Functions

A function is a like a <u>factory</u> with **inputs** and **output**

Let's say we want a function to convert **Celsius** degrees to **Fahrenheit** degrees



toFahrenheit factory

Formula: $(10^{\circ}C \times 9/5) + 32 = 50^{\circ}F$

inputs are <u>parameters</u> output are <u>returns</u>

```
10°C
def toFahrenheit(degree):
   return (degree * 9/5) + 32
```

Make the difference!

Function definition

```
def toFahrenheit(degree):
    return (degree * 9/5) + 32
```

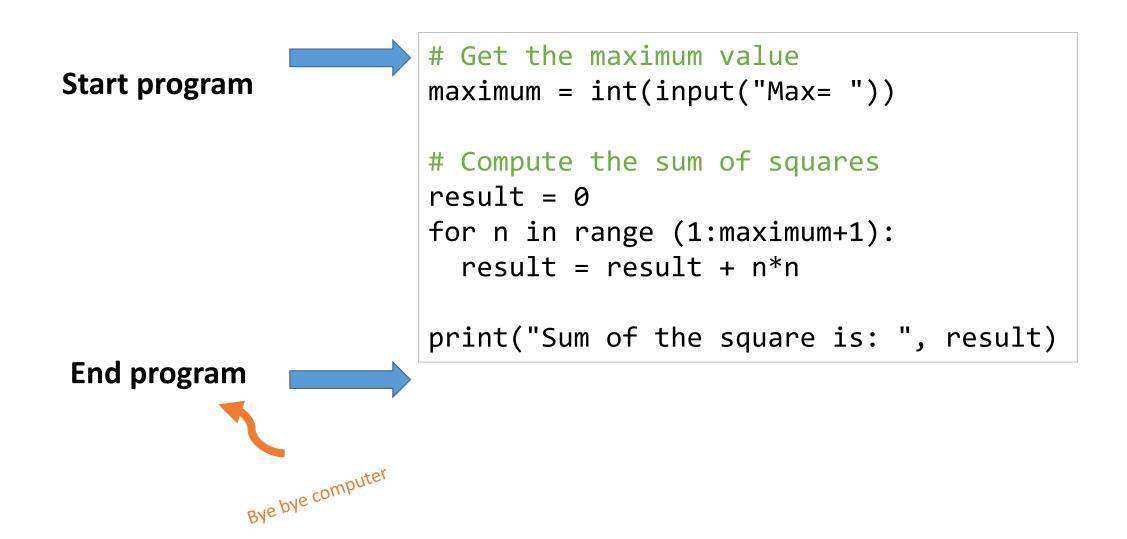
Function call

Call function with parameter 10 degrees

```
print(toFahrenheit(10))
print(toFahrenheit(15))
```

Call function with parameter 15 degrees

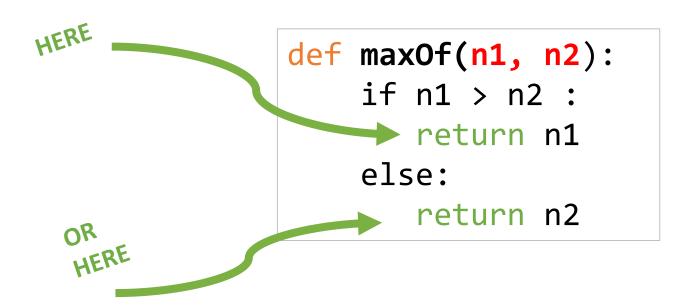
A simple program starts at first line, ends at last line...



