

COMP636 – Software Development

Learning Session 3a: Functions



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4 ways of interacting with functions

1. Just code

my_function()

<do something>
..some
..code
..here

2. Code + input



my_function(input)

<do something
using **input**>
..some
..code
..here

3. Code + output

my_function()

<do something>
..some
..code
..here

return **output**



4. Code + input + output



my_function(input)

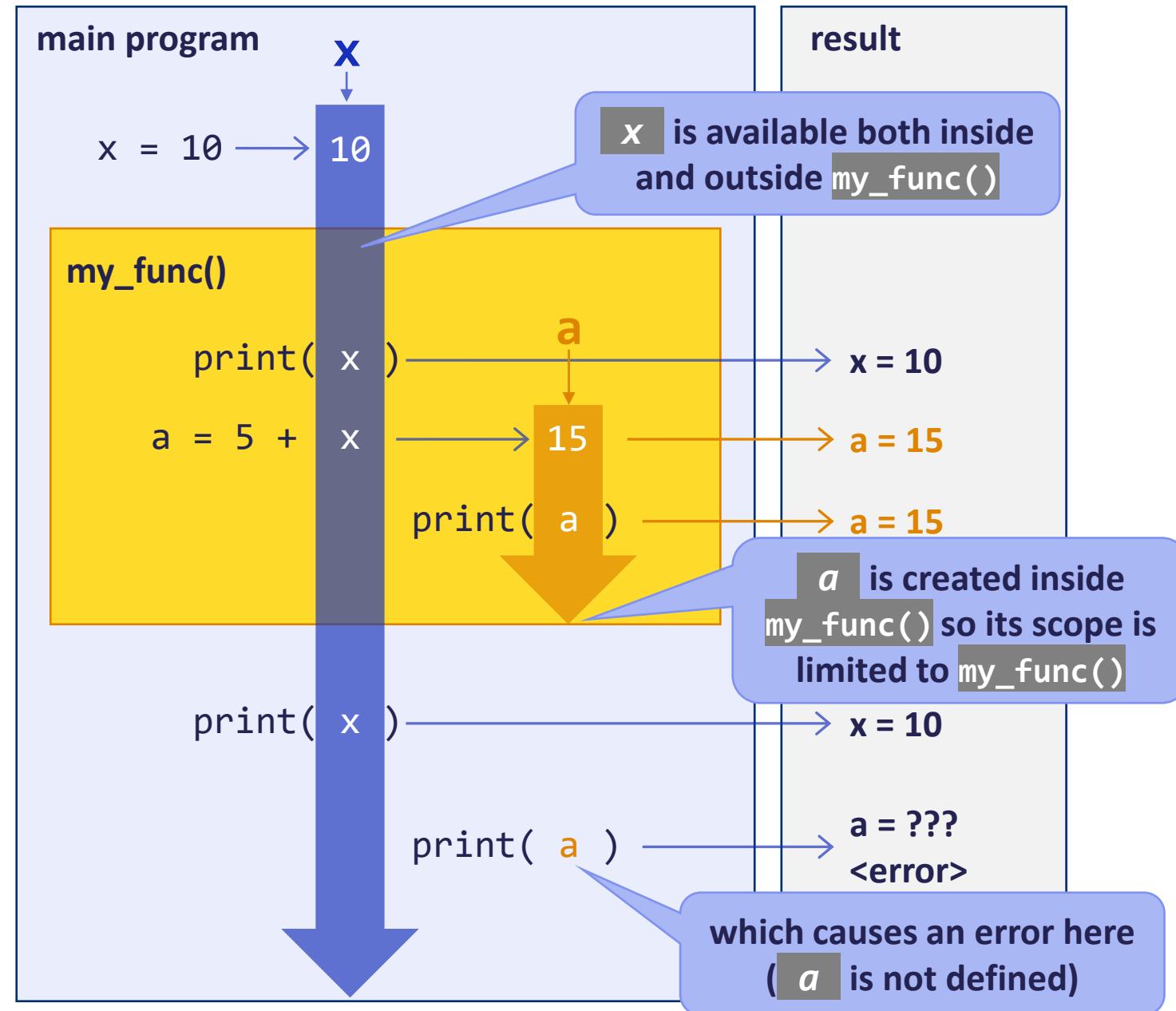
<do something
using **input**>
..some
..code
..here

