

IT1303 - Programming

FUNCTIONS AND MODULES

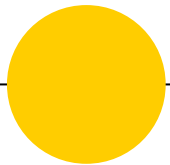
Functions



Learning Outcome

Identify user-defined functions and modules.

Create user-defined functions and modules to solve programming problem.



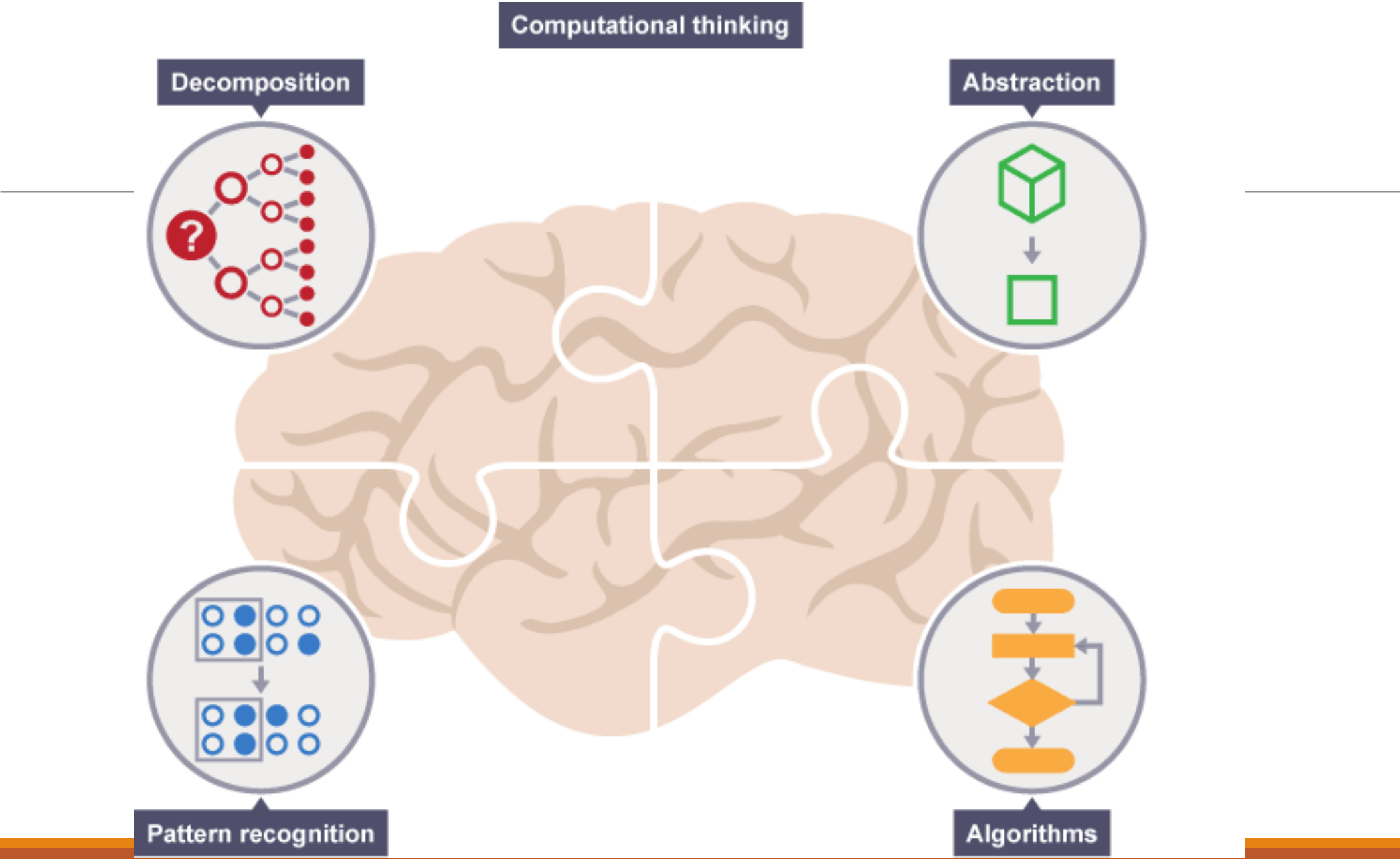
Functions

Group of statements that exist within a program for the purpose of performing a specific task.

Provide better modularity for your application and a high degree of code reusing

```
print()  
input()
```







Types of Function

Void Functions

Executes the statements it contains and terminates.

Value-Returning Functions

Executes the statements that it contains and returns a value back to the statement that called it.

`input()`

`print()`

`int()`

`len()`

`range()`



Defining and Calling a Function

These statements
define the hello
function

This statement
calls the hello
function

```
# This is a function named hello  
def hello():  
    print('Hello World')
```

```
# Call the function  
hello()
```



Defining and Calling a Function

First function,
main that calls
hello() function

hello() function is
defined here

Call main()
function

```
def main():  
    print('Calling the hello function...')  
    hello()  
    print('End of main function')  
  
def hello():  
    print('Hello World')  
  
main()
```


Defining and Calling a Function




```
1  def iprint():  
2      print("A")  
3  
4  def main():  
5      print("B")  
6      iprint()  
7      print("C")  
8  
9      print("D")  
10     main()  
11     print("E")
```

Lets try running this code.
What do you think will be printed out?

