

# Introduction to Python

## **Functions**

# Topics

- 1) Functions
- 2) Function Inputs vs Outputs
- 3) Function Arguments
- 4) Flow of Program
- 5) Template for programs
- 6) String Methods

# Example

Consider the following code which asks the user to enter a number and prints out the absolute value of the number. This problem was a lab assignment in the last lecture.

```
x = int(input('Enter an integer: '))
if x >= 0:
    print("The absolute value of", x, "is", x)
else:
    print("The absolute value of", x, "is", -x)
```

Sample Output:

Enter an integer: -4

The absolute value of -4 is 4

# Example

Now what if the program asks the user for two numbers and then compute their absolute values? What do you think of the following code?

```
x = int(input('Enter an integer: '))  
if x >= 0:  
    print("The absolute value of", x, "is", x)  
else:  
    print("The absolute value of", x, "is", -x)
```

Note the redundancy!  
We like to reuse code  
without rewriting or  
copying/pasting  
code!

```
x = int(input('Enter an integer: '))  
if x >= 0:  
    print("The absolute value of", x, "is", x)  
else:  
    print("The absolute value of", x, "is", -x)
```

# Functions

One way to organize Python code and to make it more readable and reusable is to factor out useful pieces into reusable *functions*.

A **function** is a **named** group of programming instructions that accomplish a specific task. It may have parameters and return values. If we want to perform the task, we simply "call" the function **by its name**. A function may be called as many times as we wish to redo the task.

The "30 seconds" button on the microwave is an example of a function. If we press it (call it by its name), it will run the microwave 30 seconds. Later, if we want to heat something else, we can press it again to run the microwave another 30 seconds.

In other programming languages, functions are also called **procedures** or **methods**.

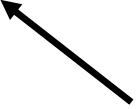
# Example

We like to take the redundant code below and convert it to a function.

```
x = int(input('Enter an integer: '))
if x >= 0:
    print("The absolute value of", x, "is", x)
else:
    print("The absolute value of", x, "is", -x)
```

```
x = int(input('Enter an integer: '))
if x >= 0:
    print("The absolute value of", x, "is", x)
else:
    print("The absolute value of", x, "is", -x)
```

Let's factor out this piece of code, convert it into a function by giving it a name!



Then we can call it repeatedly if we wish to run the code.

# Functions

A **function** or **procedure** is a group of code that has a name and can be called using parentheses.

A function may have **parameters or input variables** to the function. Parameters are input variables that provide information to the function to accomplish its task. Using parameters allows procedures to be generalized, enabling the procedures to be reused with a range of input values or arguments.

In Python, a function is defined using the *def* statement.

```
def function_name(parameters):  
    block of code
```

# Absolute Value

We like to take the redundant code below and convert it to a function called `absolute()`.

```
def absolute(x):  
    if x >= 0:  
        print("The absolute value of", x, "is", x)  
    else:  
        print("The absolute value of", x, "is", -x)
```

We placed the code into a function named `absolute()`.

This block of code is called the function definition.

```
# several calls to abs()  
absolute(-10) # The absolute value of -10 is 10  
absolute(5) # The absolute value of 5 is 5
```

The function definition must precede any function calls.

Now we can reuse this code by calling on `absolute()` with different inputs!



# Absolute Value

```
def absolute(x):  
    if x >= 0:  
        print("The absolute value of", x, "is", x)  
    else:  
        print("The absolute value of", x, "is", -x)
```

absolute(-10)

absolute(5)

The first time absolute() is called, input x variable has the value of -10

Once this function call is done executing. This value of x is released from memory.

# Absolute Value

```
def absolute(x):  
    if x >= 0:  
        print("The absolute value of", x, "is", x)  
    else:  
        print("The absolute value of", x, "is", -x)
```

absolute(-10)

absolute(5)

The second time absolute() is called, a new variable x is created with the value 5.

Once this function call is done executing. This value of x is again released from memory.

# Function Outputs

The previous example prints out a message as part of its output. But what if another programmer who wishes to use our function does not want that message printed? Or if another programmer simply wants the output to be used in another calculation?

We typically want functions to **output** or **return** some answer. The answer can then be printed in a message or used in a different calculation.

```
def absolute(x):
```

```
    if x >= 0:  
        return x
```

```
    else:
```

```
        return -x
```

the function returns or outputs 10  
which is stored in the expression  
*absolute*(-10)

```
print("The absolute value of -10 is", absolute(-10))
```



# Function Outputs

If a function returns a value, the function call expression represents the returned value!

