Lecture 6

Functions

What and Why?

- In Python, a function is some reusable code that takes arguments(s) as input, does some computation, and then returns a result or results
- We define a function using the def reserved word
- We call/invoke the function by using the function name,
 parentheses, and arguments in an expression

Type Conversions

- When you put an integer and floating point in an expression, the integer is implicitly converted to a float. This is called type promotion.
- You can control this with the built-in functions int() and float()

```
>>> print(float(99) + 100)
199.0
>>> i = 42
>>> type(i)
<class'int'>
|>>> f = float(i)
>>> print(f)
42.0
>>> type(f)
<class'float'>
|>>>
```

String Conversions

- You can also use int()
 and float() to convert
 between strings and
 integers
- You will get an error if the string does not contain numeric characters

```
>>> sval = '123'
>>> type(sval)
<class 'str'>
>>> print(<mark>sval + 1</mark>)
Traceback (most recent call last): File "<stdin>", line 1, in
<module>
TypeError: Can't convert 'int' object to str implicitly
>>> ival = int(sval)
>>> type(ival)
<class 'int'>
>>> nsv = 'hello bob'
>>> niv = int(nsv)
Traceback (most recent call last): File "<stdin>", line 1, in
<module>
ValueError: invalid literal for int() with base 10: 'x'
```

Python Functions

- There are two kinds of functions in Python.
- Built-in functions that are provided as part of Python print(),

```
input(), type(), float(), int() ...
```

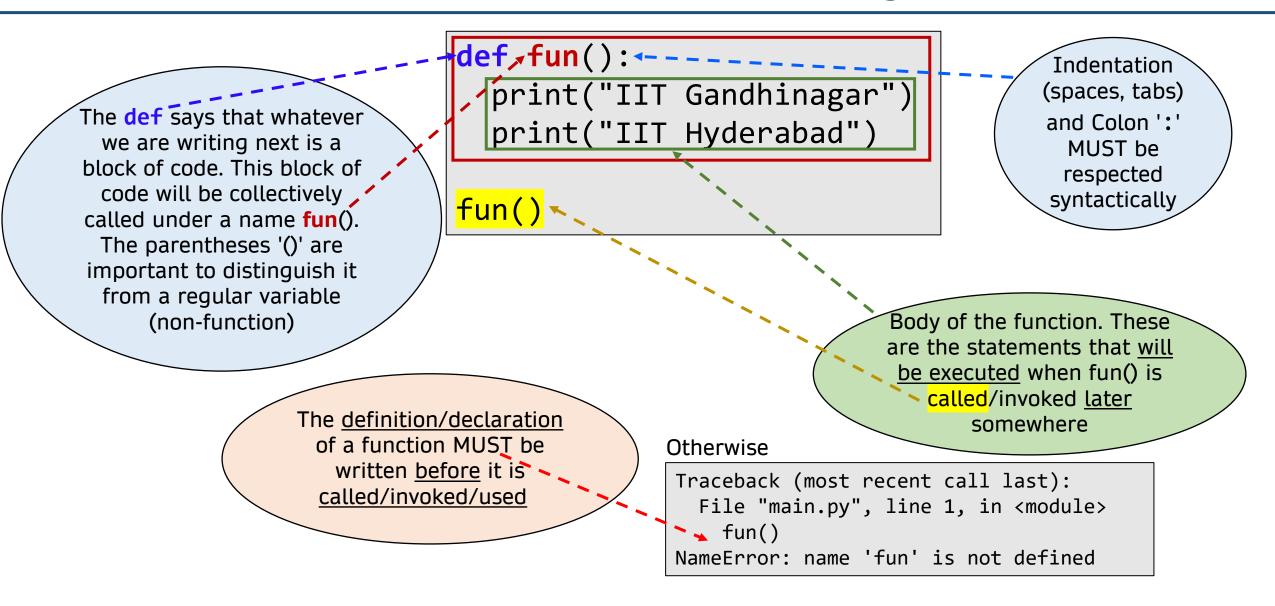
- Functions that we define ourselves and then use
- We treat function names as "new" reserved words

(i.e., we avoid them as variable names)

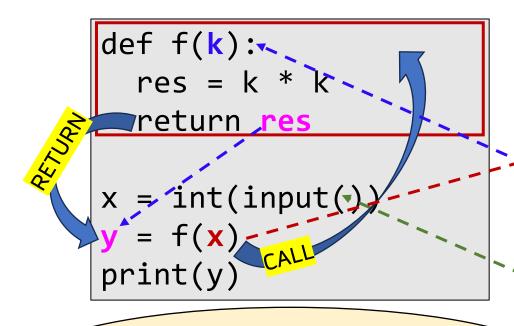
sin(x), cos(x), log(x) functions are reserved for the specific operations, no other function possible.

