capture the variable in result and return from inner function

# Decorators: The functools wrap Decorator

- Doc String – String at the top of function serve as documentation for the function
  - through the help function
  - ```
def complex_business(a,b):  
    • "Add two numbers together"  
    • return a + b
```
 - ```
help(complex_business_sum) // prints out "Add two numbers together"
```
- Example Return statement where the help documentation is now what you expect
  - ```
def be_nice(fn):  
    • def inner_function(*args, **kwargs):  
    • print("Nice to meet you")  
    • result = fn(*args, **kwargs)    // If we returned here then the it would not execute the next print  
    • print("It was my pleasure to meet you")  
    • return result  
  
    return inner_function
```
- ```
@be_nice // See previous slides
```
- ```
def complex_business(a,b):  
    – "Add two numbers together"  
    – return a + b
```
- ```
complex_business_logic(a=3,b=5)
```
- ```
help(complex_business_sum)           // prints out inner(*args, **kwargs) instead of "Add two numbers together"
```

Decorators: The functools wrap Decorator

- Example getting the correct help string
- `import functools`
- `def be_nice(fn):`
 - `@functools.wraps(fn)`
 - `def inner_function(*args, **kwargs):`
 - `print("Nice to meet you")`
 - `result = fn(*args, **kwargs)` `// If we returned here then the it would not execute the next print`
 - `print("It was my pleasure to meet you")`
 - `return result`
 - `return inner_function`
- `@be_nice` `// See previous slides`
- `def complex_business(a,b):`
 - `"Add two numbers together"`
 - `return a + b`
- `complex_business_logic(a=3,b=5)`
- `help(complex_business_sum)` `// Due to the addition of functools.wraps "Add two numbers together"`

Functional : Scope 3 : Closures

- A programming pattern in which a scope retains access to an enclosing scope's names even if the enclosing scope no longer exist
- Example
 - ```
def outer():
 • candy = "snickers"
 • def inner():
 - return candy
 • return inner() // Returns Snickers
```
  - ```
print(outer())
```
 - Explanation
 - The inner function has access to the candy variable that is defined in the enclosing scope.
 - The inner scope retains access to the outer level scope and its names.
 - When we invoke the outer function we get back the invocation of the inner()
 - Example
 - ```
the_func = outer()
```

 // After the outer function Python will be thrown out, however there is still a reference to candy in this un invoked function.
    - candy still exist even though the function has been garbage collected.
- Closure is the scope where the data or variables will be executed