A
B
C
D
E

This gets printed out.
Do you know why?

D
B
A
C
E



Defining and Calling a Function



```
1  def iprint():  
2      print("A")  
3  
4  def main():  
5      print("B")  
6      iprint()  
7      print("C")  
8  
9      print("D")  
10     main()  
11     print("E")
```

Outcome

```
D  
B  
A  
C  
E
```

Local variable

```
def main():  
    get_name()  
    print('Hello', name)  
  
def get_name():  
    name = input('Enter your name: ')  
  
main()
```

What is wrong with this program?

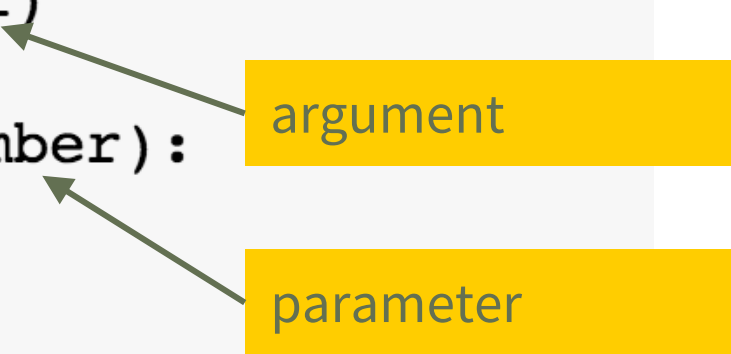
Local variable

```
def main():  
    get_name()  
    print('Hello', name)  
  
def get_name():  
    name = input('Enter your name: ')  
  
main()
```

A local variable created inside a function can only be accessed by statements inside the function. It cannot be accessed by statements that are outside this function!

Passing Arguments to Functions

```
def main():  
    val = int(input('Enter value: '))  
    display_double(val)  
  
def display_double(number):  
    print(number * 2)  
  
main()
```



The diagram illustrates the flow of data between the two functions. A yellow box labeled 'argument' has an arrow pointing to the `val` variable in the `main()` function. Another yellow box labeled 'parameter' has an arrow pointing to the `number` parameter in the `display_double` function. This shows that the value stored in `val` is passed as an argument to the `display_double` function, where it is received as the parameter `number`.

```
Enter value: 5  
10
```

Argument vs Parameter



Argument

Any piece of data that is passed into a function when the function is called.

Parameter

A variable that receives from an argument that is passed into a function.

```
def main():  
    val = int(input('Enter value: '))  
    display_double(val)  
  
def display_double(number):  
    print(number * 2)
```

argument

parameter

Multiple Arguments Function

```
def main():  
    x = 5  
    y = 10  
    display_sum(x, y)  
  
def display_sum(val1, val2):  
    sum = val1 + val2  
    print(sum)  
  
main()
```

2 arguments
x and y

2 parameters val1
and val2

Keyword Arguments

```
1 def main():  
2     value1=5  
3     value2=10  
4     display_sum(value2,value1)  
5  
6 def display_sum(value1,value2):  
7     print("val1=",value1)  
8     print("val2=", value2)  
9  
10 main()
```

Keyword
arguments

2 parameters value1 and
value2

You can mix and match keyword
and positional arguments, but
positional arguments must always
come first!

● Make changes to Parameter

```
def main():  
    var = 99  
    print('In main(), the initial value of var is', var)  
    change(var)  
    print('Back in main(), the new value of var is', var)  
  
def change(value):  
    value = 1  
    print('In change(), the new value is', value)  
  
main()
```

In main(), the initial value of var is 99
In change(), the new value is 1
Back in main(), the new value of var is 99

Value of var remain
unchanged?

Global vs Local variables

```
number = 0

def main():
    global number
    number = 5
    display_number()

def display_number():
    print('The number is', number)

main()
```

The number is 5

The global keyword in main() function tells the interpreter that the main function intends to assign a value to the global variable, number.





Value Returning Function

```
import random  
number = random.randint(1, 100)  
print(number)
```

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module name → random

function name → randint()

arguments → 1, 100

return type → int

Value Returning Function

```
def is_number(s):  
    try:  
        float(s)  
    except ValueError:  
        return False  
    else:  
        return True  
s = input('Enter a number: ')  
print(is_number(s))
```

```
Enter a number: 123.5  
True
```

function → is_number()

arguments → string (s)

return type → boolean

Value Returning Function

```
def is_valid_phone(s):  
    if len(s) == 8:  
        if s[0] == '6' or s[0] == '9':  
            return True  
    return False
```

```
number = input('Enter phone number: ')  
print(is_valid_phone(number))
```

```
Enter phone number: 67876722  
True
```

