
CALLING FUNCTIONS AND METHODS

Python Programming — Auburn University

FREE FUNCTIONS

- Unlike Java, Python includes the notion of a sub-program that is not bound to an object or class.
 - These are called “free functions” or just “functions.”
 - We will learn to define our own functions soon but for now let’s look at calling some of the built-in functions.
 - <https://docs.python.org/3.9/library/functions.html>
-

CALLING A FUNCTION: POSITIONAL ARGUMENTS




- Suppose there's a function called `some_function` that takes three arguments `x`, `y`, and `z`.
 - Calling this function with “positional arguments”:
`some_function(1, 2, 3)`
 - In this function call, `x` would be 1, `y` would be 2, and `z` would be 3. Hence the term “positional arguments.”
-

CALLING A FUNCTION: POSITIONAL ARGUMENTS

Function's
name

- Suppose there's a function `some_function` that takes three arguments `x`, `y`, and `z`.
 - Calling this function with “positional arguments”:
`some_function(1, 2, 3)`
 - In this function call, `x` would be 1, `y` would be 2, and `z` would be 3. Hence the term “positional arguments.”
-

CALLING A FUNCTION: POSITIONAL ARGUMENTS

- Suppose there's a function `some_function` that takes three arguments `x`, `y`, and `z`.
- Calling this function with “positional arguments”:
`some_function(1, 2, 3)`
- In this function call, `x` would be 1, `y` would be 2, and `z` would be 3. Hence the term “positional arguments”

CALLING A FUNCTION: POSITIONAL ARGUMENTS

- Suppose there's a function called `some_function` that takes three arguments `x`, `y`, and `z`.
 - Calling this function with “positional arguments”:
`some_function(1, 2, 3)`
 - In this function call, `x` would be 1, `y` would be 2, and `z` would be 3. Hence the term “positional arguments.”
-

CALLING A FUNCTION: KEYWORD ARGUMENTS

CALLING A FUNCTION: KEYWORD ARGUMENTS

- Calling this function with keyword arguments:
`some_function(x=1, y=2, z=3)`

CALLING A FUNCTION: KEYWORD ARGUMENTS

- Calling this function with keyword arguments:
`some_function(x=1, y=2, z=3)`
- Order doesn't matter:
`some_function(z=3, x=1, y=2)`

CALLING A FUNCTION: KEYWORD ARGUMENTS

- Calling this function with keyword arguments:
`some_function(x=1, y=2, z=3)`
 - Order doesn't matter:
`some_function(z=3, x=1, y=2)`
 - Keyword and positional argument forms can be mixed (positional first):
`some_function(1, 2, z=3)`
-

DEFAULT VALUES

- Some functions specify default values for argument.
- If a default value is supplied, that argument may be omitted when calling the function.
- Example: the “base” argument for the `int()` function defaults to 10.
- If the argument’s value is not specified, the default is used:

<code>int('37')</code>	<code>-> 37</code>	<code># base variable defaults to 10</code>
<code>int('10111', 2)</code>	<code>-> 23</code>	<code># base variable set to 2</code>

DEFAULT VALUES: ANOTHER EXAMPLE

- The `input` function reads a line of text from the console.
 - `inputs` can accept 0 or 1 arguments.
 - Reading docs for `input`: <https://docs.python.org/3.9/library/functions.html>
-

OBJECTS AND METHODS

- Python is an OOPL, like Java. I'll assume you are generally familiar with objects, methods and sending messages.
 - Many built-in Python functions return an object.
 - `open ()`, for example, returns a file object.
 - Send messages to objects using the “.” notation, just like Java:
 `f = open("somefile.txt")`
 `first_line = f.readline()`
-

