

ICS 104 - Introduction to Programming in Python and C

Functions

Reading Assignment

- Chapter 5 Sections 1, 2, 3, 4, 5 and 8.

Chapter Learning Outcomes

At the end of this chapter, you will be able to

- implement functions
- become familiar with the concept of parameter passing
- develop strategies for decomposing complex tasks into simpler ones
- determine the scope of a variable

Functions as Black Boxes

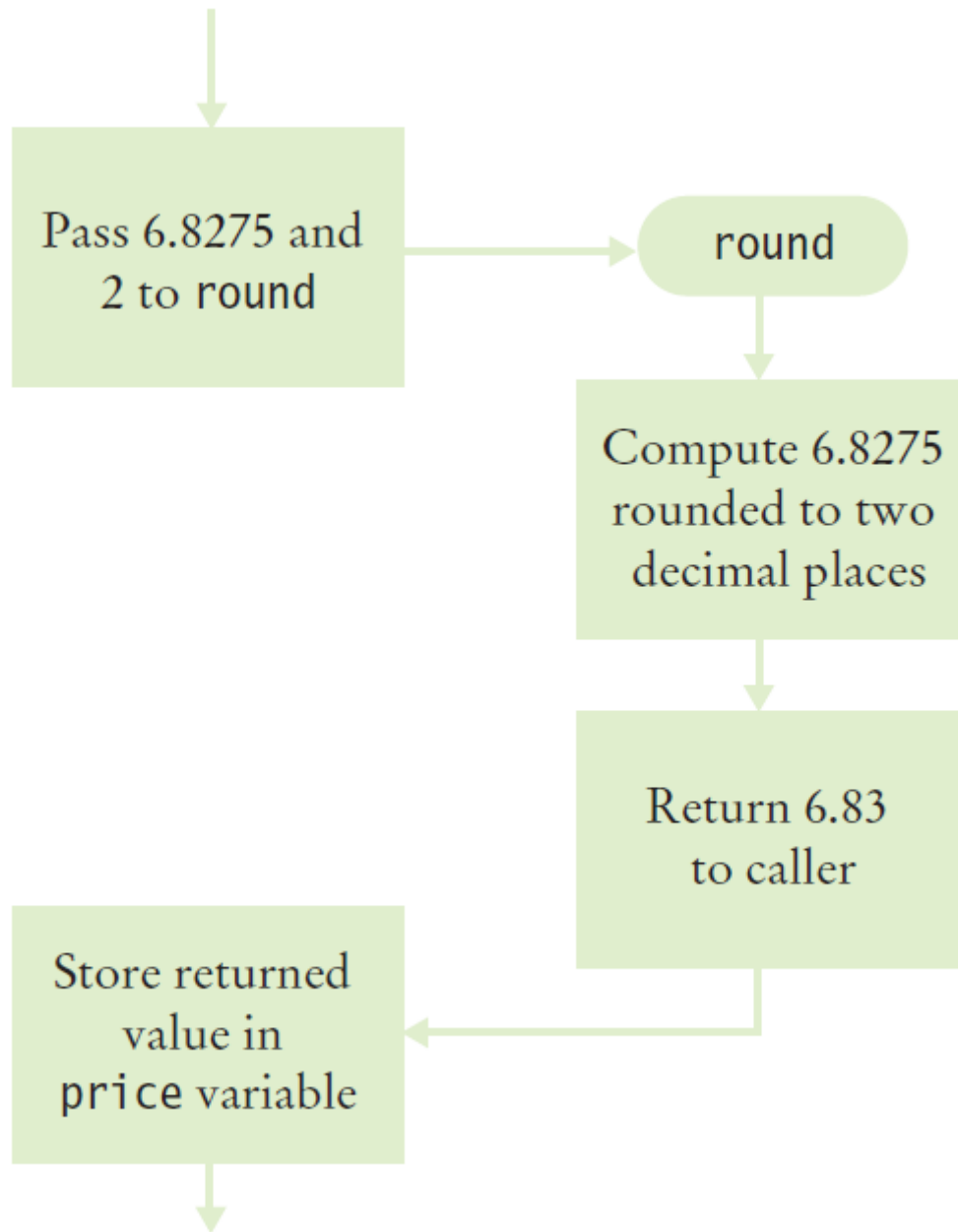
- A **function** is a sequence of instructions with a name.
- For example, the **round** function, contains instructions to round a floating point value to a specified number of decimal places.
- You **call** a function in order to execute its instruction.

```
In [ ]: price = round(6.8275,2) # Sets results to 6.83  
print("Price:",price)
```

