

# ITP 115 – Programming in Python

## Functions

# Outline

- Write your own functions
- Accept values into your functions through parameters
- Return information from your functions through return values
- Work with global variables and constants

# Functions

- Go off and perform a task and then return control to your program
- Allow you to break up your code into manageable, bite-sized chunks
- Programs with functions can be easier to create and work with

# Why Use Functions?

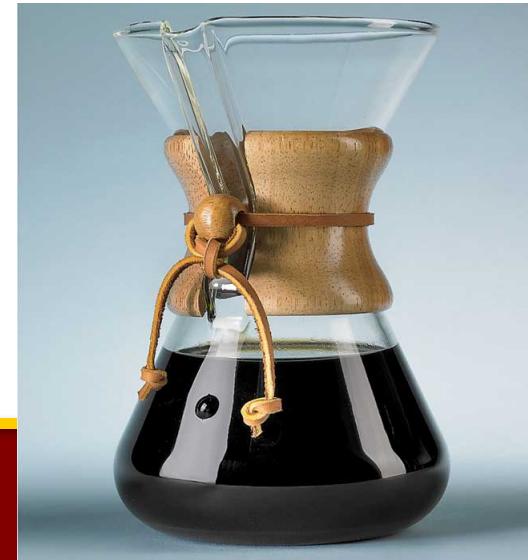
- Reuse code!
  - Write once, use multiple time
- Easier to read code!
  - Code is "self-explanatory"
  - Remember `print()`? Let's see what it actually does
- Better code!
  - Fewer errors

# Two Steps to Using Functions

- Function Definition
  - What the function DOES (in theory)
  - This is the steps that you want to happen
  - Like a recipe
- Function Call
  - Actually USING the function (reality)

# Function Definitions

- Recipe for Making Coffee
  - Grind beans
  - Heat water
  - Put water and grounds in pot
  - Brew coffee
  - Pour into cup



# Function Calls

- Execute recipe (function call)



# Defining a Function

- Use the word **def**, followed by a  
**function name** (*same rules as variables*)  
**parentheses**  
**colon**  
**indented block**

```
def functionName():  
    statement(s)
```

# Defining a Function

- Examples

```
# define a function called spam
def spam():
    print("spam, spam, spam")
```

```
# define a function called showWeather
def showWeather():
    weather = int(input("What is the temperature?"))
    if weather > 80:
        print("It seems hot!")
    else:
        print("I bet it's cold")
```

# Calling a Function

- To call a function, use the name of the function followed by parentheses

`functionName()`

- Must define the function **before** you call it

- Example

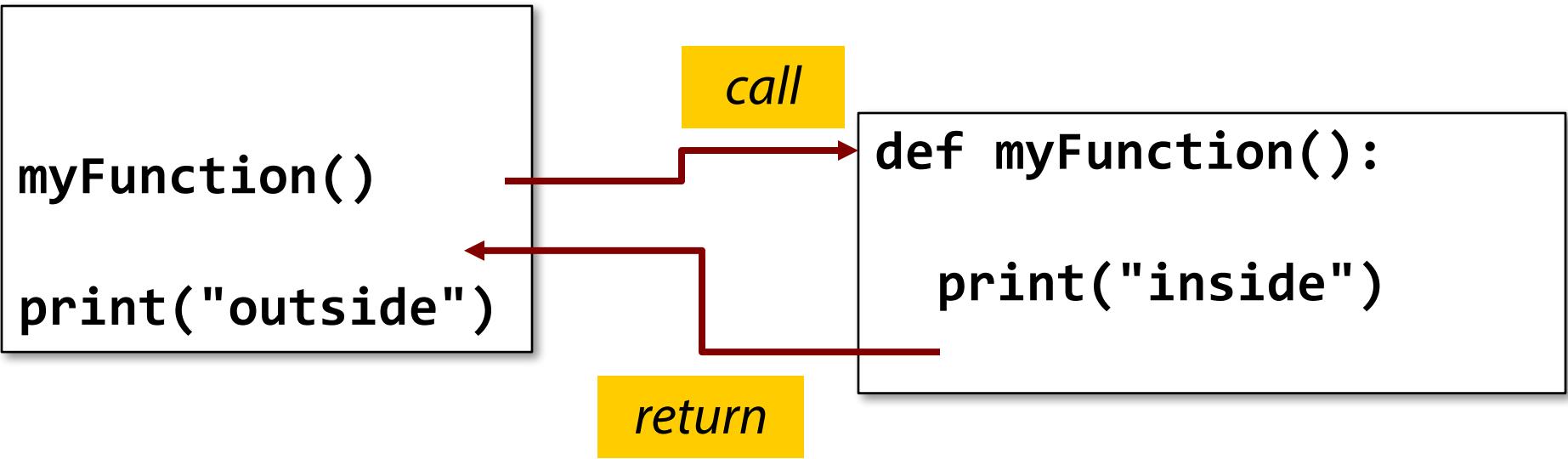
`spam()`

`spam()`

`showWeather()`

spam, spam, spam  
spam, spam, spam  
What is the temperature? 90  
It seems hot!