For example, below, the expression `absolute(-10)` is equal to the returned value of 10.

```
def absolute(x):
```

```
    if x >= 0:  
        return x
```

```
    else:  
        return -x
```

the function returns or outputs 10  
which is stored in the expression  
`absolute(-10)`

```
print("The absolute value of -10 is", absolute(-10))
```



This function notation is perfectly consistent with the math notation used in algebra.

If  $f(x) = 3x$ , then the expression  $f(5)$  is equal to 15 and the expression  $f(10)$  is equal to 30.

The expression `absolute(-10)` is equal to 10.

# Function Outputs

The output or returned value can be used in another calculation.

```
def absolute(x):
```

```
    if x >= 0:
```

```
        return x
```

```
    else:
```

```
        return -x
```

Here the returned value is used in another calculation.



```
print("The absolute value of -10 is", absolute(-10))
```

```
x = absolute(-5) + 3
```

```
print(x)    # 8
```

# Function Outputs

The important takeaway here is:  
Functions should NOT print the  
answer. It should RETURN the  
answer!

Printing should be done outside the  
function. Print the returned value.



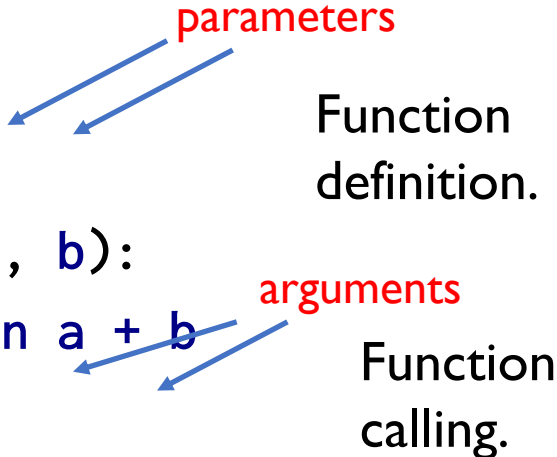
```
def absolute(x):  
    if x >= 0:  
        return x  
    else:  
        return -x
```

```
print("The absolute value of -10 is", absolute(-10))  
x = absolute(-5) + 3  
print(x)    # 8
```

**Note: Python already has a built-in absolute value function called abs().**

# Functions

**Parameters** are input variables of a procedure. **Arguments** specify the values of the parameters when a procedure is called.



The diagram illustrates the relationship between function definitions and calls. In the function definition, the parameters 'a' and 'b' are highlighted in purple. Two blue arrows point from the red label 'parameters' to these variables. In the function call 'add(2, 4)', the arguments '2' and '4' are highlighted in orange. Two blue arrows point from the red label 'arguments' to these values. The text 'Function definition.' is placed to the right of the first code block, and 'Function calling.' is placed to the right of the second code block.

```
def add(a, b):  
    return a + b
```

Function definition.

```
print(add(2, 4))  
print(add(2))          # too few arguments  
print(add(2, 4, 6))    # too many arguments
```

Function calling.

# Functions Arguments (input)

```
def add(a, b):  
    return a + b
```


```
a = add(2, 4)  
print(a)          # 6
```

In function calling, the actual arguments 2 and 4 are sent to the formal parameters a and b respectively.



# Functions Arguments (input)

```
def add(a, b):  
    return a + b  
  
a = add(2, 4)  
print(a)           # 6
```



A blue arrow originates from the expression 'a + b' in the 'return' statement of the 'add' function and points to the value '6' which is then assigned to the variable 'a' in the line 'a = add(2, 4)'.

Note that the returned value 6 is sent back to the call expression `add(2, 4)`.

This value `add(2, 4)` is stored in the variable `a`.

The variable `a` is then printed to the console.

# Returned Value

A returned value from a function should be stored, printed or used in another calculation. Be careful to avoid the error explained below!

```
def add(a, b):  
    return a + b
```

```
a = add(2, 4)          # returned value 6 is stored in a.  
print(a)              # 6  
b = add(2, 4) - 3      # returned value 6 used in a calculation.
```

```
add(4, 6)              # returned value 10 is neither stored nor printed  
                      # this value is lost! This is a common error!  
                      # This line of code effectively does nothing.
```

# AP Exam(Important)

**Abstraction** means removing unnecessary detail. We can press the gas pedal to move a car forward without the need to understand the details of how an engine work.

One common type of abstraction is **procedural abstraction**, which provides a name for a process and allows a procedure to be used only knowing what it does, not how it does it.

For example, we can use the `sqrt` function without knowing how it works.

```
import math  
x = math.sqrt(23)
```

# AP Exam(Important)

There are benefits to using procedural abstraction in our code.

