

# Functions in Python Exercises

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## Exercise Set 1: Understanding the Basics of Functions

### Exercise 1.1: Hello Function

- **Goal:** Create a simple function that prints a greeting.
- **Instructions:**
  1. Define a function called `greet` that takes no arguments.
  2. Inside the function, print the message "Hello, Python functions!".
  3. Call the `greet` function.

### Exercise 1.2: Personalized Greeting

- **Goal:** Create a function that takes an argument and uses it in its output.
- **Instructions:**
  1. Define a function called `personal_greet` that takes one argument, `name`.
  2. Inside the function, print a personalized message like "Hello, [name]! Welcome to functions.".
  3. Call `personal_greet` twice, once with your own name and once with "Alice".

### Exercise 1.3: Adding Two Numbers

- **Goal:** Create a function that performs a simple calculation and returns a value.
- **Instructions:**
  1. Define a function called `add_numbers` that takes two arguments, `num1` and `num2`.
  2. Inside the function, calculate the sum of `num1` and `num2`.
  3. Return the sum.
  4. Call `add_numbers` with 5 and 3, and print the result.
  5. Call `add_numbers` with 10 and 20, and store the result in a variable called `total`, then print `total`.

### Exercise 1.4: Simple Subtraction

- **Goal:** Another basic arithmetic function to reinforce returning values.
- **Instructions:**
  1. Define a function called `subtract_numbers` that takes two arguments, `num1` and `num2`.
  2. The function should return the result of `num1` minus `num2`.
  3. Test your function with a few different pairs of numbers and print the results.

## Exercise Set 2: Function Arguments and Scope

### Exercise 2.1: Default Greeting

- **Goal:** Understand default arguments.
- **Instructions:**

1. Modify your `personal_greet` function from Exercise 1.2.
2. Make the `name` argument optional, with a default value of "Guest".
3. Call the function once without providing a name.
4. Call the function once with your name.

### Exercise 2.2: Keyword Arguments

- **Goal:** Understand how to use keyword arguments.
- **Instructions:**
  1. Define a function called `describe_pet` that takes two arguments: `animal_type` and `pet_name`.
  2. Inside the function, print a sentence like "I have a [animal\_type] named [pet\_name]."
  3. Call `describe_pet` using positional arguments (e.g., `describe_pet("dog", "Buddy")`).
  4. Call `describe_pet` using keyword arguments (e.g., `describe_pet(pet_name="Max", animal_type="cat")`).

### Exercise 2.3: Return Multiple Values (Optional/Advanced)

- **Goal:** Show how functions can logically return multiple pieces of information, often as a tuple.
- **Instructions:**
  1. Define a function called `calculate_area_perimeter` that takes `length` and `width` as arguments.
  2. It should calculate both the area (`length * width`) and the perimeter (`2 * (length + width)`).
  3. Return both the area and the perimeter.
  4. Call the function with some dimensions, and unpack the returned values into two separate variables, then print them.

## Exercise Set 3: Practical Applications

### Exercise 3.1: Even or Odd Checker

- **Goal:** Use conditional logic inside a function.
- **Instructions:**
  1. Define a function called `is_even` that takes one argument, `number`.
  2. The function should return `True` if the number is even, and `False` if it's odd. (Hint: Use the modulo operator `%`).
  3. Test your function with a few numbers (e.g., 4, 7, 0, 15) and print the results.

### Exercise 3.2: Find the Maximum

- **Goal:** Find the larger of two numbers using a function.
- **Instructions:**
  1. Define a function called `find_maximum` that takes two arguments, `a` and `b`.
  2. It should return the larger of the two numbers.
  3. Test with various pairs of numbers.

### Exercise 3.3: Grade Calculator

- **Goal:** A slightly more complex conditional logic example.
- **Instructions:**
  1. Define a function called `get_grade` that takes one argument, `score` (an integer between 0 and 100).
  2. It should return a letter grade based on the following scale:
    - 90-100: "A"
    - 80-89: "B"
    - 70-79: "C"
    - 60-69: "D"
    - Below 60: "F"
  3. Test your function with several different scores and print the grades.

## Exercise Set 4: Functions and Lists (Slightly More Advanced)

### Exercise 4.1: Sum of List Elements

- **Goal:** Iterate through a list inside a function.
- **Instructions:**
  1. Define a function called `sum_list` that takes one argument, `numbers` (a list of numbers).
  2. It should calculate and return the sum of all numbers in the list.
  3. Test with a sample list like `[1, 2, 3, 4, 5]`.

### Exercise 4.2: Count Vowels

- **Goal:** Iterate through a string and apply conditions.
- **Instructions:**
  1. Define a function called `count_vowels` that takes one argument, `word` (a string).
  2. It should return the number of vowels (a, e, i, o, u, case-insensitive) in the word.
  3. Test with words like "hello", "Python", "AEIOU".

### Exercise 4.3: Reverse a List

- **Goal:** Practice list manipulation within a function.
- **Instructions:**
  1. Define a function called `reverse_list` that takes one argument, `my_list`.
  2. It should return a new list that is the reverse of `my_list`. (Avoid using the built-in `reverse()` method or `[::-1]` for this exercise; try to do it manually with a loop).
  3. Test with a list of numbers or strings.

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## Marking Rubrics for Exercise set 4

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### Exercise 4.1

Criteria	Excellent	Good	Needs Improvement	No Attempt
Function Definition	Correctly defines <code>sum_list(numbers)</code> with proper parameter.	Function defined but parameter naming unclear.	Function defined incorrectly (e.g., missing parameter).	No function defined.
Logic / Correctness	Correctly iterates through list and returns accurate sum.	Minor error in summation (e.g., prints instead of returns).	Incorrect logic (e.g., only adds first element).	No attempt at logic.
Code Style	Clear, readable, uses loop properly.	Somewhat clear but inconsistent style.	Poor readability or unnecessary complexity.	No code.

#### Exercise 4.2

Criteria	Excellent	Good	Needs Improvement	No Attempt
Function Definition	Correctly defines <code>count_vowels(word)</code> with proper parameter.	Function defined but parameter naming unclear.	Function defined incorrectly.	No function defined.
Logic / Correctness	Correctly counts vowels (both upper & lower case).	Counts vowels but case sensitivity issue.	Attempts but incorrect logic (e.g., counts consonants).	No attempt at logic.
Code Style	Clear, efficient, uses loop/condition well.	Works but slightly inefficient or unclear.	Hard to follow or redundant code.	No code.

#### Exercise 4.3

Criteria	Excellent	Good	Needs Improvement	No Attempt
Function Definition	Correctly defines <code>reverse_list(my_list)</code> with proper parameter.	Function defined but parameter naming unclear.	Function defined incorrectly.	No function defined.
Logic / Correctness	Correctly reverses list manually using loop.	Reverses list but uses built-in methods ( <code>[::-1]</code> or <code>.reverse()</code> ).	Attempted but incorrect reversal logic.	No attempt at logic.

Criteria	Excellent	Good	Needs Improvement	No Attempt
Code Style	Clear, efficient, well-structured.	Works but slightly unclear or redundant.	Hard to follow or poor structure.	No code.