



CMPUT 274

Functions

Topics Covered:

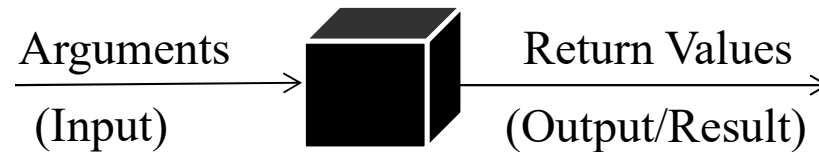
- Define your own function
- Local vs Global variables
- Default parameters
- docstring

What is a Function?

- **Function:** a group of statements that performs a specific task
- Often used to break down programs into small, manageable pieces
 - Organizes code
 - Result: code is easier to read, test, and debug
- Benefits:
 - Can reuse chunks of code
 - Update in one place → less chance of introducing error
 - Easy way to split up work on a team

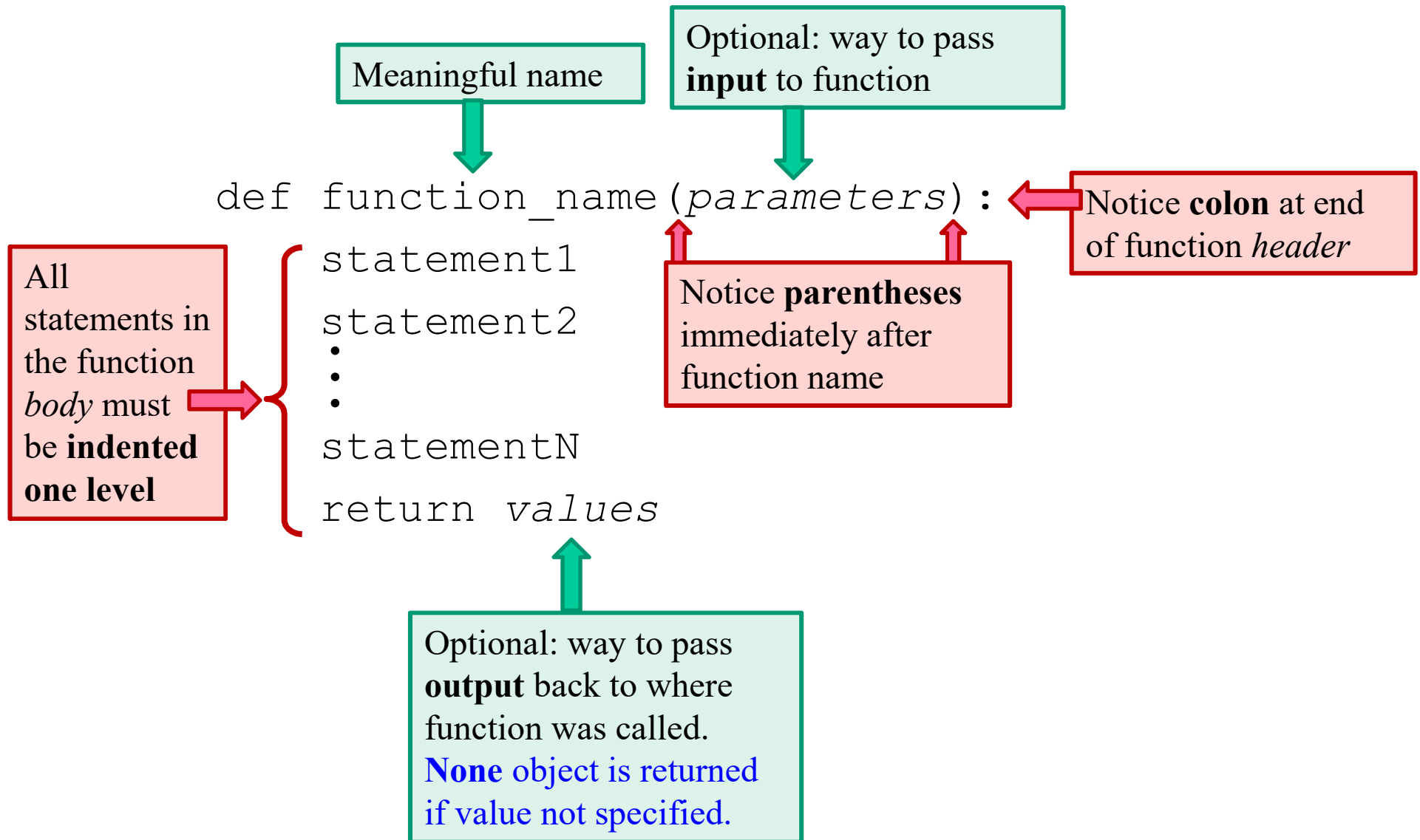
Built-in Functions

- Good news: we've already been using functions
 - Examples: `input()`, `print()`, `int()`, `len()`
- We don't need to know exactly how these functions are implemented to be able to use them.



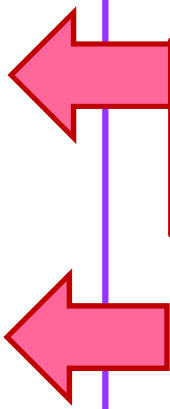
- Remember: use `help()` to view documentation
- For full list of built-in Python functions:
<https://docs.python.org/3/library/functions.html>

Define Your Own Function



Simple Example

```
print("Twinkle, twinkle, little star")  
print("How I wonder what you are")  
