

Local Variables

A variable created inside function is called local variable.

Local variables are used within function; these variables cannot be accessible outside function.

Local variables are created when function is invoked and deleted after execution of function. Lifetime of local variables is until execution of function.

When function is called, execution control switches from calling place to called function and after execution of called function, it returns to calling place.

Example:

```
def fun1(): # function without parameters/arguments
    x=100 # Local variable
    y=200 # Local variable
    print(x,y)
```

```
fun1() # executing function/invoking function/calling function
print("continue")
```

Output:

```
100 200
Continue
```

Example:

```
def fun1():
    x=100 # L.V
    y=200 # L.V
```

```
def fun2():
```

```
print(x)
print(y)
```

```
fun1()
fun2()
```

Output:

Traceback (most recent call last):

File "E:/python7amdec23/funtest4.py", line 11, in <module>

fun2()

File "E:/python7amdec23/funtest4.py", line 6, in fun2

print(x)

NameError: name 'x' is not defined

Example:

```
def fun1():
```

```
    x=100
```

```
    print(x)
```

```
    x=x+100
```

```
def fun2():
```

```
    x=400
```

```
    print(x)
```

fun1() # calling function/executing function

fun2() # calling function/executing function

Output:

100

400

Example:

```
def fun1():      # Old Function
    print("abc")
```

```
fun1() # Calling function
```

```
def fun1(): # New Function
    print("xyz")
```

```
fun1() # Calling function
```

Output:

abc

xyz

Global Variables

The variable created outside the function is called global variable.

Global variables are used to share data between number of functions.

Global variables are created when program is executed and global variables are deleted after execution of program.

Example:

```
x=100 # Global variable
```

```
y=200 # Global variable
```

```
def fun1():
    print(x)
    print(y)
```

```
def fun2():  
    print(x)  
    print(y)
```

```
fun1()  
fun2()  
print(x)  
print(y)
```

Output:

```
100  
200  
100  
200  
100  
200
```

Example:

```
def fun1():  
    print(x)
```

```
fun1()
```

```
def fun2():  
    print(y)
```

```
x=100  
y=200  
fun1()  
fun2()
```

Output:

Traceback (most recent call last):

File "E:/python7amdec23/funtest8.py", line 4, in <module>

fun1()

File "E:/python7amdec23/funtest8.py", line 2, in fun1

print(x)

NameError: name 'x' is not defined

Example:

```
def add():
```

```
    print(f'sum of {a} and {b} is {a+b}')
```

```
def sub():
```

```
    print(f'diff of {a} and {b} is {a-b}')
```

```
def multiply():
```

```
    print(f'product of {a} and {b} is {a*b}')
```

```
def div():
```

```
    print(f'division of {a} and {b} is {a/b}')
```

```
a=int(input("Enter First Number ")) # G.V
```

```
b=int(input("Enter Second Number ")) # G.V
```

```
add()
```

```
sub()
```

```
multiply()
```

```
div()
```

Output:

Enter First Number 5

Enter Second Number 2

sum of 5 and 2 is 7
diff of 5 and 2 is 3
product of 5 and 2 is 10
division of 5 and 2 is 2.5

Example:

```
x=100 # G.V
```

```
def fun1():  
    y=200 # L.V  
    print(x) # 100  
    print(y) # 200
```

```
def fun2():  
    x=500 # Create L.V  
    print(x) # 500
```

```
def fun3():  
    print(x)
```

```
fun1()  
fun2()  
fun3()
```

Output:

```
100  
200  
500  
100
```

global keyword

A global keyword is a keyword that allows a user to modify a global variable outside the current scope. It is used to create global variables in Python from a non-global scope, i.e. inside a function. Global keyword is used inside a function only when we want to do assignments or when we want to change a global variable.

Global keyword is used to modify or update global variable inside function. A function can access global variables without using global keyword.

Syntax:

```
global <variable-name>,<variable-name>,...
```

after this statement declaration, all variables are defined as global variables.

Example:

```
x=100 # G.V
```

```
def fun1():  
    print(x) # Accessing G.V
```

```
def fun2():  
    x=200 # Create L.V  
    print(x)
```

```
def fun3():  
    global x  
    x=500  
    print(x)
```

```
fun1()  
fun2()  
fun3()  
print(x)  
fun1()
```

Output:

```
100  
200  
500  
500  
500
```

Example:

```
# finding area of triangle
```

```
base=0.0 # G.V  
height=0.0 # G.V
```

```
def read():  
    global base,height  
    base=float(input("Enter Base "))  
    height=float(input("Enter Height "))
```

```
def find_area():  
    area=0.5*base*height  
    print(f'Area of triangle is {area:.2f}')
```

```
read()
```



```
find_area()
```

Output:

Enter Base 1.2

Enter Height 1.5

Area of triangle is 0.90