## Procedural abstraction

- a) allows code to be readable
- b) Provides an opportunity for to give a name to a block of code that describes the purpose of the code block.
- c) allows for code reuse and reducing the amount of duplicated code

# AP Exam(Important)

Procedures use on the AP Exam:

Text:

`INPUT ( )`

Block:

`INPUT`

which accepts a value from the user and returns the input value.

Text:

`DISPLAY(expression)`

Block:

`DISPLAY` `expression`

to display the value of `expression`, followed by a space.

# You Try it!

Write a computer program that, given the lengths of the two sides of a right triangle adjacent to the right angle, computes the length of the hypotenuse of the triangle. Use the template below.

```
# given a and b sides of a triangle, return hypotenuse
def hypotenuse(a, b):
    # implement your code here

# ask user for sides: side1 and side2
# store hypotenuse for side1 and side2 in variable h
# print h
```

# Flow of a Program

A Python script is executed line by line top to bottom. A function(procedure) call interrupts the sequential execution of statements, causing the program to execute the statements within the function before continuing. Once the last statement in the function (or a return statement) has executed, flow of control is returned to the point immediately following where the function was called.

```
def fun():
```

```
    print("fun")
```

Function definitions are packaged into an executable unit to be executed later.

```
print("hello")
```

```
fun()
```

```
print("after call")
```

The code within a function definition executes only when invoked by a caller.

Output:

hello

fun

after call

# Flow of a Program

A Python script is executed line by line top to bottom.

```
def fun():
```

```
    print("fun")
```

```
print("hello")
```

The function fun() was never called. Its code doesn't run!

Output:

hello



# Variables and Parameters are Local

An assignment statement in a function creates a **local variable** for the variable on the left hand side of the assignment operator. It is called local because this variable only exists inside the function and you cannot use it outside.

```
def square(x):  
    y = x * x      # y only exists inside function  
    return y  
z = square(8)  
print(z)  
print(y)          # NameError! name 'y' is not defined.
```

# Functions calling other functions

Each function we write can be used and called from other functions.

```
def square(x):
```

```
    y = x * x
```

```
    return y
```

```
def sum_of_squares(x, y, z):
```

```
    a = square(x)
```

```
    b = square(y)
```

```
    c = square(z)
```

```
    return a + b + c
```

```
a = int(input())
```

```
b = int(input())
```

```
c = int(input())
```

```
result = sum_of_squares(a, b, c)
```

```
print(result)
```

The variables `x` and `y` are local variables in both functions and may even have different values.

Even though they are named the same, they are, in fact, very different.

Similarly, `a`, `b` and `c` in the `sum_of_squares` function are different than `a`, `b` and `c` outside of it.

Sample Run:

```
-3
4
5
50
```

# Python Program Template

```
# declare and initialize global variables with file scope, these  
# variables exist everywhere in the rest of the file including inside  
# functions.
```

```
x = 3
```

```
# function definitions
```

```
def func1():
```

```
    ...
```

```
def func2():
```

```
    ...
```

```
# program logic flow starts here
```

```
# ask for user inputs, call functions above, etc..
```

```
a = func1()
```

```
print(a)
```

From now on, when we write a  
program, we will use this template.

# Writing a Simple Program: Quadratic Roots

Let's write a full program that asks the user for three integers  $a$ ,  $b$  and  $c$  which represent the coefficients of a quadratic function of the form

$f(x) = ax^2 + bx + c$  and outputs the number of real zeroes or roots of  $f(x)$ .

```
def num_of_roots(a, b, c):  
    discriminant = b ** 2 - 4 * a * c  
    if discriminant > 0:  
        return 2  
    elif discriminant < 0:  
        return 0  
    else:  
        return 1  
  
a = float(input('Enter a:'))  
b = float(input('Enter b:'))  
c = float(input('Enter c:'))  
numroots = num_of_roots(a, b, c)  
print("This quadratic has", numroots, "real root(s).")
```

# Functions on Strings

Functions we discussed so far are isolated, independent entities. Sometimes functions are associated with some object and operates on the data of that object. In this context, functions are called **methods**.

Strings is an example of a type of objects which contains methods. These methods can be accessed through the **dot notation** applied to a string variable or literal.