print("Up above the world so high")  
print("Like a diamond in the sky")  
print("Twinkle, twinkle, little star")  
print("How I wonder what you are")
```



Repeating,
non-adjacent
lines

```
def displayChorus():  
    print("Twinkle, twinkle, little star")  
    print("How I wonder what you are")  
  
# main script  
displayChorus()  
print("Up above the world so high")  
print("Like a diamond in the sky")  
displayChorus()
```

Pass Arguments, Return Value

```
# function to add/join 3 values together
def plus3(val1, val2, val3):
    print('In plus3: ', end='')
    print('val1={}, '.format(val1), end='')
    print('val2={}, val3={}'.format(val2, val3))
    result = val1 + val2 + val3
    return result
```

```
# main script
```

Save
returned
value by
assigning to a
variable

```
total = plus3(12, 3, 5)
print('In main: total is', total)
word = plus3('a', 'b', 'c')
print('In main: concatenated string is', word)
```

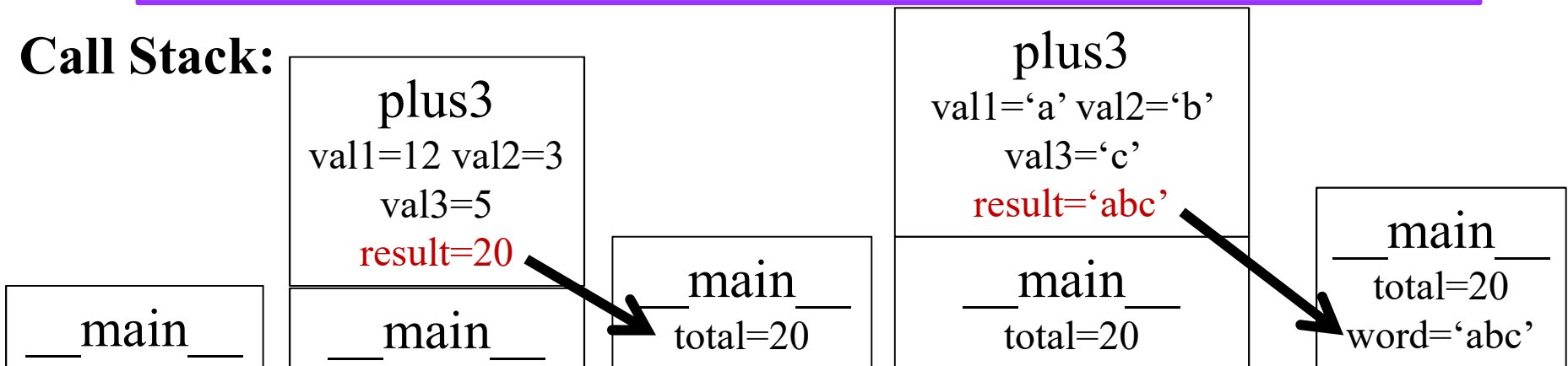
```
In plus3: val1=12, val2=3, val3=5
In main: total is 20
In plus3: val1=a, val2=b, val3=c
In main: concatenated string is abc
```