OBJECTS AND METHODS

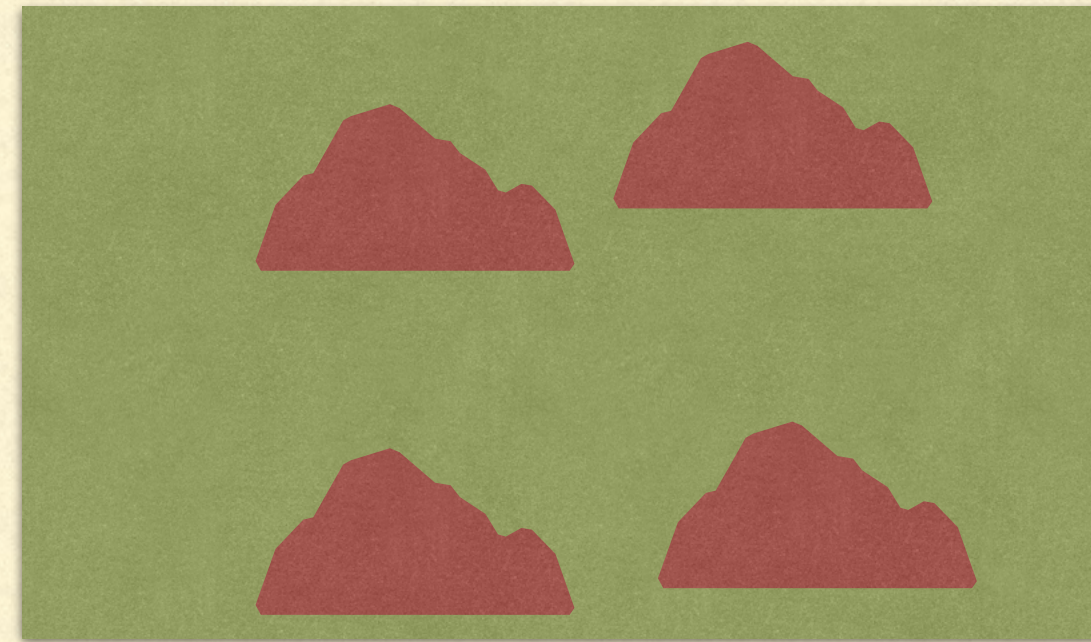
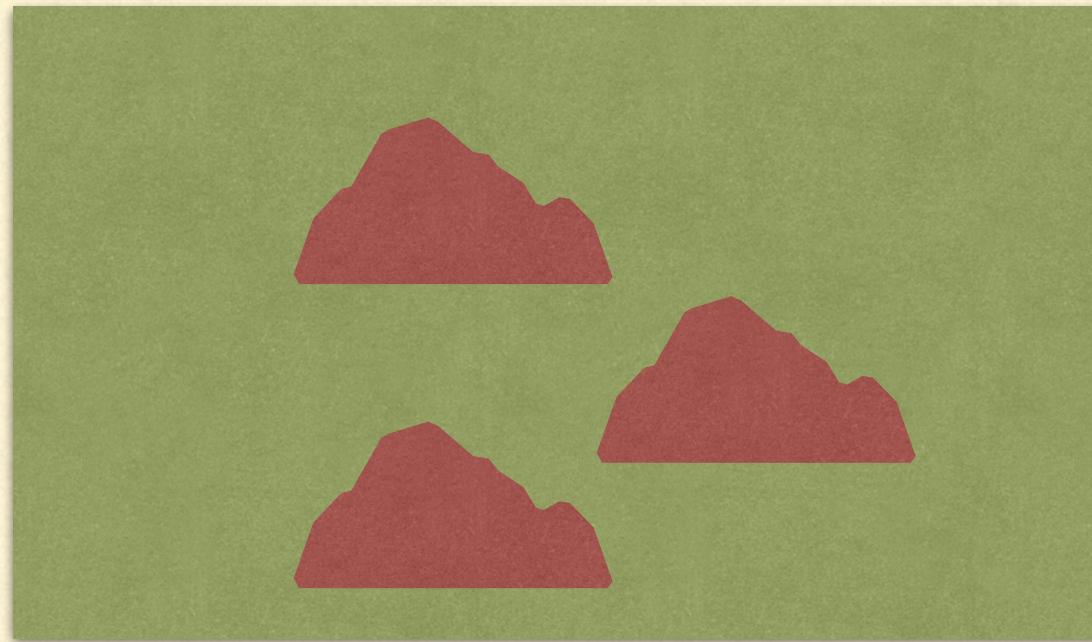
- Best way to see methods available for an object is through reference documentation.
 - You can also use the `help()` function to see documentation.
 - The `open` function returns a varying type of object depending on how the file was opened.
 - <https://docs.python.org/3/library/functions.html#open>
 - Example: Opening a text file returns a subclass of `io.TextIOBase`:
 - <https://docs.python.org/3/library/io.html#io.TextIOBase>
-

