## Let's create a function(with docstring)

```
def is_even(num):
  This function returns if a given number is odd or even
  input - any valid integer
  output - odd/even
  created on - 16th Nov 2022
  if type(num) == int:
    if num % 2 == 0:
      return 'even'
    else:
  else:
    return 'pagal hai kya?'
# function
# function_name(input)
for i in range(1,11):
  x = is\_even(i)
  print(x)
     odd
     even
     odd
     odd
     even
     odd
     even
     odd
     even
print(type.__doc__)
     type(object_or_name, bases, dict)
type(object) -> the object's type
     type(name, bases, dict) -> a new type
```

#### → 2 Point of views

## Parameters Vs Arguments

### Types of Arguments

- · Default Argument
- Positional Argument
- Keyword Argument

```
def power(a=1,b=1):
    return a**b

power()
    1

# positional argument
power(2,3)
    8
```

```
# keyword argument
power(b=3,a=2)
     8
   *args and **kwargs
*args and **kwargs are special Python keywords that are used to pass the variable length of arguments to a function
# *args
# allows us to pass a variable number of non-keyword arguments to a function.
def multiply(*kwargs):
  product = 1
  for i in kwargs:
   product = product * i
  print(kwargs)
  return product
multiply(1,2,3,4,5,6,7,8,9,10,12)
     (1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12)
     43545600
# **kwargs
# **kwargs allows us to pass any number of keyword arguments.
\mbox{\tt\#} Keyword arguments mean that they contain a key-value pair, like a Python dictionary.
def display(**salman):
  for (key,value) in salman.items():
   print(key,'->',value)
display(india='delhi',srilanka='colombo',nepal='kathmandu',pakistan='islamabad')
     india -> delhi
     srilanka -> colombo
     nepal -> kathmandu
     pakistan -> islamabad

→ Points to remember while using *args and **kwargs
   • order of the arguments matter(normal -> *args -> **kwargs)
   • The words "args" and "kwargs" are only a convention, you can use any name of your choice
Start coding or generate with AI.
  How Functions are executed in memory?
Start coding or generate with AI.
  Without return statement
L = [1,2,3]
print(L.append(4))
print(L)
     None
     [1, 2, 3, 4]
```

#### Variable Scope

```
def g(y):
   print(x)
   print(x+1)
x = 5
g(x)
print(x)
def f(y):
   x = 1
   x += 1
   print(x)
x = 5
f(x)
print(x)
def h(y):
 x += 1
x = 5
h(x)
print(x)
def f(x):
  x = x + 1
  print('in f(x): x =', x)
  return x
x = 3
z = f(x)
print('in main program scope: z = ', z)
print('in main program scope: x = ', x)
```

### Nested Functions

```
def f():
    def g():
        print('inside function g')
        f()
        g()
        print('inside function f')
```

```
inside function g
     inside function {\sf g}
     inside function g
     inside function \bar{\mathbf{g}}
     inside function g
     inside function {\sf g}
     inside function g
     inside function g
     inside function g
     inside function {\sf g}
     inside function g
     inside function g
     inside function g
     inside function {\sf g}
     inside function g
     inside function \bar{g}
     inside function g
     inside function g
     inside function \bar{\mathsf{g}}
     inside function g
     inside function g
def g(x):
    def h():
     x = 'abc'
    x = x + 1
    print('in g(x): x =', x)
    h()
    return x
x = 3
z = g(x)
```

```
def g(x):
   def h(x):
     x = x+1
      print("in h(x): x = ", x)
   x = x + 1
   print('in g(x): x = ', x)
   h(x)
   return x
x = 3
z = g(x)
print('in main program scope: x = ', x)
print('in main program scope: z = ', z)
Start coding or generate with AI.

    Functions are 1st class citizens

# type and id
def square(num):
 return num**2
type(square)
id(square)
    140471717004784
# reassign
x = square
id(x)
x(3)
    9
b = a
b
# deleting a function
del square
square(3)
    _____
                                         Traceback (most recent call last)
    <ipython-input-104-2cfd8bba3a88> in <module>
    ----> 1 square(3)
    NameError: name 'square' is not defined
# storing
L = [1,2,3,4,square]
L[-1](3)
    9
s = {square}
    {<function __main__.square(num)>}
# returning a function
```

```
Start coding or generate with AI.

def f():
    def x(a, b):
        return a+b
    return x

val = f()(3,4)
print(val)

# function as argument

def func_a():
    print('inside func_a')

def func_b(z):
    print('inside func_c')
    return z()

print(func_b(func_a))
```

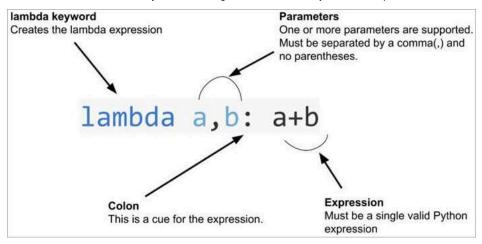
#### Benefits of using a Function

- · Code Modularity
- · Code Readibility
- · Code Reusability

#### Lambda Function

A lambda function is a small anonymous function.

A lambda function can take any number of arguments, but can only have one expression.



# Diff between lambda vs Normal Function

- No name
- · lambda has no return value(infact,returns a function)
- · lambda is written in 1 line

• not reusable

Then why use lambda functions?

```
They are used with HOF
```

```
# check if a string has 'a'
a = lambda s:'a' in s
a('hello')
    False

# odd or even
a = lambda x:'even' if x%2 == 0 else 'odd'
a(6)
    'even'
```

### → Higher Order Functions

```
# Example
def square(x):
 return x**2
def cube(x):
 return x**3
# HOF
def transform(f,L):
 output = []
 for i in L:
    output.append(f(i))
  print(output)
L = [1,2,3,4,5]
transform(lambda x:x**3,L)
     [1, 8, 27, 64, 125]
   Мар
# square the items of a list
list(map(lambda x:x**2,[1,2,3,4,5]))
     [1, 4, 9, 16, 25]
# odd/even labelling of list items
L = [1,2,3,4,5]
```

list(map(lambda x:'even' if x%2 == 0 else 'odd',L))
['odd', 'even', 'odd', 'even', 'odd']