Calling a Function

```
# function to add/join 3 values together
def plus3(val1, val2, val3):
    print('In plus3: ', end='')
    print('val1={}, '.format(val1), end='')
    print('val2={}, val3={}'.format(val2, val3))
    result = val1 + val2 + val3
    return result

# main script
total = plus3(12, 3, 5)
print('In main: total is', total)
word = plus3('a', 'b', 'c')
print('In main: concatenated string is', word)
```

Call Stack:



"__main__" Namespace

- "__main__" is name of scope where top-level code executes
- "__main__" namespace contains global variables
- When a Python program is run, the built-in variable `__name__` is set to "__main__"
- Convention to include the following in your program:

```
if __name__ == "__main__":  
    # code to run when this is main program
```
- Allows us to run main script, or to import functions from the file to use in another file's program

Local vs Global Variables

- A **global variable** is created in main script of a file
 - Accessible throughout file (and in any file which imports that file), including inside any function definitions
- A **local variable** is created inside a function
 - Not accessible outside the function
 - Automatically destroyed when function ends
- Different functions can use same names for their respective local variables
 - Different variables (exist in different namespaces)
 - Python checks for local variables first, then global
 - Can cause confusion!

Example: Local Variables

```
def canada():  
    cows = 12.255 # million  
    print('In Canada, there are', cows, 'million cows.')
```

canada() has local variable *cows*

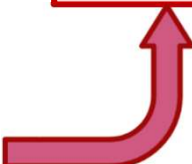
```
def alberta():  
    cows = 4.915 # million  
    print('In Alberta, there are', cows, 'million cows.')
```

alberta() has local variable *cows*

```
def ireland():  
    print('In Ireland, there are', cows, 'million cows.')
```

ireland() uses global variable *cows*

```
# main script  
if __name__ == "__main__":  
    cows = 6.5935 # million  
    canada()  
    alberta()  
    ireland()
```



```
In Canada, there are 12.255 million cows.  
In Alberta, there are 4.915 million cows.  
In Ireland, there are 6.5935 million cows.
```

Updating Global Variables

```
def ireland():  
    cows += 0.41  
    print('In Ireland, there are', cows, 'million cows.')
```

main script

```
if __name__ == "__main__":  
    cows = 6.5935 # million  
    ireland()
```

ireland() tries to use **global** variable *cows*, but ends up trying to create **local** variable *cows* when updating immutable object

UnboundLocalError: local variable 'cows' referenced before assignment

```
def ireland():  
    global cows  
    cows += 0.41  
    print('In Ireland, there are', cows, 'million cows.')
```

main script

```
if __name__ == "__main__":  
    cows = 6.5935 # million  
    ireland()
```

Force ireland() to use **global** variable *cows*

In Ireland, there are 7.0035 million cows.

Updating Global Variables

- **BEWARE:** Since ANY function can change the value of a global variable, it's hard to keep track of just what it's storing
- Avoid using a global variable when a local variable makes more sense
 - Pass arguments to functions
 - Create local variables with unique names

Parameters: Default Values

- A parameter can be assigned a default value in function definition
 - e.g. `def function_name(param1 = value1) :`
 - If corresponding argument is not provided when function is called, default value will be used
- Once one parameter is given a default value, all parameters to the right must have default values
 - e.g. `def function_name(p1, p2=val2, p3=val3) :`
 - **ERROR:** `def function_name(p1=val1, p2, p3) :`

Example: Default Values

```
def greet(name, salutation='Hello'):  
    print(salutation + ', ' + name)  
  
if __name__ == "__main__":  
    greet('Alice', 'Good morning')  
  
    # use default value for salutation  
    greet('Bob')  
  
    # key word arguments, out of order  
    greet(salutation='Hi', name='Charlie')
```

```
Good morning, Alice  
Hello, Bob  
Hi, Charlie
```

docstring

- Good practice to include comment header for each function
 - Describe what function does, its arguments, what it returns, etc.
 - See [Code Submission and Style Guidelines](#) on eClass
- Format as multi-line docstring, using " " "
- Comment must start on line just below function header
- Contents of docstring are displayed when `help(function_name)` is called