NIM

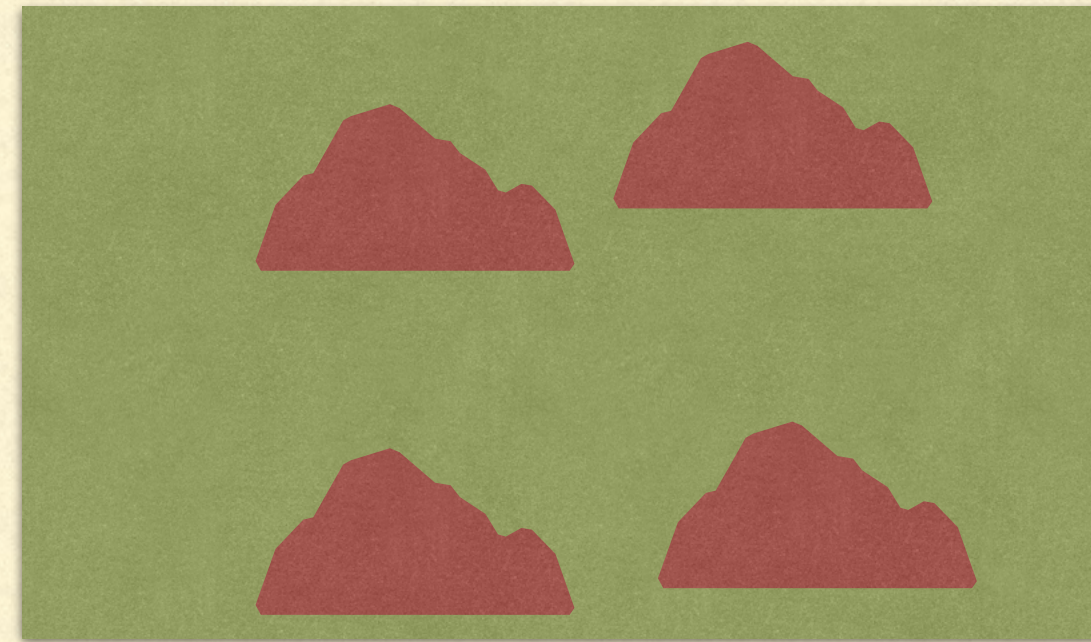
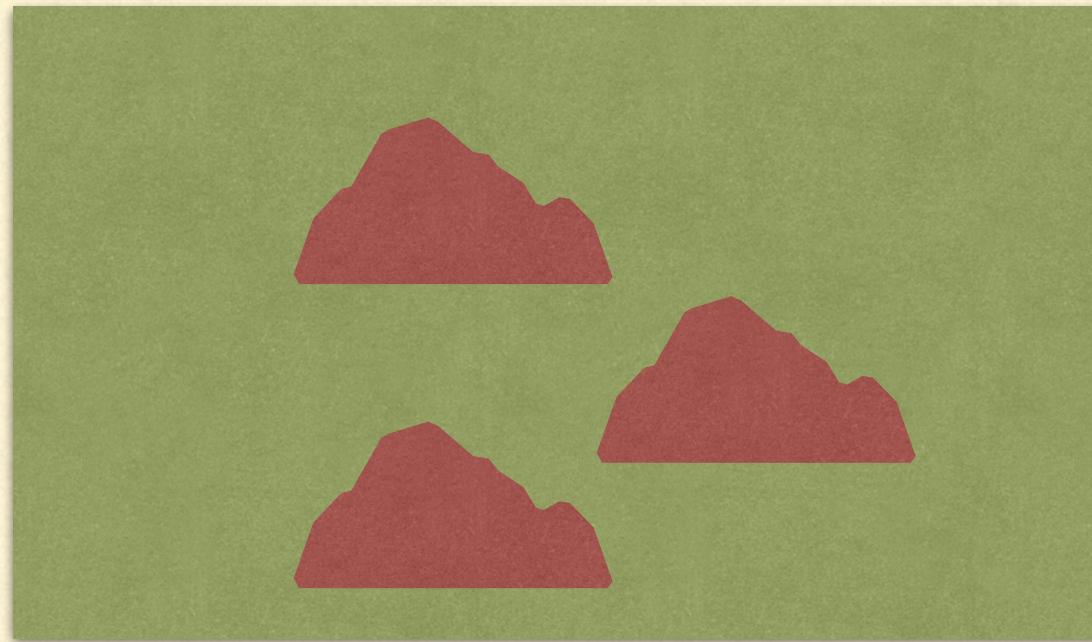
NIM

