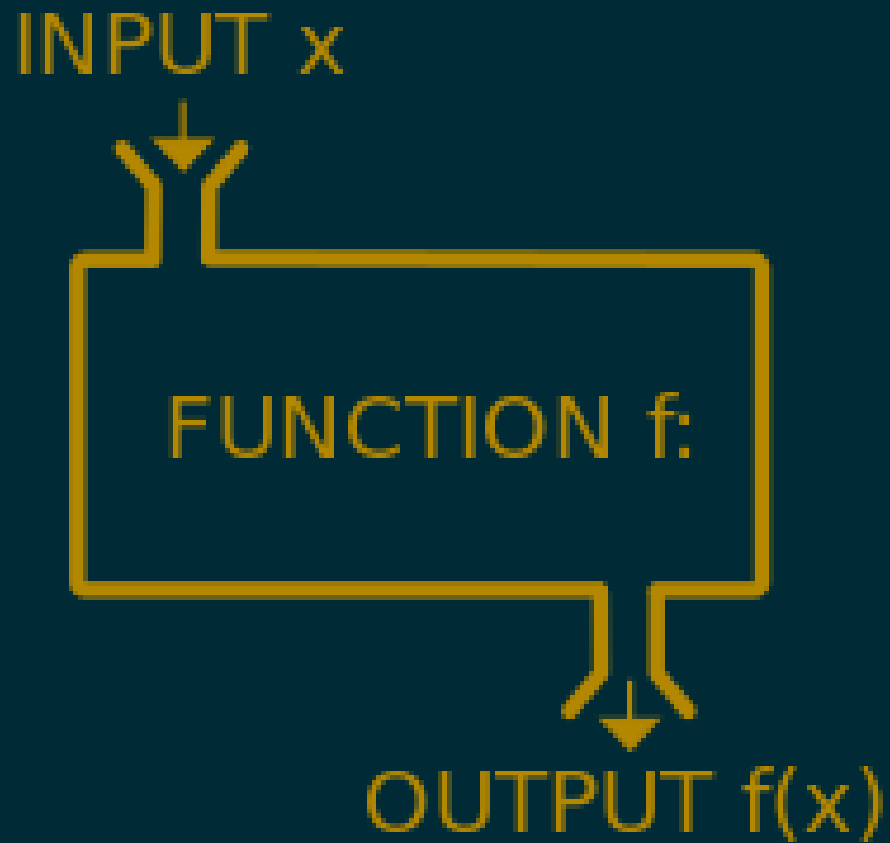


LEARN CODING

ale66

FUNCTIONS



Functions are a key abstraction to model nature and processes

a regular input/output or cause/effect behaviour is identified and *given a name*

- 1 The higher the temperature the quicker the veggies cook.
- 2
- 3 Cooking time is a function of the temperature in the oven.

FUNCTIONS IN CODING

A function is a block of code that

- has a clear input/output definition and
- executes in a separated environment

```
1 def marks2pc(marks: int):  
2     ''' Convert Italian exam marks into percentages '''  
3  
4     pc = int((marks / 30) * 100)  
5  
6     return pc
```

marks is a *parameter* of the f.

pc is the *return value* of the f.

OBSERVATIONS

Functions only run when they are called (“invoked”) within a code in execution

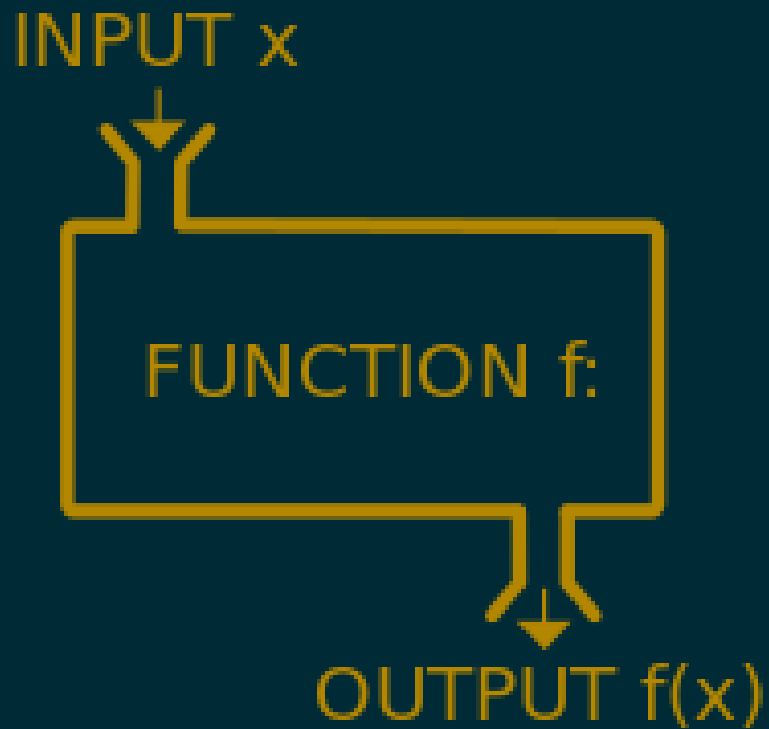
```
1 for m in my_italian_exam_marks:  
2     uk_marks = marks2pc(m)  
3     print(uk_marks)
```

Functions should be defined every time a block of code is required to appear more than once:

- improve readability
- improve maintainance

SYNTAX

```
1 def <name>(<parameter(s)>):  
2     return <output(s)>
```



KINDS OF FUNCTIONS:

- **built-in:** come with Python, e.g., `input()`, `print()`, `float()`, `int()` etc.
- **methods:** come with types, e.g., `mylist.len()`, `mylist.append('a')`
- **external** are *imported* into the code upon demand (more later)
- **defined** we define then use them

Names of the built-in functions are reserved: avoid them as variable names

void FUNCTIONS

Functions may *not* return a value

they need not be to the right of an assignment symbol

```
1 def greet(lang):  
2  
3     if lang == 'es':  
4         print('Hola!')  
5  
6     elif lang == 'fr':  
7         print('Bonjour!')  
8  
9     else:  
10        print('Hello!')  
11  
12 # example call  
13 greet('es')
```

Hola!

CALLING FUNCTIONS

PREPARING FUNCTIONS

Given a text and a character, count the number of occurrences of it

```
1 def char_counter(text, c):  
2     '''returns the number of times c is found in text'''  
3  
4     # this cannot be empty  
5     pass
```

A recent development: types

```
1 def char_counter(text: str, c: str) --> int:  
2     '''returns the number of times c is found in text'''  
3  
4     # this cannot be empty  
5     pass
```

MULTIPLE ARGUMENTS

f. can take two or more arguments (more later)

mapping calling parameters to input vars. is done by position

it is also possible to return multiple arguments

```
1 def func(primer, segundo):  
2  
3     # ...  
4  
5     return tercero, cuarto  
6  
7 # example call  
8 first_out, second_out = func(first_in, second_in)
```

what are the bindings?

FUNCTION NESTING

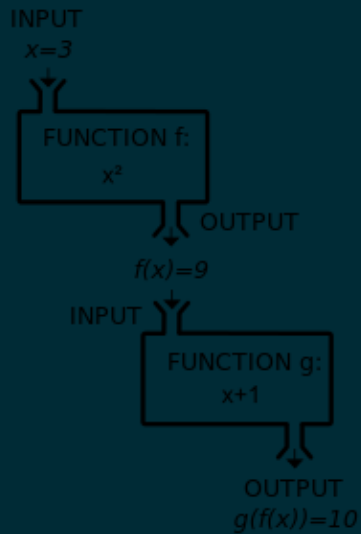
Example: compute some stats at once

```
1 def find_tendencies(my_temperatures_list):
2     '''Compute some stats on a list of temperatures'''
3
4     l = len(my_temperatures_list)
5
6     if l > 0:
7         min_val = min(my_temperatures_list)
8         max_val = max(my_temperatures_list)
9         avg_val = sum(my_temperatures_list) / l
10
11         # Return multiple values separated by commas (creates a tuple)
12         return min_val, max_val, avg_val, l
13
14     else:
15         print('Empty input data, defaulting to None')
16         return None, None, None, 0
```

Notice the multiple exit points with two or more **returns**

NESTED CALLS

A return value is input parameter to another f.



```
1 def square(x):
2     return x**2
3
4 def average_of_three(x, y, z):
5     return (x+y+z)/3
6
7 print(average_of_three(square(10), square(20), square(30)))
```

VISIBILITY OF VARIABLES

argument: what the caller sends to the function, e.g., 'es'

parameter: the local, received value, e.g., var. lang

F. are executed in a *container*, they should

- only see their parameters,
- not see the variables of the calling code

Try to make no assumption on who's calling

F. execute in a separated environment with *private* variables
External vars. (from the caller) may be read but not changed

```
1 def func(primer, segundo):
2
3     print(f'Inside here, primer is really first_in: {primer} and {first_in}')
4     tercero = 3
5     cuarto = 4
6
7     return tercero, cuarto
8
9 # example call
10 first_in = 1
11 second_in = 2
12 first_out, second_out = func(first_in, second_in)
```

Inside here, primer is really first_in: 1 and 1

```
1 def func(primer, segundo):
2
3     first_in = 0
4     print(f'Inside here, is primer really first_in? {primer} is {first_in}')
5     tercero = 3
6     cuarto = 4
7
8     return tercero, cuarto
9
10 first_in = 1
11 second_in = 2
12 first_out, second_out = func(first_in, second_in)
13 print(f'Outside, first_in is {first_in}')
```

Inside here, is primer really first_in? 1 is 0
Outside, first_in is 1

A new `first_in` variable is available, but only inside `func`
unless we specify `global` or `nonlocal` (not recommended)

QUIZZES

QUIZ 1/4

What is the default return value for a function that does not return any value explicitly?

- `None`
- `int`
- `null`
- `str`

QUIZ 2/4!

Which of the following items are present in the function header?

- function name
- function name and parameter list
- parameter list
- return value

QUIZ 3/4!

Which of the following keywords marks the beginning of the function block?

- `fun`
- `define`
- `def`
- `function`

QUIZ 4/4!

Which of the following function definition does not return any value?

- print all integers from 1 to 100.
- return a random integer from 1 to 100.
- check whether the current second is an integer from 1 to 100.
- convert an uppercase letter to lowercase.

ANSWERS:

What is the default return value ...?

- None

Which ... present in the function header?

- function name and parameter list

Which ... marks the beginning of the function block?

- `def`

Which ... does not return any value?

- print all integers from 1 to 100