Functions as Black Boxes

- By using the expression `round(6.8275,2)`, your program **calls** the `round` function, asking it to round 6.8275 to two decimal digits.
- The instructions of the round function execute and compute the result.
- The round function returns its result back to where the function was called and your program resumes execution

Functions as Black Boxes



Functions as Black Boxes

- When another function calls the round function, it provides ****“inputs”****, such as the values 6.8275 and 2 in the call round(6.8275, 2).
- These values are called the ****arguments**** of the function call.
 - Note that they are not necessarily inputs provided by a human user.
 - They are simply the values for which we want the function to compute a result.
- The ****“output”**** that the round function computes is called the ****return value****.

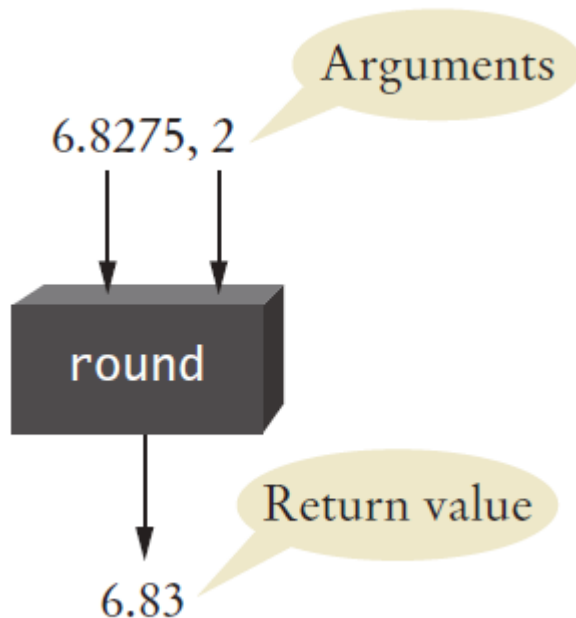
Functions as Black Boxes

- Functions can receive multiple arguments, but they return only one value.
- It is also possible to have functions with no arguments.
- An example is the `**random**` function that requires no argument to produce a random number
- At this point, you may wonder how the round function performs its job.
- How does round compute that 6.8275 rounded to two decimal digits is 6.83?

```
In [ ]: price = round(6.8275,2)
        print("Price:",price)
```


Functions as Black Boxes

- Fortunately, as a user of the function, you do not need to know how the function is implemented.
- You just need to know the specification of the function:
 - If you provide arguments x and n , the function returns x rounded to n decimal digits.



- We can think of round as a black box.

Functions as Black Boxes

- When you design your own functions, you will want to make them appear as black boxes to other programmers.
- Those programmers want to use your functions without knowing what goes on inside.
- Even if you are the only person working on a program, making each function into a black box pays off: there are fewer details that you need to keep in mind.

Implementing and Testing Functions

Implementing a Function

- When defining a `**function**`, you provide a `**name**` for the function and a `**variable**` for each `**argument**`.

- Let us start with a very simple example:
 - a function to compute the volume of a cube with a given side length.



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Implementing and Testing Functions

- When writing this function, you need to
 - Pick a ****name**** for the function (cubeVolume)
 - Define a variable for each ****argument**** (sideLength). These variables are called the ****parameter variables****.
- Put all this information together along with the ****def**** reserved word to form the first line of the function's definition:
 - ****def cubeVolume(sideLength):****

```
In [ ]: def cubeVolume(sideLength):  
        volume = sideLength ** 3  
        return volume
```

- This line is called the ****header**** of the function.
- Next, specify the ****body**** of the function.
 - The body contains the statements that are executed when the function is called.
- In order to return the result of the function, use the ****return**** statement:
 - ****return volume****

Implementing and Testing Functions

Function Definition

Syntax `def functionName(parameterName1, parameterName2, . . .) :`
 `statements`

Function header

Name of function

Name of parameter variable

Function body,
executed when
function is called.

```
def cubeVolume(sideLength) :  
    volume = sideLength ** 3  
    return volume
```

return statement
exits function and
returns result.

