## **functions**

```
In [ ]:
            # definition of function
            def sayhi():
                print("hiiii hello everyone welcome to my session ")
In [ ]:
            # calling a function
            sayhi()
In []:
            # generalised function with user input
            def addition(n1,n2):
                a = n1+n2
                return a
In [ ]:
            # calling a function
            result = addition(20,250)
            print(result)
            # function parameter order
In [ ]:
            def areaofcircle(radius,pi):
                return (pi*radius**2)
In [ ]:
            # calling a function using proper order
            areaofcircle(10,3.14)
In []:
            # calling a function using wrong order
            areaofcircle(3.14,10)
In []:
            # using default arguements
            def areacircle(radius,pi = 3.14):
                return (pi*radius**2)
In [ ]:
            # calling
            areacircle(10)
In [ ]:
           # parameters vs arguments:
            # parameters are used while defining function
            # arguments are used while calling function
```

```
In [ ]:
            # odd_even
            def iseven(num):
                if num%2==0:
                     return True
                else:
                     return False
In [ ]:
            iseven(10)
In [ ]:
            # num : parameter
            # 10 : argument
In [ ]:
            # docstring : add comments / documentations to your function
            # it is written in triple quotes
            def iseven(num):
                """Return true if number is even else return false."""
                if num%2==0:
                     return True
                else:
                     return False
In [ ]:
            # calling doc string from defined function
            iseven.__doc__
In [ ]:
In [ ]:
            # variable lenght of arguments
In [ ]:
            def add(*args):
                return sum(args)
In [ ]:
            add(1,3,5,10)
In [ ]:
            def getmax(*args):
                return max(args)
            getmax(1,7,89,45)
In [ ]:
            # global Vs local variable
In [ ]:
```

```
In [ ]:
            var = 1 # global varibale
            def ad(*nums):
                # total = local variable
                total = 0
                for i in nums:
                    total = total + i
                return total
In [ ]:
            ad(1,2,3,4,5,6)
In [ ]:
            print(var) # global
In [ ]:
            print(total) # local
In [ ]:
        lambda
In [ ]:
            # find cube of number using normal def(function)
            def cube(n):
                return (n*n*n)
            cube(2)
In [ ]:
```

## map()

```
In [ ]:
             # give new alist of numbers, return new list with squares of ea
             # normal method
             nums = [1,2,3,4,5,6,7,8,9]
             sq_lst = []
             for i in nums:
                 a = i**2
                 sq lst.append(a)
             print(sq_lst)
 In [ ]:
             # map(): takes function and list as an input
             nums = [1,2,3,4,5,6,7,8,9]
             sq = list(map(lambda x:x**2,nums))
 In [ ]:
             sq
 In [ ]:
         reduce()
 In [3]:
             #reduce :it reduces input list using our logic , it takes funct
             nums = [1,2,3,4,5,6,7,8,9]
             import functools
             addition = functools.reduce((lambda x,y:x+y),nums)
             print(addition)
         45
         filter()
In [12]:
             # filter: it filters from list using defined condition
            nums = [1,2,3,4,5,6,7,8,9]
             evens = list(filter((lambda x:x%2==0),nums))
             print(evens)
         [2, 4, 6, 8]
 In [ ]:
In [13]:
             names = ['ramesh','suresh','smith','john','nasar']
             names_up = list(map(str.upper,names))
```

print(names\_up)

['RAMESH', 'SURESH', 'SMITH', 'JOHN', 'NASAR']

In	[	1:	1
In	]	1:	1