When calling a function, we go to a new program

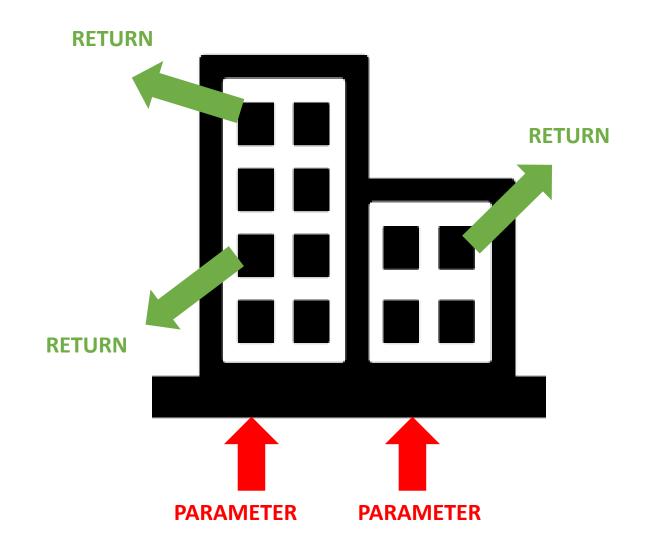
```
1- Start
               # Call maxOf function
                                             2- Start function with 10 and 15
program
                      = maxOf(10, 15)
                                                       def maxOf(n1, n2):
                                                             if n1 > n2:
                                                                 return n1
                  <we wait till the end of the function>
                                                             else:
                                                                 return n2
                                                                3- Exit function with value 15
               # Print the max of 10 and 15
  4- End
               print(" maximum )
 program
```

You <u>exit</u> a function By returning a value



A function can have many exit points (return)

```
def maxOf(n1, n2):
    if n1 == n2:
       return n1
    elif if n1 > n2:
       return n1
    else:
       return n2
```



Each <u>exit points</u> shall return the <u>same type</u> of value





```
def compute(n1, n2):
    if n1 == n2 :
        return n1
    else:
        return n1 + 1
```

```
def compute(n1, n2):
    if n1 == n2 :
        return n1

else:
    return n1 > 1
```

LET'S SUM UP THE FUNCTION RULES

A function must have <u>at least 1 parameter</u>

A function <u>must return</u> something

A function can have many exit points (return instruction)

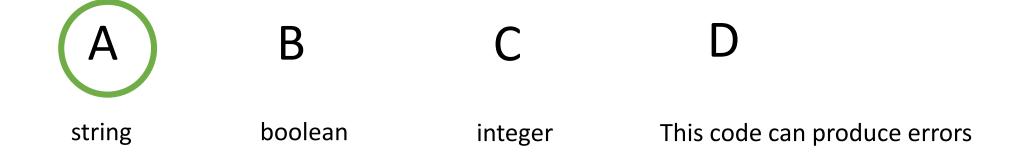
All exit point shall return the same TYPE of value

Function definition must be written before you call them

```
def myFunction(number):
    return "hello" + str(number)
```

A B C D
string boolean integer This code can produce errors

```
def myFunction(number):
    return "hello" + str(number)
```

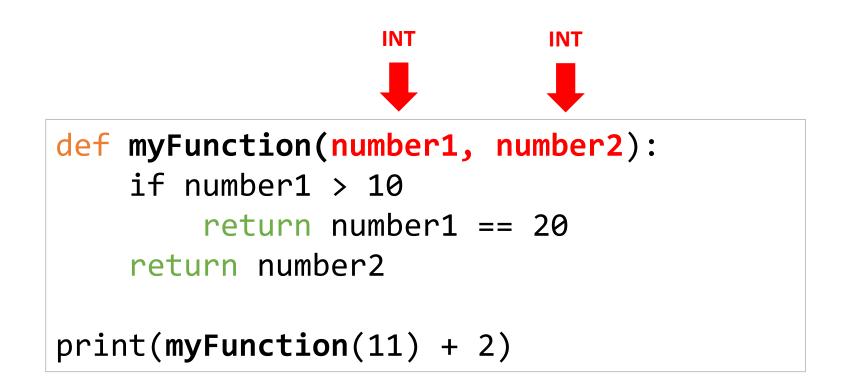


```
def myFunction(number1, number2):
   if number1> 10
     return number1
   return number2
```

A B C D
string boolean integer This code can produce errors

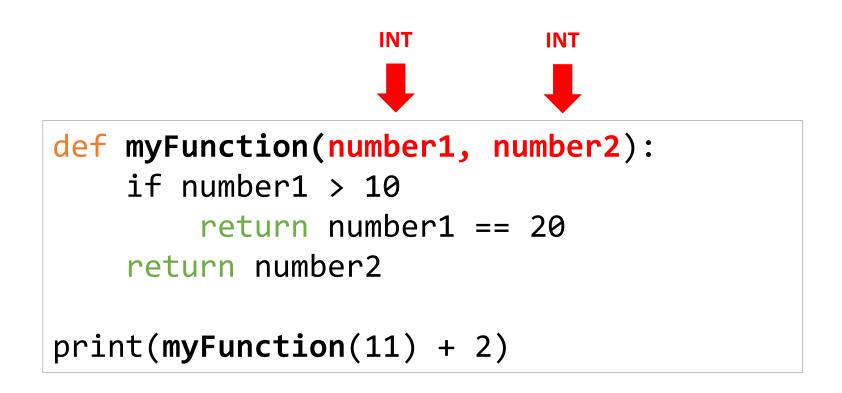
```
def myFunction(number1, number2):
   if number1> 10
     return number1
   return number2
```