- 3 piles of stones, 2 players
 - Players alternate taking stones from a single pile.
 - Each player **must** take stones from one of the piles.
 - Player cannot take stones such that there will be none left in all three piles.
 - Game ends when a total of one stone is left.
 - Player left with one stone at the start of their turn loses.
-

SAMPLE GAME

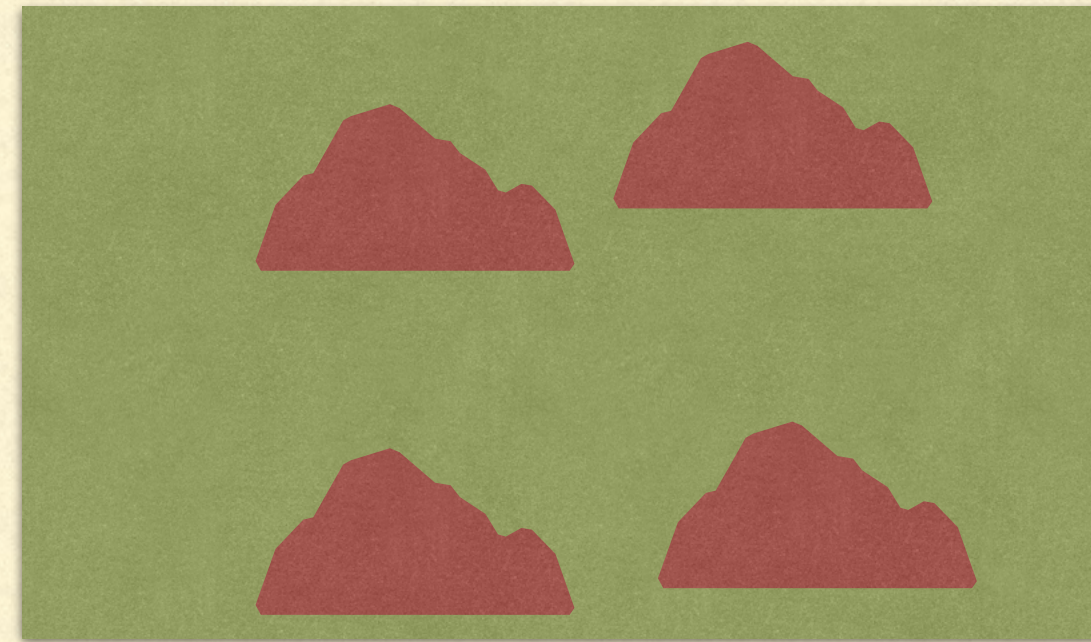
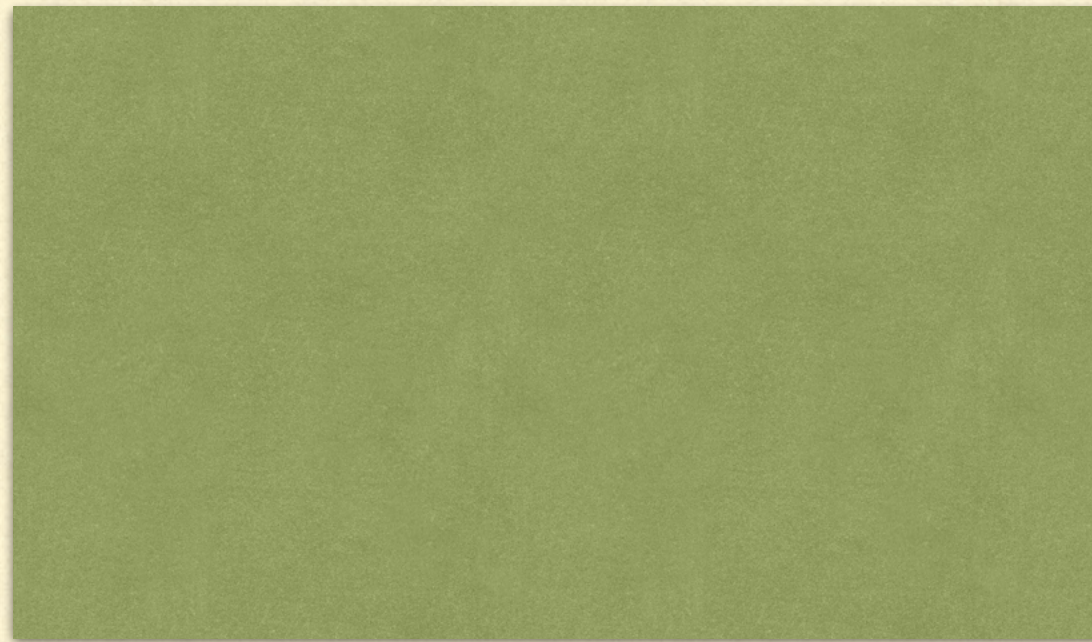