# Flow of Control with Functions



# Namespaces

weather.py

```
def func1():
    airQuality = 1
```

```
def func2():
    rain = 3
```

- **airQuality** is a **local** variable
  - Can be accessed ONLY from **func1()**
- **rain** is a **local** variable
  - Can be accessed ONLY from **func2()**

# Namespaces

```
def func1():
    airQuality = 1
    print(rain)

def func2():
    rain = 3
    print(airQuality)

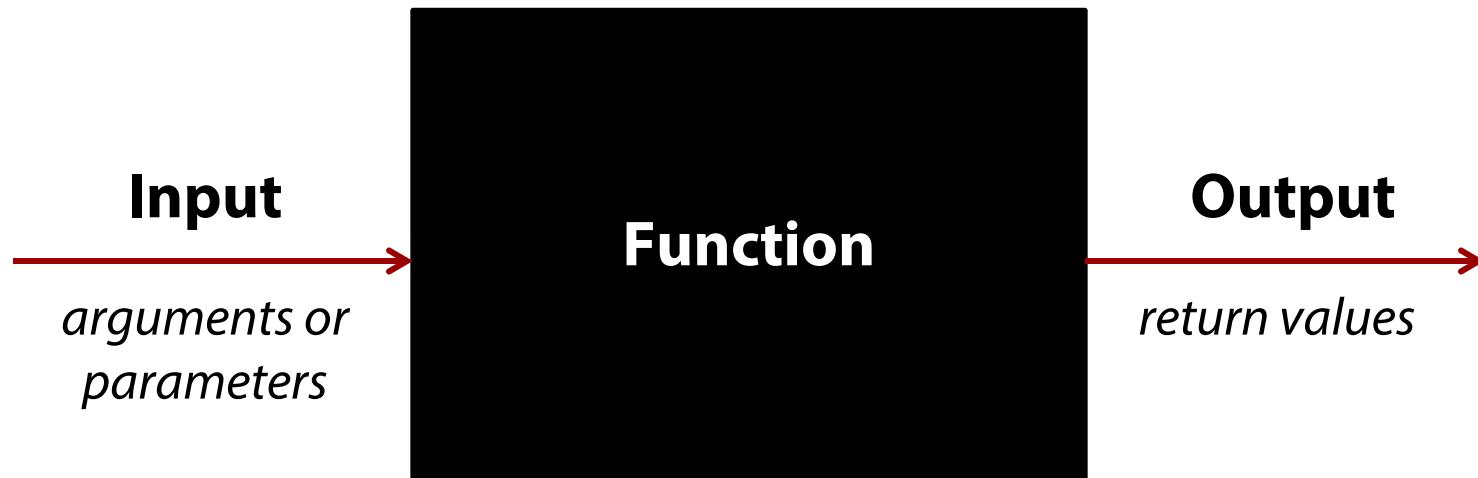
def main():
    func1()      #error!
    func2()      #error!
```

- Calling/running either of these functions will result in **errors**
- **func1()**
  - **rain** was not defined inside this function
- **func2()**
  - **airQuality** was not defined inside this function

# Namespaces

- Namespaces are also referred to as **scope**.
- Think of it as the area of code where variables can be used.
- Variables defined inside of a function can only be used inside of that function.

# Functions with Input and Output



# Input Parameters and Arguments

- Parameters are the way we provide input to a function

- Examples

`random.randrange(3, 10)`

- The `randrange` function generates a random number between the `first parameter (3)` and up-to-but-including the `second parameter (10)`

`print("hello world")`

- The `print` function take a `parameter` and displays the parameter on the screen

# Parameters

- Can add parameters when you define your function
  - Multiple parameters need to be separated by commas

```
def functionName(parameter1, parameter2):  
    statement(s)
```

*function  
definition*

- Call the function with the same number of arguments as the function has parameters

```
functionName(argument1, argument2)
```

*function  
call*

# Parameters Example

```
# define a function with a parameter
def display(message):
    print(message)

# call the function with a parameter
display("Hi Mom")
```

Hi Mom

```
# define a function with a parameter
def displayTwice(message):
    print(message + message)

# call the function with a parameter
displayTwice("Hello")
```

HelloHello

# Positional Parameters

- Multiple parameters get their values based on the position of the values sent in the function call
- 1st parameter gets 1st value, 2nd parameter gets 2nd value, etc.