In Python, you can define your own functions at ease and give it a meaningful name and use them ordinarily.

Collection of Statements Under a Logical Name



Functions that Consume, Produce, and Return



argument 'x' is passed to f().

The control reaches to the parameter 'k'. Executes k = x at this point (intuitively).

The return statement (from callee) transfers back control to the call site (to caller)

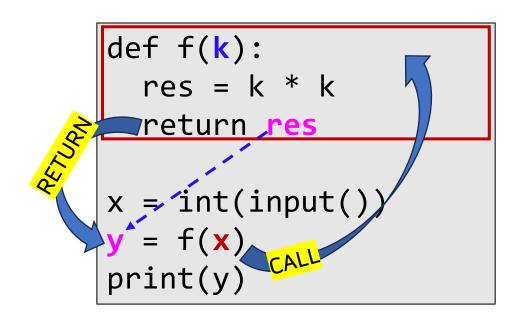
Starting point of the entire program is the input() function

The return clause is optional, as well as any of its arguments

What will happen if we omit the return statement altogether?

A void function does not return

Functions that Consume, Produce, and Return



```
def fun(name):
    print(f"Hello, {name}!")
fun("IIT Gandhinagar")
Output: Hello, IIT Gandhinagar!
                   A void function
                   does not return
```

Common Math Functions

```
Basic: math.sqrt(x), math.pow(x, y), math.exp(x) etc.
Trigonometric: math.sin(x), math.radians(x) etc.
Logarithmic: math.log10(x), math.log(x[, base]) etc.
Constants: math.pi, math.e etc.
Others: math.factorial(x), math.ceil(x), math.floor(x) etc.
>>>print(math)
 <module 'math'(built-in)>
```

```
import math
print("Square root of 16:", math.sqrt(16))
print("2 raised to the power of 3:", math.pow(2, 3))
```

Output: 4.0 8.0

Math Functions and Random Numbers

```
import math
def calculate snr(signal power, noise power):
   if noise_power == 0:
        raise ValueError("Noise power cannot be zero.")
    snr = signal power / noise power
    snr db = 10 * math.log10(snr)
   return snr, snr_db
signal_power = 100
noise power = 10
snr, snr_db = calculate_snr(signal_power, noise_power)
print(f"SNR: {snr} (linear scale)")
print(f"SNR: {snr db} dB")
```

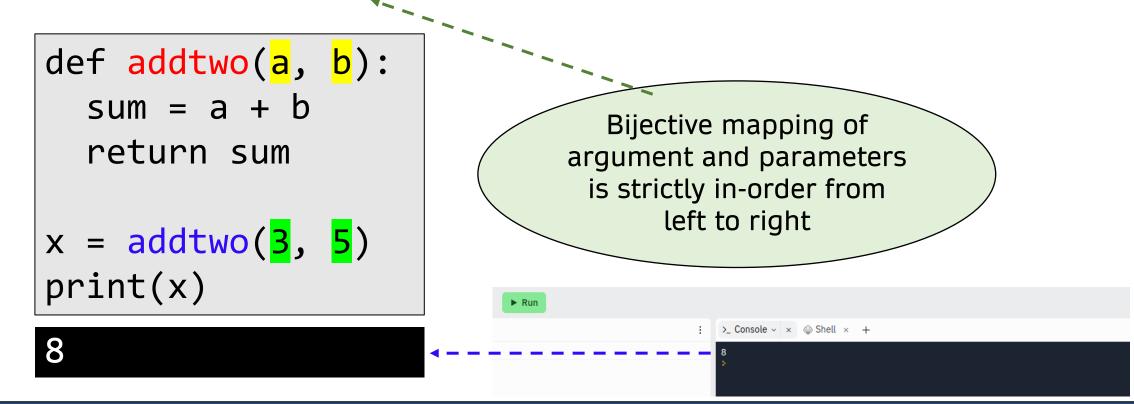
```
class CustomError(Exception):
    pass
raise CustomError("This is a custom
error message.")
```

```
try:
    # Code that may raise an
exception
    signal_power = 100
    noise power = 0 # This will
trigger an error
    snr = signal_power / noise_power
except ValueError as e:
    print(f"Error: {e}")
```

```
import random
for i in range(10):
    x = random.random()
    print(x)
```

Functions with multiple parameters/arguments

- We can define more than one parameter in the function definition
- We simply add more arguments when we call the function
- We match the <u>number</u> and <u>order</u> of arguments and parameters



To Function or Not To Function...