SAMPLE GAME



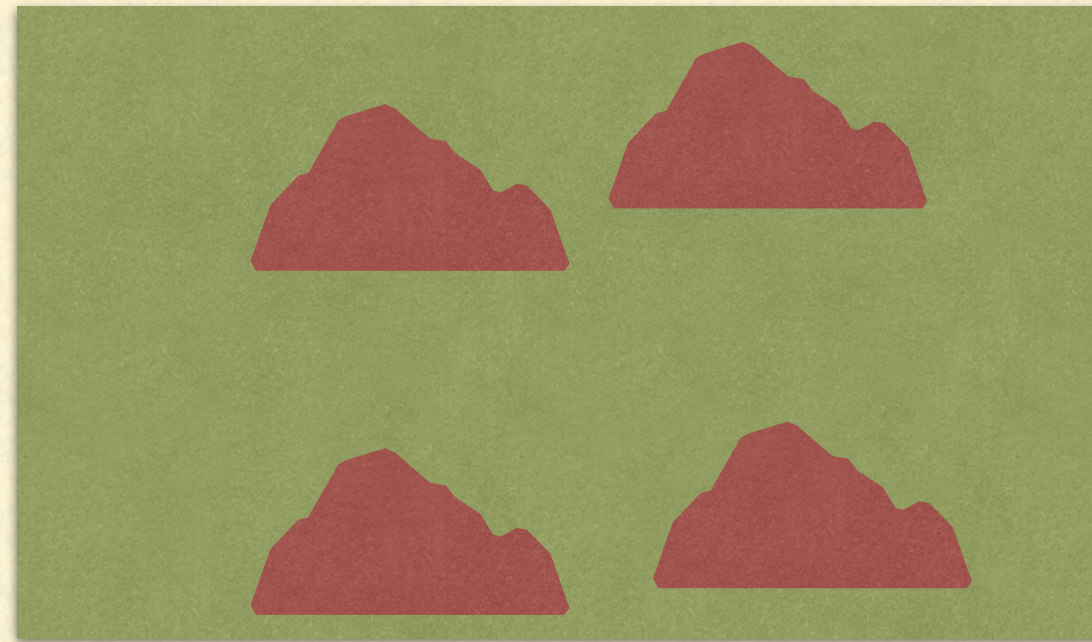
Player 1: remove 3 stones from pile 1

SAMPLE GAME