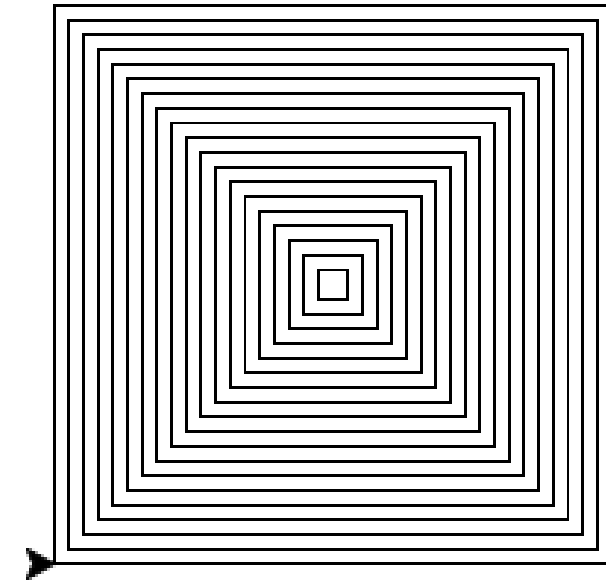
function → is_valid_phone()

arguments → string (s)

return type → boolean

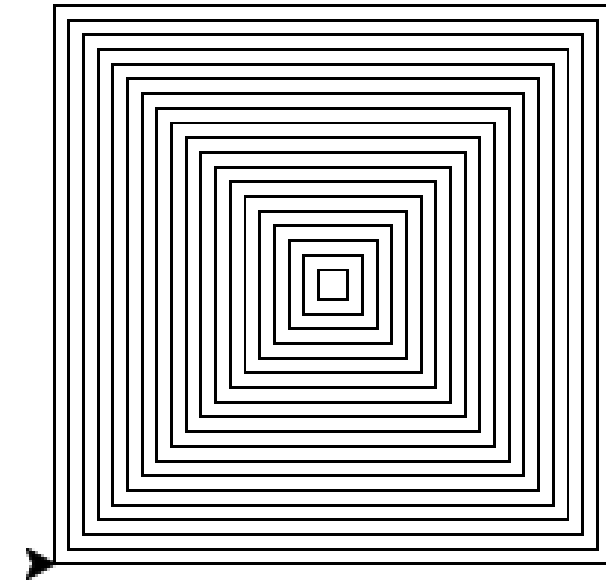
Modules

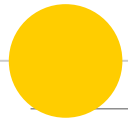
```
import turtle
for r in range(5, 100, 5) :
    turtle.penup()
    turtle.setpos(-r, -r)
    turtle.pendown()
    for i in range(4) :
        turtle.forward(2*r)
        turtle.left(90)
turtle.exitonclick()
```



Modules

```
import turtle
for r in range(5, 100, 5) :
    turtle.penup()
    turtle.setpos(-r, -r)
    turtle.pendown()
    for i in range(4) :
        turtle.forward(2*r)
        turtle.left(90)
turtle.exitonclick()
```





Modules

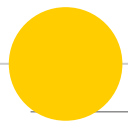
A file consisting of Python code.
Can define functions, classes and variables.
Can also include runnable code.

Abstraction

Use import keyword

Easier to understand and use

```
import turtle
for r in range(5, 100, 5) :
    turtle.penup()
    turtle.setpos(-r, -r)
    turtle.pendown()
    for i in range(4) :
        turtle.forward(2*r)
        turtle.left(90)
turtle.exitonclick()
```

Modules

Python's from statement lets you import all names from a module into the namespace

An easy way to import all the items from a module into the current namespace. ⚠⚠⚠

*from <module> import **

```
from turtle import *  
forward(25)  
left(120)  
forward(25)  
left(120)  
forward(25)  
exitonclick()
```

Locating Modules

When you import a module, the Python interpreter searches for the module in the following sequences:

1. The current directory
2. The directory in the shell variable PYTHONPATH
3. The default path where Python is installed

Create your own Module


Maintainability

Organize your code into different modules make it easier for you to maintain it. Make changes only at one location.

Reusability

With modules, you could reuse functions across different project.





Create your own Module

```
# validator.py  
# returns True if string is a valid number  
def is_number(string):  
    try:  
        float(string)  
    except ValueError:  
        return False  
    else:  
        return True  
  
# returns True if string is a valid local phone number  
def is_valid_phone(string):  
    if len(string) == 8:  
        if string[0] == '6' or string[0] == '9':  
            return True  
    return False
```



Using Module

```
# main.py
import validator

while True:
    value = input('Enter a valid phone number: ')
    if validator.is_valid_phone(value):
        print('Your phone number is', value)
        break
    else:
        print('Invalid phone number, please try again')
```



Using your module

```
import validator
```

```
import validator  
value = input('Enter a valid number: ')  
if validator.is_number(value):  
    print('Valid number!')
```

```
import validator as va
```

```
import validator as va  
value = input('Enter a valid number: ')  
if va.is_number(value):  
    print('Valid number!')
```



Summary

- Identify user-defined functions and modules.
- Create user-defined functions and modules to solve programming problem.