- Organize your code into "paragraphs" capture a complete thought and "name it"
- Don't repeat yourself make it work once and then reuse it
- If something gets too long or complex, break it up into logical chunks and put those chunks in functions
- Make a library of common stuff that you do over and over perhaps share this with your friends...

Why function: take away

- Make program easier to read, understand, and debug.
- Make program a smaller and effective by eliminating the repetitive code and changes.
- Dividing a long program into function allows you to debug the parts
 one at a time and then assemble them into a working whole.
- Well-designed function are often useful for many programs. Once you
 write and debug one, you can reuse it.

Iteration and Loops

Conditional Steps: Recap

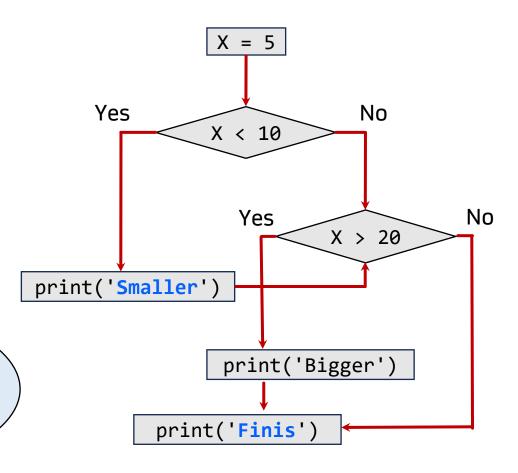
Program

x = 5 if x < 10: print('Smaller') if x > 20: print('Bigger') print('Finis')

Indentation (<mark>spaces</mark>, tabs) MUST be consistent.

Colon ':' is a MUST part of the syntax.

Control flow



Output

Smaller Finis

When a program is running, the execution path is not unique. The non-uniqueness comes from decision making on which path to take!

Repeated Steps: Infinite Loop

Program

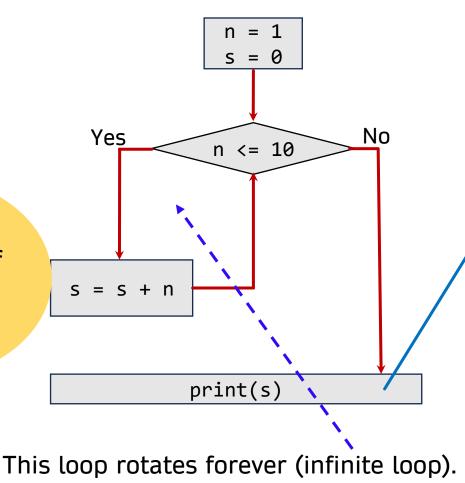
the

program?

Indentation (spaces, tabs) and Colon ':'

MUST be respected syntactically

Control flow



Output

When a program is running, the execution of some instruction can be repeated. This

iteration variable is n

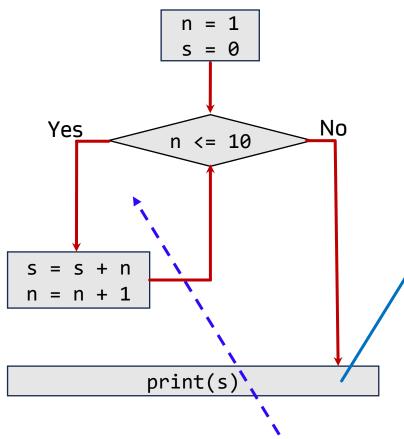
called looping. Here the

Repeated Steps: Finite Loop

Program

n+1; n times for true, once for false

Control flow



Output

55

When a program is running, the execution of some instruction can be repeated. This called looping. Here the iteration variable is n

Now this loop becomes finite, and the body will execute n times

the loop

condition be

evaluated?

Breaking Out of a Loop

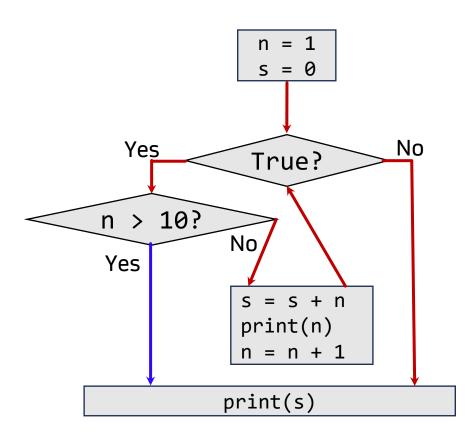
- The break statement ends the current loop and jumps to the statement immediately following the loop
- It is like a loop test that can happen anywhere in the body of the loop

Breaking Out of a Loop: Control Flow

Program

```
while True:
  if n > 10:
    break 、
  s = s + n
  print(n)
  n = n + 1
print(s)∢--
```

Control flow



Output

```
6
9
10
55
```

Breaking Out of a Loop

Program

```
while True:
  if n > 10:
    break 、
  S = S +
  print(n)
  n = n + 1
print(s)∢--
```

What will happen if we change > to >=, <, <=?