A B C D

string boolean integer



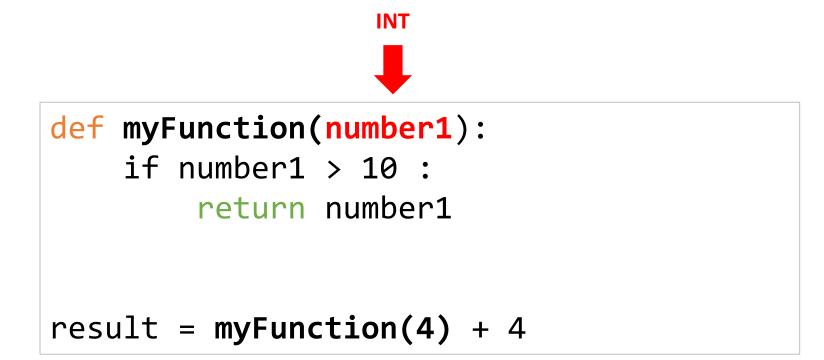
A B C D

string boolean integer This code can produce errors

```
def myFunction(number1):
   if number1 > 10 :
      return number1
result = myFunction(4) + 4
```

A B C D

string boolean integer This code can produce errors



A B C D

integer

boolean

string

```
def myFunction(number1):
    return 99
    return number1 + 1
print(myFunction(9))
```

INT

A B C D

9 99 10 This code can produce errors

```
def myFunction(number1):
    return 99
    return number1 + 1

print(myFunction(9))
```

A B C D

99

9

```
STRING
def myFunction(text):
     nbChars = len(text)
     if nbChars>10:
         return nbChars
     else:
         return nbChars + 1
```

string boolean integer

```
STRING
def myFunction(text):
     nbChars = len(text)
     if nbChars>10:
         return nbChars
     else:
         return nbChars + 1
```

string boolean integer This code can produce errors

```
def myFunction(text):
     nbChars = len(text)
     if nbChars>10:
         return nbChars
     else:
         return nbChars + 1
result = myFunction("rady")
print(result)
```

A B C D
rady 4 5 This code can produce errors

```
def myFunction(text):
     nbChars = len(text)
     if nbChars>10:
         return nbChars
     else:
         return nbChars + 1
result = myFunction("rady")
print(result)
```

A B C D

rady

Ţ

```
result = myFunction("rady")
print(result)
def myFunction(text):
     nbChars = len(text)
     if nbChars>10:
         return nbChars
     else:
         return nbChars + 1
```

A B C D

rady

.

5

```
result = myFunction("rady")
print(result)
def myFunction(text):
     nbChars = len(text)
     if nbChars>10:
         return nbChars
     else:
         return nbChars + 1
```

A B C D

rady

.

5

```
def moreOne(number):
         return number + 1
def multiplyBy2(number):
         return number * 2
result = moreOne(multiplyBy2(moreOne(moreOne(2))))
print(result)
```

```
def moreOne(number):
         return number +1
def multiplyBy2(number):
         return number * 2
result = moreOne(multiplyBy2(moreOne(moreOne(2))))
print(result)
```

A B C D

2 8 9 This code can produce errors

Move code to function when it's the same



```
Ø AFTER
```

```
print("Good morning Ronan!")
print("Good night sweet dream!")
print("Good Bye!")
print("Good morning Seiha!")
print("Good night sweet dream!")
print("Good Bye!")
print("Good morning Hugo!")
print("Good night sweet dream!")
print("Good Bye!")
print("Good morning Sievny!")
print("Good night sweet dream!")
print("Good Bye!")
```

```
def getHello(name):
    text = "Good morning " + name + "!\n"
    text += "Good night sweet dream!\n"
    text += "Good Bye!\n"
    return text

print(getHello("ronan"))
print(getHello("seiha"))
print(getHello("hugo"))
print(getHello("sievny"))
```