

# **SI100B Introduction to Information Science and Technology Python Programming**

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# Learning Objectives

- Functions
- Scope

# Reusable codes

## Calc:

Do the following operations for two numbers and print results:

+, -, \*, /

```
def calc(a, b):
    sum = a + b
    subtraction = a - b
    multiply = a * b
    division = a / b
    print("sum is: ", sum)
    print("subtraction is: ", subtraction)
    print("multiplication is: ", multiply)
    print("division is: ", division)
```

- >>> **calc(5, 7)**
- >>> **calc(3.0, 4)**
- >>> **calc(1.2, 2.5)**

# Function

- A function is a block of organized, reusable code that is used to perform a group of related actions.
- Functions provide better modularity for your application and a high degree of code reusing.

# Python functions

- There are two kinds of functions in Python
  - Built-in functions that are provided as part of Python
    - `input()`, `type()`, `float()`, `int()`, ...
  - Functions that we define by ourselves

# Built-in functions

- Math functions
  - Python has a math module that provides most of the familiar mathematical functions.
  - Before use all these functions, we have to import them: >>> import math
  - To call one of the functions, we have to specify the name of the module and the name of the function, separated by a dot. This format is also called **dot notation**.
    - >>> decibel = math.log10(17.0)
    - >>> angle = 1.5
    - >>> sine = math.sin(angle)

# Many other math functions

| Function name                      | Description                     |
|------------------------------------|---------------------------------|
| abs ( <b>value</b> )               | absolute value                  |
| ceil ( <b>value</b> )              | rounds up                       |
| cos ( <b>value</b> )               | cosine, in radians              |
| degrees ( <b>value</b> )           | convert radians to degrees      |
| floor ( <b>value</b> )             | rounds down                     |
| log ( <b>value, base</b> )         | logarithm in any base           |
| log10 ( <b>value</b> )             | logarithm, base 10              |
| max ( <b>value1, value2, ...</b> ) | larger of two (or more) values  |
| min ( <b>value1, value2, ...</b> ) | smaller of two (or more) values |
| radians ( <b>value</b> )           | convert degrees to radians      |
| round ( <b>value</b> )             | nearest whole number            |
| sin ( <b>value</b> )               | sine, in radians                |
| sqrt ( <b>value</b> )              | square root                     |
| tan ( <b>value</b> )               | tangent                         |

| Constant | Description  |
|----------|--------------|
| e        | 2.7182818... |
| pi       | 3.1415926... |

# Defining our own functions

- Simple rules to define a function
  1. Function blocks begin with the keyword **def** followed by the function name, parentheses (), and a colon :
  2. Any parameters or arguments should be placed within these parentheses.
  3. The code block within every function is **indented**.

```
def function_name(parameters):  
    statement 1 in the function body  
    statement 2 in the function body  
    ...  
    statement n in the function body
```

# Building our own functions

- Defining a function doesn't mean we execute the body of the function
- test.py file:

```
x = 5
print('Hello')

def print_oks():
    print("OK 1")
    print('OK 2')

print('Yo')
x = x + 2
print(x)
```

- python test.py

```
Hello
Yo
7
```

# Calling a function

- Once we have defined a function, we can **call** (or **invoke**) it as many times as we like
- This is a store and reuse pattern
- test.py file:

```
x = 5                                     (1)
print('Hello')                             (2)

def print_oks():
    print("OK 1")                         (5)
    print('OK 2')                          (6)

print('World')                            (3)
print_oks()                                (4)
x = x + 2                                 (8)
print(x)                                   (9)
```

```
Hello
World
OK 1
OK 2
7
```

- python test.py

# Arguments

- An argument/parameter is a variable which we use **in the function definition**
- It is a “**handle**” that allows the code in the function to **access the arguments** for a particular function invocation

Parameter



```
>>> def greet(lang):  
...     if lang == 'es':  
...         print('Hola')  
...     elif lang == 'fr':  
...         print('Bonjour')  
...     else:  
...         print('Hello')  
...  
>>> greet('en')  
Hello  
>>> greet('es')  
Hola  
>>> greet('fr')  
Bonjour  
>>>
```