Implementing and Testing Functions

Testing a Function

- In order to test the function, your program should contain:
 - The definition of the function.
 - Statements that call the function and print the result.

```
In [ ]: def cubeVolume(sideLength):  
        volume = sideLength ** 3  
        return volume  
result1 = cubeVolume(2)  
result2 = cubeVolume(10)  
print("A cube with side length 2 has volume", result1)  
print("A cube with side length 10 has volume", result2)
```


Implementing and Testing Functions

Programs that Contain Functions

- When you write a program that contains one or more functions, you need to pay attention to the order of the function definitions and statements in the program.
- As the Python interpreter reads the source code, it reads each function definition and each statement.
 - The statements in a function definition are not executed until the function is called.
 - Any statement not in a function definition, on the other hand, is executed as it is encountered.
- Therefore, it is important that you define each function before you call it.

Implementing and Testing Functions

Program with Functions

By convention,
main is the starting point
of the program.

```
def main() :  
    result = cubeVolume(2)  
    print("A cube with side length 2 has volume", result)
```

The cubeVolume
function is defined below.

```
def cubeVolume(sideLength) :  
    volume = sideLength ** 3  
    return volume
```

This statement is outside
any function definitions.

main()

Implementing and Testing Functions

```
In [ ]: # This program computes the volumes of two cubes.

def main() :
    result1 = cubeVolume(2)
    result2 = cubeVolume(10)
    print("A cube with side length 2 has volume", result1)
    print("A cube with side length 10 has volume", result2)

## Computes the volume of a cube.
# @param sideLength the length of a side of the cube
# @return the volume of the cube
#
def cubeVolume(sideLength) :
    volume = sideLength ** 3
    return volume

# Start the program.
main()
```

Implementing and Testing Functions

Student Activity

- Define a function `squareArea` that computes the area of a square of a given side length.

In []:

Parameter Passing

- When a function is called, variables are created for receiving the function's arguments.
- These variables are called ****parameter variables****.
 - (Another commonly used term is ****formal parameters****.)
- The values that are supplied to the function when it is called are the ****arguments**** of the call.
 - (These values are also commonly called the ****actual parameters****.)

Parameter Passing

```
In [ ]: # This program computes the volumes of two cubes.

def main() :
    result1 = cubeVolume(2)
    result2 = cubeVolume(10)
    print("A cube with side length 2 has volume", result1)
    print("A cube with side length 10 has volume", result2)

## Computes the volume of a cube.
# @param sideLength the length of a side of the cube
# @return the volume of the cube
#
def cubeVolume(sideLength) :
    volume = sideLength ** 3
    return volume

# Start the program.
main()
```

1 Function call

```
result1 = cubeVolume(2)
```

result1 =

sideLength =

- The parameter variable `**sideLength**` of the `**cubeVolume**` function is created when the function is called.

2 Initializing function parameter variable

```
result1 = cubeVolume(2)
```

result1 =

sideLength =

- The parameter variable is initialized with the value of the argument that was passed in the call. In our case, `**sideLength**` is set to 2.

3 About to return to the caller

result1 =

```
volume = sideLength ** 3  
return volume
```

sideLength =

volume =

- The function computes the expression `**sideLength ** 3**`, which has the value 8.
- That value is stored in the variable `**volume**`.

4 After function call

result1 =

```
result1 = cubeVolume(2)
```

- The function returns. All of its variables are removed.
- The return value is transferred to the `**caller**`, that is, the function calling the `**cubeVolume**` function.
- The caller puts the return value in the `**result1**` variable.