The diagram illustrates the mapping of positional parameters. A blue circle labeled "1<sup>st</sup> parameter" has an arrow pointing to the first parameter "name" in the `birthday` function definition. A green circle labeled "2<sup>nd</sup> parameter" has an arrow pointing to the second parameter "age". In the `main` function call, the string "Chuck" is mapped to the "name" parameter, and the number 25 is mapped to the "age" parameter.

```
def birthday(name, age):
    print("Happy Birthday " + name + "! You are " + str(age))

def main():
    birthday("Chuck", 25)
```

# Position Parameter Examples

```
def birthday(name, age):  
    print("Happy Birthday " + name + "! You are " + str(age))  
  
birthday("Chuck", 25)  
birthday("Sheila", 45)  
birthday("Kevin", "Briana", 35) # third call
```

Happy Birthday Chuck! You are 25  
Happy Birthday Sheila! You are 45  
# third call would produce an error

```
def displaySum(num1, num2):  
    print(num1 + num2)
```

```
displaySum(4, 8)
```

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# Parameter Types

- What happen we call the function, passing a different variable type than it expects?

```
# define the function
def displaySum(num1, num2):
    print(num1 + num2)
```

```
# call the function
displaySum("dog", "cat")
```

dogcat

string parameters,  
not ints

# Parameter Types cont.

- Passing a parameter that is a different type than what your function is expecting will not always work...

```
# define the function
def displaySum(num1, num2):
    print(num1 + num2)

# call the function
displaySum("dog", 9876)
```

Error

- **displaySum()** was expecting two numbers to add
- Passing a string parameter caused the program to crash