Output

```
3
4
5
6
8
9
10
55
```

Program

```
s = 0
while True:
  if n >= 10:
    break 、
  S = S +
  print(n)
  n = n + 1
print(s)∢-
```

Output

```
6
9
45
```

Breaking Out of a Loop

Program

```
s = 0
while True:
  if n < 10:
    break 、
  s = s + n
  print(n)
  n = n + 1
print(s) < - -</pre>
```

Output



Program

```
n = 1
s = 0
while True:
    if n <= 10:
        break
    s = s + n
    print(n)
    n = n + 1
print(s)</pre>
```

Output

0

String Conversions: Recall

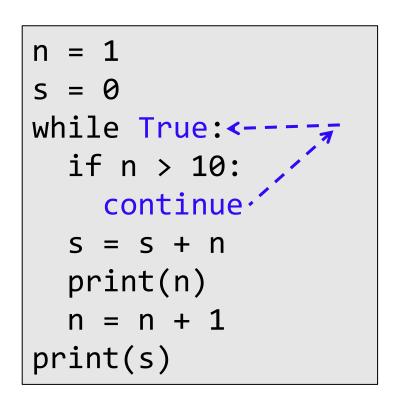
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```
>>> sval = '123'
>>> type(sval)
<class 'str'>
>>> print(<mark>sval + 1</mark>)
Traceback (most recent call last): File "<stdin>", line 1, in <module>
TypeError: Can't convert 'int' object to str implicitly
>>> ival = int(sval)
>>> type(ival)
                                      How do string conversions
<class 'int'>
                                       affect the termination of
indefinite loops accepting
                                              user input?
>>> nsv = 'hello bob'
>>> niv = int(nsv)
Traceback (most recent call last): File "<stdin>", line 1, in <module>
ValueError: invalid literal for int() with base 10: 'x'
```

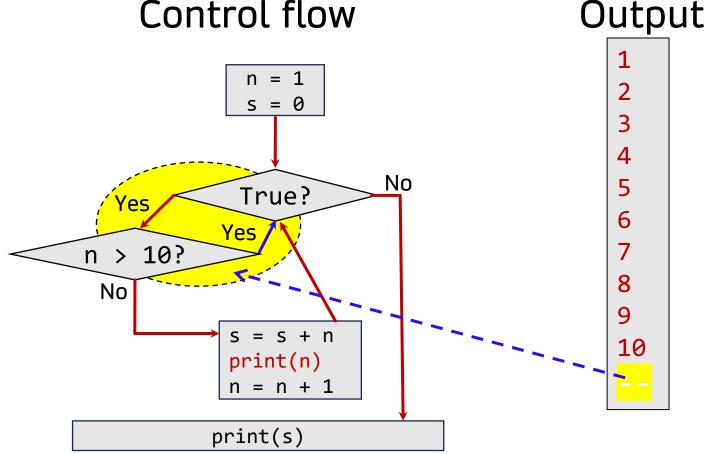
Finishing an Iteration with continue

 The continue statement ends the current iteration and jumps to the top of the loop and starts the next iteration.

Program



Control flow



Finishing an Iteration with continue

Output Output Program Program while True:<while True:<if n > 10: \script* if n >= 10: continue. continue. 6 s = s + ns = s + nprint(n) print(n) n = n + 1n = n + 110 print(s) print(s) What will happen if we change > to >=, <, <=?

Finishing an Iteration with continue

Program

Output

Program

Output

```
while True:<-
  if n < 10:
    continue
  s = s + n
  print(n)
  n = n + 1
print(s)
```



```
while True:<
  if n <= 10:
    continue.
  s = s + n
  print(n)
  n = n + 1
print(s)
```

Indefinite Loops

- While loops are called "indefinite loops" because they keep going until a logical condition becomes False
- The loops we have seen so far are pretty easy to examine to see if they will terminate or if they will be "infinite loops"
- Sometimes it is a little harder to be sure if a loop will terminate (until program is executed)

```
while True:
   n = int(input())
   if n == 0:
      break
```

What will be the output of the program, if you enter ints/floats?

Acknowledgements / Contributions

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