# The **return** statement

- Often a function will take its arguments, do some computation, and **return a value** to be used as the **value of the function call** in the **calling expression**.
- The ***return*** keyword is used for this.
- A return statement with no arguments is the same as return none.

```
def greet():
    return("Hello") (2) (4)
```

```
print(greet(), "Glenn") (1)
print(greet(), "Sally") (3)
```

```
Hello Glenn
Hello Sally
```

# The **return** statement

- The **return** statement ends the function execution and “sends back” the result of the function

```
>>> def greet(lang):  
...     if lang == 'es':  
...         return 'Hola'  
...     elif lang == 'fr':  
...         return 'Bonjour'  
...     else:  
...         return 'Hello'  
...  
>>> print(greet('en'), 'Glenn')  
Hello Glenn  
>>> print(greet('es'), 'Sally')  
Hola Sally  
>>> print(greet('fr'), 'Michael')  
Bonjour Michael  
>>>
```

What `greet` does:

1) Receives the argument value  
2) If the lang is es, then return Hola, otherwise,  
2.1) If the lang is fr, then return Bonjour, otherwise  
return Hello

# Type annotation for arguments and return values

Types of  
parameters type

```
def GetLarger(x:int, y:int) -> int:  
    if x>=y:  
        return x  
    else:  
        return y
```

return type

## Does it work?

# Type annotation

```
def GetLarger(x:int, y:int) -> int:  
    if x>=y:  
        return x  
    else:  
        return y  
print(GetLarger(1,2))  
print(GetLarger(1,2.0))
```

Output

|     |
|-----|
| 2   |
| 2.0 |

To increase **readability**, no real usage

# Default values of arguments

- Parameters can have default values,

```
def funcname(p1 = v1, p2 = v2,..., pn = vn):
```

- All the parameters on the right-hand side of the parameter with default value must have default values

# Default values of arguments

```
def GetLarger(x = 1, y = 2):  
    if x>=y:  
        return x  
    else:  
        return y
```

```
def GetLarger(x:int, y:int=2) -> int:  
    if x>=y:  
        return x  
    else:  
        return y
```

No error

# Default values of arguments

```
def GetLarger(x = 1, y):  
    if x>=y:  
        return x  
    else:  
        return y
```

```
def GetLarger(x:int=1, y:int) -> int:  
    if x>=y:  
        return x  
    else:  
        return y
```

SyntaxError: non-default argument follows default argument

# Function call

```
def funcname(p1,p2,...,pn):  
    body
```

Actual arguments in function call can be passed by

- **positional arguments**: arguments are passed in the order of parameters  
 $\text{funcname}(v1,v2,...,vn)$
- **keyword arguments**: arguments are passed by preceding the corresponding parameters without preserving their orders  
 $\text{funcname}(pi=vi,pj=vj,...)$

# Function call: Example

```
def GetPow(base, exp):  
    '''input: two integers base and exp  
    return base**exp'''  
    return base**exp  
  
print(GetPow(2,3))  
print(GetPow(exp = 3,base = 2))
```

Output

8  
8

# Arbitrary number of parameters

Receiving arguments as a tuple:

funcname( $v_1, \dots, v_n, *para, x_1, \dots, x_m$ )

- zero or more normal arguments may occur for  $*para$
- $para$  is used as a **tuple**
- Parameters  $x_1, \dots, x_m$  after  $*para$  should be used as **keyword arguments**

# Receiving parameters as a tuple

```
>>> def demo(*p):  
    print(p)  
  
>>> demo(1,2,3)  
(1, 2, 3)  
>>> demo(1,2)  
(1, 2)  
>>> demo(1,2,3,4,5,6,7)  
(1, 2, 3, 4, 5, 6, 7)  
>>> demo()  
()
```

# Receiving parameters as a tuple

```
>>> def demo(*p,v):  
    print(p,v)  
  
>>> demo(1,2,3,v=4)  
(1, 2, 3) 4  
>>> demo(1,2,3)      Type error  
Traceback (most recent call last):  
  File "<pyshell#9>", line 1, in <module>  
    demo(1,2,3)  
TypeError: demo() missing 1 required keyword-only argument: 'v'  
>>>
```