Parameter Passing

Student Activity

- What does this program print? Use a diagram to find the answer.

```
In [ ]: def main():  
        a = 5  
        b = 7  
        print(mystery(a,b))  
def mystery(x,y):  
    z = x + y  
    z = z / 2.0  
    return z  
main()
```

Return Values

- The `**return**` statement terminates a function call and yields the function result.
- In the preceding examples, each `**return**` statement returned a variable.
- However, the `**return**` statement can return the value of any expression.
- Instead of saving the return value in a variable and returning the variable, it is often possible to eliminate the variable and return the value of a more complex expression:

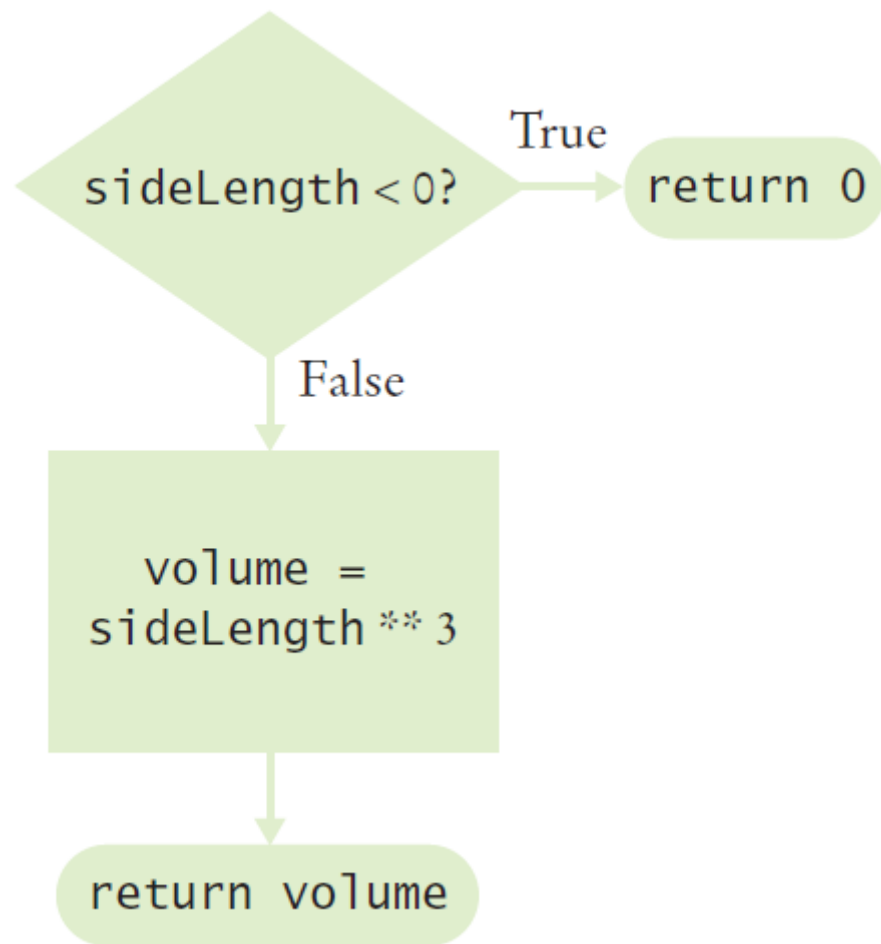
```
In [ ]: def cubeVolume(sideLength):  
        return sideLength ** 3
```

- When the `**return**` statement is processed, the function exits `**immediately**`.

Return Values

- Some programmers find this behavior convenient for handling exceptional cases at the beginning of the function:

```
In [ ]: def cubeVolume(sideLength):  
        if sidelength < 0:  
            return 0  
        # Handle the regular case.
```



Return Values

- Some programmers dislike the use of multiple ****return**** statements in a function.
- You can avoid multiple returns by storing the function result in a variable that you return in the last statement of the function.
- For example:

```
In [ ]: def cubeVolume(sideLength):  
        if sideLength >= 0:  
            volume = sideLength ** 3  
        else:  
            volume = 0  
        return volume
```

Return Values

Student Activity

- What does this function do?

```
In [ ]: def mystery(n):  
        if n % 2 == 0:  
            return True  
        else:  
            return False
```

Functions Without Return Values

- Some functions may not return a value, but they can produce output.
- Sometimes, you need to carry out a sequence of instructions that does not yield a value.
- If that instruction sequence occurs multiple times, you will want to package it into a function.