return **output**



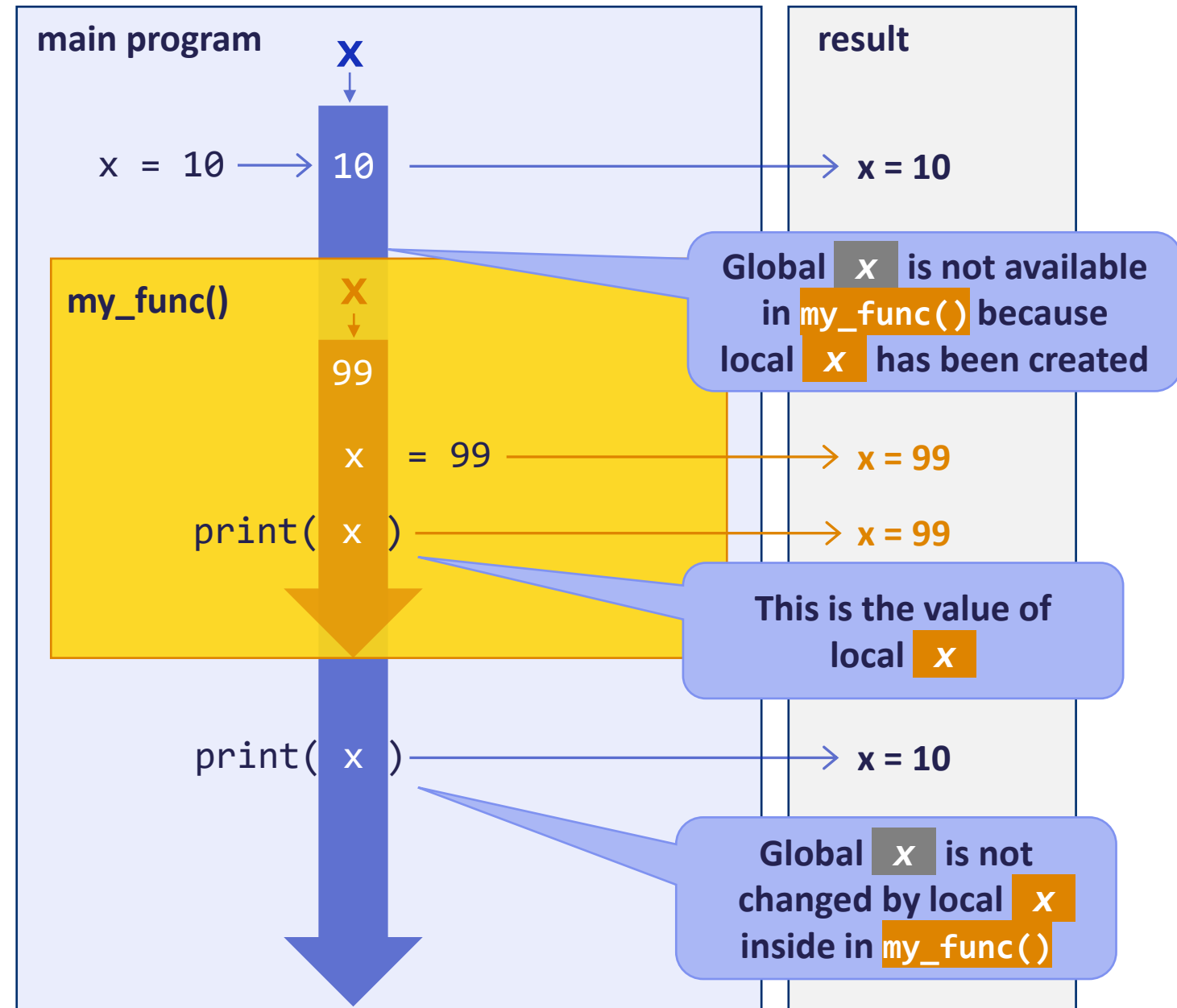
Variable 'scope'

```
def my_func():  
    print(x) # x = 10  
    a = 5 + x  
    print(a) # a = 15  
  
x = 10  
  
my_func() # call function  
  
print(x) # x = 10  
  
print(a) # error a not known
```



Variable 'scope'

```
def my_func():  
    x = 99  
    print(x)  # a = 99  
  
x = 10  
  
my_func()    # call function  
  
print(x)     # x = 10
```



Variable 'scope'

Rules:

- A variable assigned inside a function is not available outside that function
 - Even if it has the same name as a global variable
 - *Unless* `global <variable_name>` precedes the assignment within the function
- Global variables with a value before the function call can be *read* inside the function, but not altered (without the `global` keyword, as above)