<b>find(value)</b>	returns the lowest index of a substring value in a string. If substring is not found, returns -1.
<b>upper() and lower()</b>	returns a copy of the string capitalizing(or lower casing) all characters in the string

# String Methods

```
s = "Hi, Mike!"
```

```
index = s.find("Hi")
```

```
print(index)           # 0, first letter's index is 0.
```

```
print(s.find(" "))     # 3
```

```
print(s.find("Mike"))  # 4
```

```
index2 = s.find("mike") # -1, not found
```

```
b = "python"
```

```
print(b.upper())       # PYTHON
```

```
print("JAVA".lower())  # java
```

# String Methods

Note that `upper()`, `lower()` do not modify the original string but rather returns a new copy of the string.

```
s = "HI MIKE"
```

```
s.lower()
```

```
# returned value "hi mike" is lost
```

```
print(s)
```

```
# HI MIKE (s is unchanged)
```

```
s = s.lower() # store the modified, returned string back in s
```

```
print(s)
```

```
# hi mike
```

# f-Strings

f-Strings is the new way to format strings in Python. (v 3.6)

Also called “formatted string literals,” f-strings are string literals that have an f at the beginning and curly braces containing expressions that will be replaced with their values.

```
name = "Mike"
```

```
gpa = 3.2
```

```
f_str = f"I am {name} with a {gpa} gpa."
```

```
print(f_str)
```

```
I am Mike with a 3.2 gpa.
```



# f-Strings

An f-string is special because it permits us to write Python code *within* a string; any expression within curly brackets, {}, will be executed as Python code, and the resulting value will be converted to a string and inserted into the f-string at that position.

```
grade1 = 1.5  
grade2 = 2.5  
ave = f"average is {(grade1+grade2)/2}"  
print(ave)# average is 2.0
```

This is equivalent but it is preferable to use an f-string.

```
average = "average is " + str((grade1+grade2)/2)
```

# Lab I: Math Calculations

Create a new repl on repl.it. Write a program that implement the functions below. **Test your functions by calling them and printing out their returned values.**

area\_rectangle: returns the area of the rectangle with length and width.

area\_trapezoid: returns area of trapezoid with two bases and a height.

$$A = h(a + b)/2$$

area\_triangle: returns area of a triangle given the sides: a, b and c.

$$A = \sqrt{s(s - a)(s - b)(s - c)}, \text{ where } s = \frac{a + b + c}{2}$$

fahrenheit\_to\_celsius: returns the temperature in celsius given the temperature in fahrenheit.

$$C = \frac{5}{9}(F - 32)$$

# Lab I: Math Calculations

Sample Output for Lab I: The output doesn't have to be exactly like shown below. Be sure to check that all the functions are implemented correctly.

Enter length of rectangle: 10

Enter width of rectangle: 2

Area of rectangle is 20

Enter side1 of triangle: 3

Enter side2 of triangle: 4

Enter side3 of triangle: 5

Area of triangle is 6.0

# Lab 2: BMI

Create a new repl on repl.it. Write a program that asks the user to enter their height in inches and weight in pounds and display the body mass index(BMI). Implement the function bmi to calculate the bmi.

$$BMI = \frac{weight}{height^2} \times 703$$

```
def bmi(height, weight):  
    # implement this function to compute the bmi given the height  
    # and weight.  
  
# ask the user to enter height  
# ask the user to enter weight  
# call the bmi function and display the result.
```

# Lab 3: Day Of the Week

Create a new repl on replit. Write a program that outputs the day of the week for a given date! Your program must use the program template discussed in this lecture.

Given the month,  $m$ , day,  $d$  and year  $y$ , the day of the week (Sunday = 0, Monday = 1, ..., Saturday = 6)  $D$  is given by:

$$y_0 = y - (14 - m)/12$$

$$x_0 = y_0 + y_0/4 - y_0/100 + y_0/400$$

$$m_0 = m + 12 \times ((14 - m)/12) - 2$$

$$D = (d + x_0 + 31 \times m_0/12) \bmod 7$$

**Note: the  $/$  operator from the above equations is floor division  $//$  in Python. The mod operator is  $\%$ .**

**Use the template on the next page.**

# Lab 3: Day Of the Week

Use the following template.

```
def compute_day(month, day, year):
```

```
    """ This function computes the values given from the previous slide
        and returns an integer in the set {0,1,...,5,6}.
    """
```

```
def day_of_week(d):
```

```
    """ Given d which computed from compute_day above. This function returns
        a string according to the value of d: "Sunday" for 0, "Monday for 1,
        etc..
    """
```

```
# ask users for month, day and year
```

```
# call compute_day and day_of_week above
```

```
# print out day of the week.
```

# Lab 3: Day Of the Week

Your program should have output similar to the following:

Enter month: 10

Enter day: 27

Enter year: 2020

Day of the week: Tuesday

And try entering your birthday and test your parents!

# References

- 1) Vanderplas, Jake, A Whirlwind Tour of Python, O'reilly Media.
- 2) Halterman, Richard, Fundamentals of Python Programming.