Functions Without Return Values

- Here is a typical example: Your task is to print a string in a box, like this:

```
-----  
!Hello!  
-----
```

```
In [ ]: ## Prints a string in a box.  
# @param contents the string to enclose in a box  
#  
def boxString(contents):  
    n = len(contents)  
    if n == 0:  
        return #Return immediately  
    print("-"*(n+2))  
    print("!" + contents + "!")  
    print("-"*(n+2))  
  
def main():  
    boxString("Hello")  
main()
```

Student Activity

- What is wrong with the following statement?


```
In [ ]: print(boxString("Hello"))
```

Variable Scope

- As your programs get larger and contain more variables, you may encounter problems where you cannot access a variable that is defined in a different part of your program, or where two variable definitions conflict with each other.
- In order to resolve these problems, you need to be familiar with the concept of variable scope.
- The `**scope**` of a variable is the part of the program in which you can access it.

Variable Scope

In the following code segment, the **scope** of the parameter variable **sideLength** is the entire **cubeVolume** function but **not** the **main** function.

```
def main() :  
    print(cubeVolume(10))  
  
def cubeVolume(sideLength) :  
    return sideLength ** 3
```

Variable Scope

- A variable that is defined within a function is called a ****local variable****.
- When a local variable is defined in a block, it becomes available from that point until the end of the function in which it is defined.
- For example, in the code segment below, the scope of the square variable is highlighted.

```
def main() :  
    sum = 0  
    for i in range(11) :  
        square = i * i  
        sum = sum + square  
  
    print(square, sum)
```

```
In [ ]: def main() :  
        sum = 0  
        for i in range(11) :  
            square = i * i  
            sum = sum + square  
        print(square,sum)  
  
main()
```

Variable Scope

```
def main() :  
    sideLength = 10  
    result = cubeVolume()  
    print(result)
```

```
def cubeVolume() :  
    return sideLength ** 3    # Error
```

```
main()
```

```
In [ ]: def main() :  
        sideLength = 10  
        result = cubeVolume()  
        print(result)  
  
        def cubeVolume() :  
            return sideLength **3  
  
        main()
```

- Note the scope of the variable `**sideLength**`.
- The `**cubeVolume**` function attempts to read the variable, but it cannot;
 - The scope of `**sideLength**` does not extend outside the `**main**` function.

Variable Scope

- It is possible to use the variable name more than once in a program.
- For example,

```
def main() :  
    result = square(3) + square(4)  
    print(result)
```

```
def square(n) :  
    result = n * n  
    return result
```

```
main()
```



```
In [ ]: def main() :  
        result = square(3) + square(4)  
        print(result)  
  
        def square(n) :  
            result = n * n  
            return result  
  
        main()
```

- Each ****result**** variable is defined in a separate function, and their scope do not overlap.

Variable Scope

- A ****global variable**** is defined outside of a function.
- A ****global variable**** is visible to all functions defined after it.
- Any function that wishes to update a ****global variable**** must include a ****global**** declaration:

```
In [ ]: balance = 1000 # A global variable

def withdraw(amount) :
    global balance # This function intends to update the global balance variable
    if balance >= amount:
        balance = balance - amount

withdraw(200)
print(balance)
```

- If you omit the ****global**** declaration, then the balance variable inside the ****withdraw**** function is considered a local variable.

Summary

- A function is a named sequence of instructions.
- Arguments are supplied when a function is called.
- The return value is the result that the function computes.
- When declaring a function, you provide a name for the function and a variable for each argument.
- Function comments explain the purpose of the function, the meaning of the parameters and return values, as well as any special requirements.
- Parameter variables hold the arguments supplied in the function call.

Summary

- The return statement terminates a function call and yields the function result.
 - Complete computations that can be reused into functions.
- Use the process of stepwise refinement to decompose complex tasks into simpler ones.
 - When you discover that you need a function, write a description of the parameter variables and return values.
 - A function may require simpler functions to carry out its work.

Summary

- The scope of a variable is the part of the program in which the variable is visible.
 - Two local or parameter variables can have the same name, provided that their scope do not overlap.
 - You can use the same variable name within different functions since their scope does not overlap.
 - Local variable declared inside a function are not visible to code inside other functions.