# Arbitrary number of parameters

Another way to define a function with arbitrary number of parameters, receiving parameters as a dict:

`funcname(v1,...,vn, **para)`

- zero or more keyword arguments may occur for `**para`
- `para` is used as a dictionary `dict`
- `**para` should be the last parameter
- `vn` could be arbitrary argument list

# Receiving parameters as a dict

```
>>> def demo(**p):  
    print(p)
```

```
>>> demo(x=1,y=2) keyword arguments
```

```
{'x': 1, 'y': 2}
```

```
>>> demo(x=1,y=2,z=3)
```

```
{'x': 1, 'y': 2, 'z': 3} Dict
```

```
>>>
```

# Receiving parameters as a dict

```
>>> def demo(**p,v):  
    print(p)
```

SyntaxError: invalid syntax

```
>>>
```

```
>>> def demo(**p,v=1):  
    print(p)
```

SyntaxError

SyntaxError: invalid syntax

```
>>>
```

# Receiving parameters as tuple/dict

```
>>> def demo(x,y,*t,**d):  
    print(x,y,t,d)  
  
>>> demo(1,2,3,4,a=5,b=6)  
1 2 (3, 4) {'a': 5, 'b': 6}  
>>>
```

# Anonymous functions

- Anonymous functions are not declared in the standard manner by using the **def** keyword.
- Use the **lambda** keyword to create small anonymous functions.

```
lambda : expression  
lambda arg1, arg2, ..., argN: expression
```

# Anonymous function rules

- Lambda forms can take any number of arguments but return just one value in the form of an expression. They can not contain commands or multiple expressions.

```
>>>func = lambda : 5+3
>>>func
8

>>>func = lambda a, b: a+b
>>>sum = func(5,3)
>>>print "sum is: ", sum
sum is: 8
```

```
>>>func = lambda a,b: a+b; a-b
```



# Nested Functions

Functions can be defined in a function body

```
def maker(n):  
    def action(x):  
        return x ** n  
    return action  
f = maker(2)  
print(f)  
print(f(3))
```

Function **action** is  
defined in the  
function **maker**

**Output** <function maker.<locals>.action at 0x00C6B8E8>

9

>>>

# Learning Objectives

- Functions
- Scope

# Scope

- A **scope** defines the visibility of a **name** (variable, function, etc.) within a block
- If a **local name** is defined in a **block**, its scope includes that block
- If the **definition** occurs in a **function block**, the scope extends to **any blocks contained within** the defining one, unless a contained block introduces a different binding for the name
- When a **name** is used in a code block, it is resolved using the **nearest enclosing scope**
- When a name is not found at all, a **NameError** exception is raised
- **Scopes** are either **non-overlapped** or **nested**

# Scope

```
x = "global"  
def foo():  
    x = "non-local"  
    def bar():  
        x = "local"  
        print(x)  
    print(x)  
    bar()  
print(x)  
foo()
```

Scopes:

- global
- foo
- bar

The scope of x

- global x: global - foo
- non-local x: foo - bar
- local x: bar

Output

```
global  
non-local  
local  
>>>
```

# Scope

```
x = "global"  
def foo():  
    x = "non-local"  
    def bar():  
        print(x)  
    print(x)  
    bar()  
print(x)  
foo()
```

Output

```
global  
non-local  
non-local  
>>>
```

Scopes:

- global
- foo
- bar

The scope of x

- global x: global - foo
- non-local x: foo - bar

- When a **name** is not found in the current block, it is resolved using the **nearest enclosing scope**

# Scope

```
x = "global"  
def foo():  
    def bar():  
        x = "local"  
        print(x)  
    print(x) ←  
    bar()  
print(x)  
foo()
```

Scopes:

- global
- foo
- bar

The scope of x

- global x: global – foo
- local x: bar

Output

```
global  
global  
local  
>>>
```

# Scope

```
def foo():
    def bar():
        print(x)
    → x = "local"
    print(x)
    bar()
print(x)
foo()
```

Scopes:

- global
- foo
- bar

The scope of x

- local x: bar

When a name is not found at all, a **NameError** exception is raised

# Scope

```
x = "global"
def foo():
    x = "non-local-foo"
    def bar():
        x = "local-bar"
        print(x)
    print(x)
    bar()
def baz():
    x = "local-baz"
    print(x)
print(x)
foo()
baz()
bar()
```

Scopes:

- global
- foo
- bar
- baz

The scope of x

- global x: global
- non-local-foo x: foo
- local-bar x: bar
- local-baz x: baz

Scope **foo** and **baz** are  
non-overlapped

# Scope

```
x = "global"
def foo():
    x = "non-local-foo"
    def bar():
        x = "local-bar"
        print(x)
    print(x)
    bar()
def baz():
    x = "local-baz"
    print(x)
print(x)
foo()
baz()
bar() ←
```

## Output

```
global
non-local-foo
local-bar
local-baz
```

```
Traceback (most recent call last):
  File "D:\Test\fib.py", line 16, in
    <module>
      bar()
NameError: name 'bar' is not
defined
```

# Global Statements

- If the **global** statement `global x` occurs within a block, all uses of the name `x` specified in the statement refer to the binding of that name in the global namespace
- The **global** statement has the same scope as a name binding operation in the same block
- If the **nearest enclosing scope** for a **free variable** contains a global statement, the free variable is treated as a **global**
- If **no** global `x` exists, then **NameError**

# Global Statements: Example

```
x = "global"  
def foo():  
    x = "non-local"  
    def bar():  
        → global x  
        print(x)  
    print(x)  
    bar()  
print(x)  
foo()
```

Output

```
global  
non-local  
global  
>>>
```

Read global x  
in local block

# Global Statements: Example

```
x = "global"
def foo():
    x = "non-local"
    def bar():
        → global x
        x = "newglobal"
        print(x)
    print(x)
    bar()
print(x)
foo()
print(x) ←
```

## Output

```
global
non-local
new-global
new-global
>>>
```

**Rebinding  
global x in  
local block**

# Global Statements: Example

```
x = "global"  
def foo():  
    x = "non-local"  
    def bar():  
        def baz():  
            print(x)  
        baz()  
    → global x  
    print(x)  
    bar()  
print(x)  
foo()
```

Output

```
global  
non-local  
global  
>>>
```

Read **global x** in  
nearest enclosing  
scope, even  
**global** is declared  
after **baz()**

# Nonlocal Statements

- The **nonlocal** statement **nonlocal x** causes corresponding name **x** to refer to **previously bound variables** in the **nearest enclosing function scope** (**excluding global scope**)
- **SyntaxError** is raised at compile time if the given name does not exist in any enclosing function scope

# Nonlocal Statements: Example

```
x = "global"
def foo():
    x = "non-local"
    def bar():
        → x = "local"
        def baz():
            nonlocal x
            print(x)
        baz()
    bar()
foo()
```

Output

```
local
>>>
```

`x` to refer to **previously bound variables** in the nearest enclosing function scope

# Nonlocal Statements: Example

```
x = "global"  
def foo():  
    x = "non-local"  
    def bar():  
        → def baz():  
            nonlocal x  
            print(x)  
        baz()  
    bar()  
foo()
```

Output

```
non-local  
>>>
```

`x` to refer to **previously bound variables** in the nearest enclosing function scope

# Nonlocal Statements: Example

```
x = "global" ←  
def foo():  
    def bar():  
        def baz():  
            nonlocal x  
            print(x)  
        baz()  
    bar()  
foo()
```

## Output

SyntaxError: no  
binding for  
nonlocal 'x' found  
(<string>, line 5)

x cannot refer to  
previously bound  
variables in the global  
scope

# Readings (recommended)

- The Python Tutorial
  - 4.7.1 – 4.7.2 in 4. More Control Flow Tools
  - 6. Modules

# Recap

- Functions
- Scopes