- *End lecture*

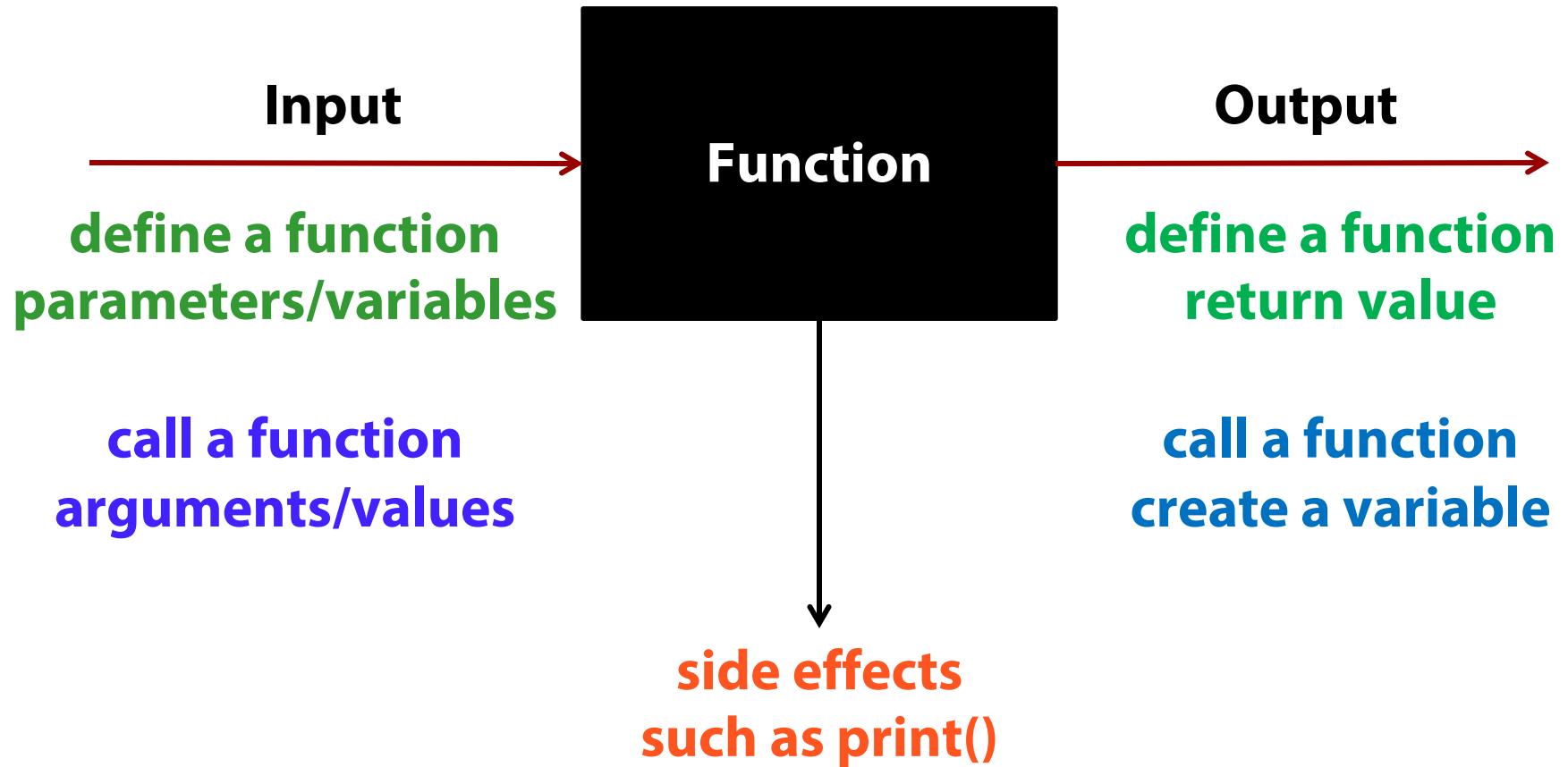
# Review of Functions

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- Programs with functions can be easier to create and work with

# Two Steps to Using Functions

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# Functions with Input and Output



# Flow of Control with Functions

```
arg = 25
```

```
myFunction(arg)
```

```
print(arg)
```

*call*

```
def myFunction(param):  
    print(param)
```

*return*

# Input Parameters and Arguments

- Parameters are the way we provide input to a function

- Examples

`random.randrange(3, 10)`

- The **randrange** function generates a random number between the **first parameter (3)** and up-to-but-including the **second parameter (10)**

`print("hello world")`

- The **print** function take a **parameter** and displays the parameter on the screen

# Positional Parameters

- Multiple parameters get their values based on the position of the values sent in the function call
- 1st parameter gets 1st value, 2nd parameter gets 2nd value, etc.

```
def birthday(name, age):  
    print("Happy Birthday " + name + "! You are " + str(age))
```

```
birthday("Chuck", 25)
```

# Using Default Parameter Values

- You can assign default values to your parameters
  - Parameters get assigned these values if no value is passed to them
- Ex: **print** function
  - There is a default value given to the parameter **end**
  - When you say **end=" "**, we override the default value
- Note: once you assign default values to a parameter in a list, you have to assign default values to all the parameters listed after it

# Using Default Parameter Values

```
# default parameters
def birthday(name = "Cooper", age = 11):
    print("Happy Birthday " + name + "! You are", age)

# call birthday
birthday("Tracy", 48)
birthday("Carter")
birthday()
```

```
Happy Birthday Tracy! You are 48
Happy Birthday Carter! You are 11
Happy Birthday Cooper! You are 11
```

# Using Return Values

- When you make a function call, the function can also return a value (*think "give back a value"*)
- Return values can be stored in a variable
  - Ex: **len()** function returns get the length of a sequence  
**wordLength = len("Gibraltar")**
- To return value, use **return** followed by the value you want to return

# Using Return Values

- Function definition

```
def functionName (parameters):  
    statement(s)  
    return value
```

- Function call

```
var = functionName(argument)  
# or  
print(functionName(argument))
```

# Using Return Values

```
# define a function that has a return value
```

```
def doubler(x):  
    return x*2
```

```
# call a function that has a return value
```

```
num = doubler(2)  
print(num)  
print(doubler(2.2))  
print(doubler("Hi"))
```

```
4  
4.4  
HiHi
```

# main()

- We have actually been using functions since the first day of class!

```
def main():
    print("Hello World")
    print("Python is awesome")
main()
```

# main() Function

- **main()** is often used as the starting point of a larger program
- **main()** contain your "main" program
- In Python, the word **main()** has no special meaning
  - But it is a programming convention to call this ***starting function main()***

# main() Function

- As we add more functions, **main()** will call other functions as needed
- Takes no arguments and returns no values
- Functions can be defined in any order as long as a function call to **main()** is called at the end of the file

# Example

```
def square(x):  
    return x * x  
  
def main():  
    number = int(input("Enter a number: "))  
    result = square(number)  
    print("The square of", number, "is", result)
```

main()



*In addition to defining `main()`, we still must call it at the end of the file*