Player 1: remove 3 stones from pile 1

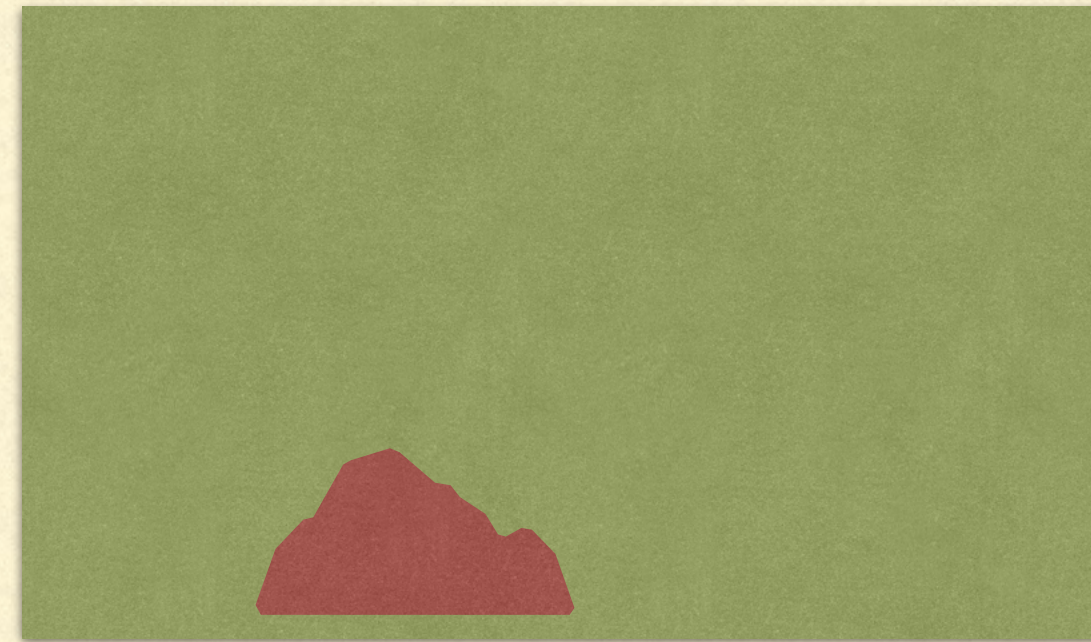
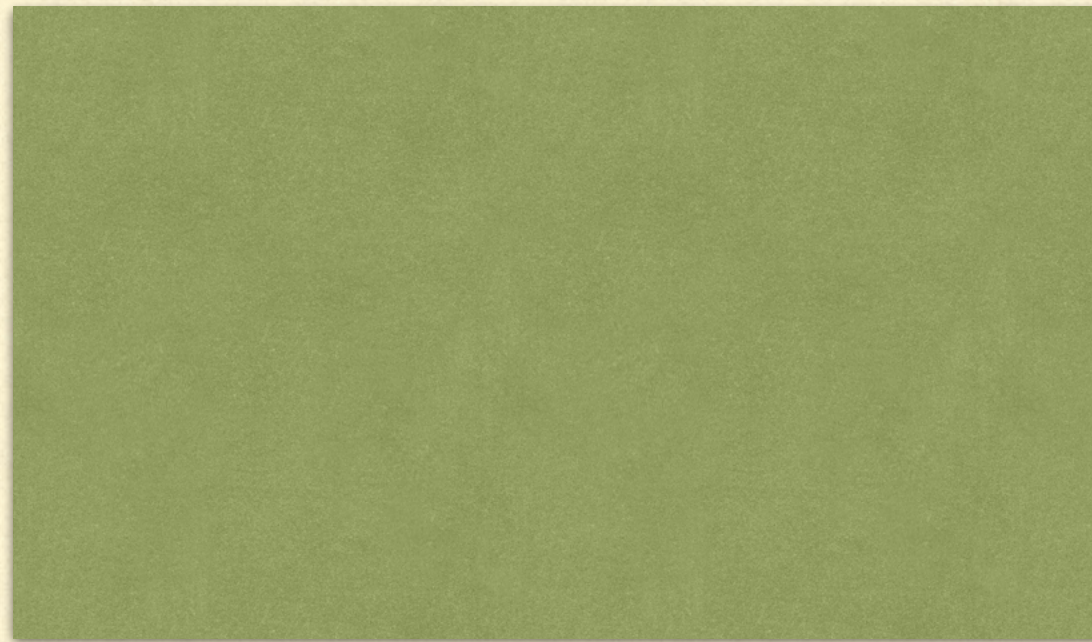
SAMPLE GAME



Player 1: remove 3 stones from pile 1

Player 2: remove 3 stones from pile 2

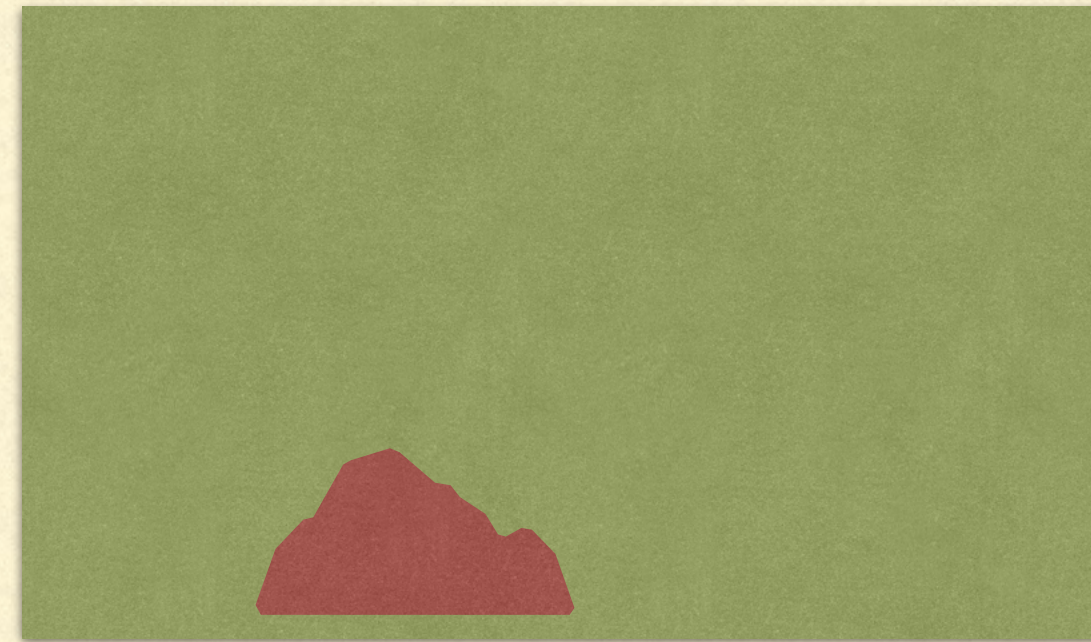
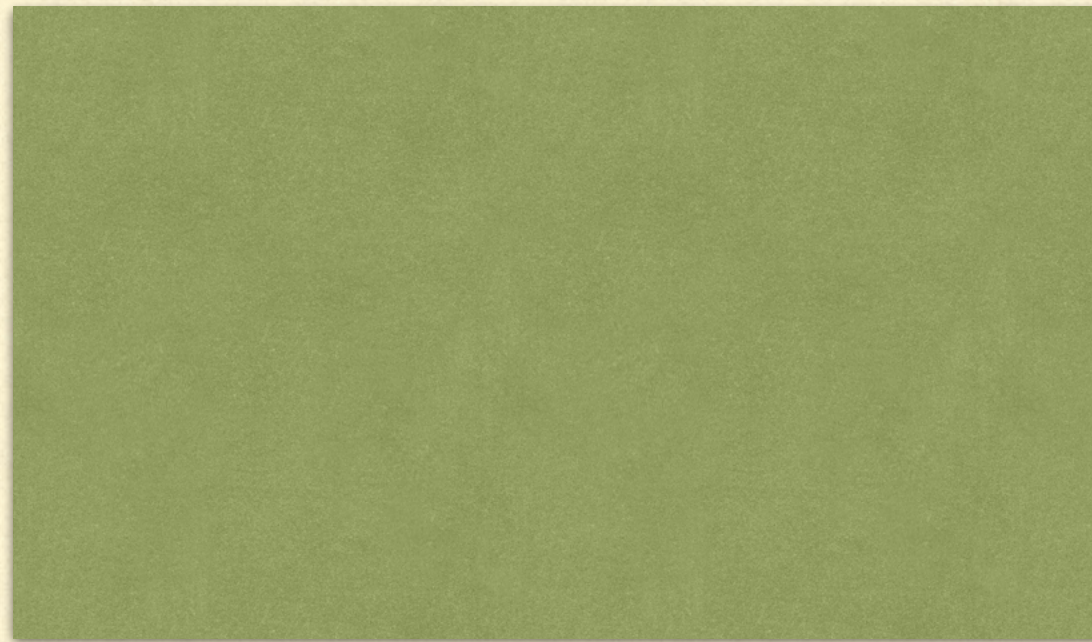
SAMPLE GAME



Player 1: remove 3 stones from pile 1

Player 2: remove 3 stones from pile 2

SAMPLE GAME

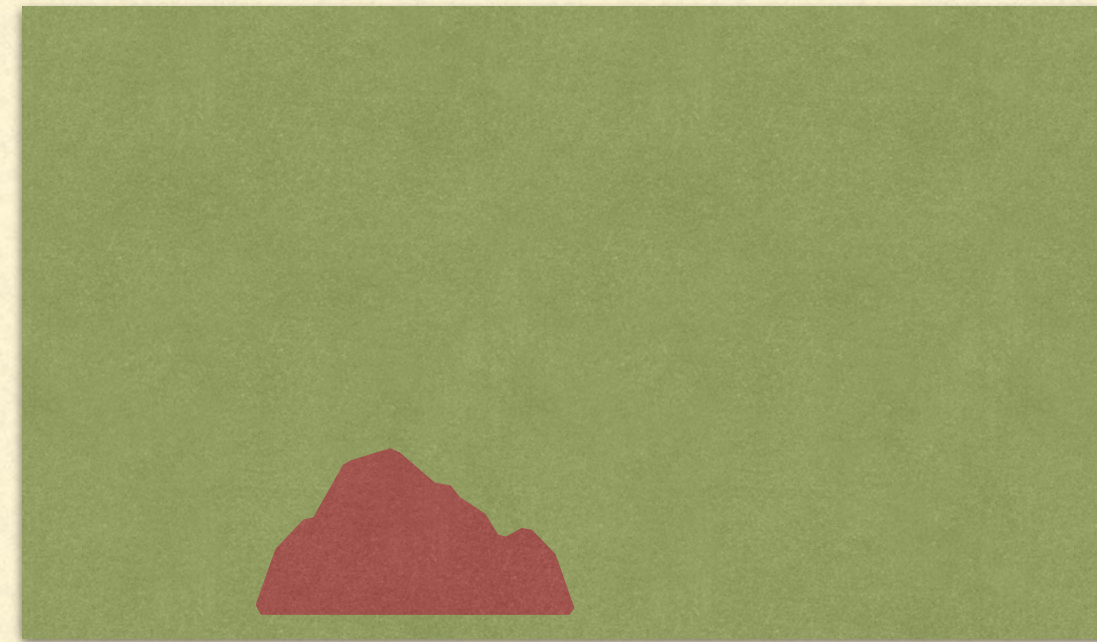


Player 1: remove 3 stones from pile 1

Player 2: remove 3 stones from pile 2

Player 1: remove 5 stones from pile 3

SAMPLE GAME

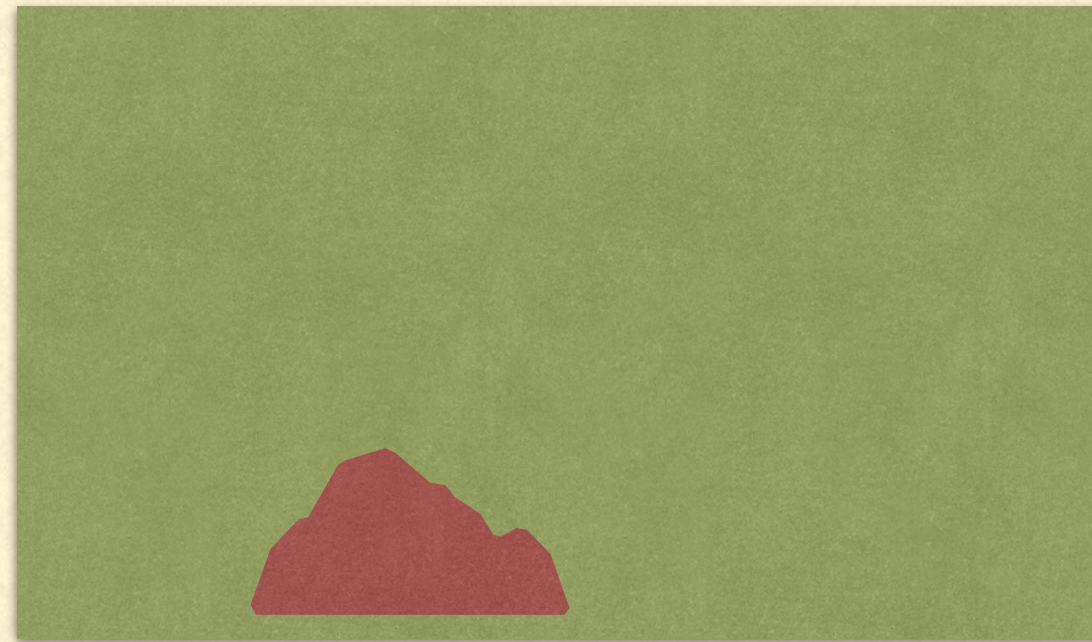


Player 1: remove 3 stones from pile 1

Player 2: remove 3 stones from pile 2

Player 1: remove 5 stones from pile 3

SAMPLE GAME



Player 1: remove 3 stones from pile 1

Player 2: remove 3 stones from pile 2

Player 1: remove 5 stones from pile 3

Player 1 is the winner

DEMO: PYTHON NIM

