

# functions (part-1)

#### What are Functions?

**Technical Term:-** A block of code designed to perform a particular task; they are very useful in making code simplified and manageable.

• **Example 1:** Take an example of **products on amazon** and how they are stored, and how much amount of code is there to manage that thing.

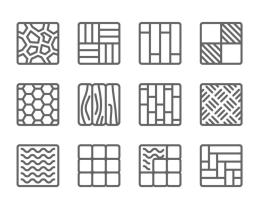


## **Pattern**

What do you think when you hear the word Pattern

The pattern is something or a series of something is repeated in sequence.





The pattern you have seen before in colors, shapes, music, and even Maths.

"hand-wash"
"hand-wash"
"hand-wash"

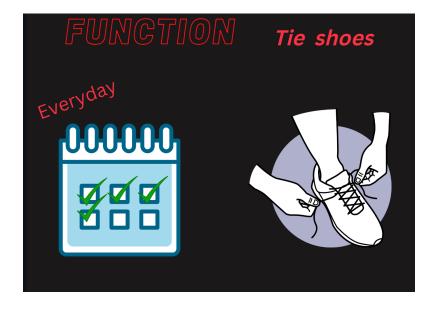
```
"eat-dinner"
"hand-wash"
"hand-wash"
"eat-dinner"
"hand-wash"
"hand-wash"
"eat-dinner"
"hand-wash"
"hand-wash"
"eat-dinner"
"hand-wash"
def getDinner():
  "hand-wash"
  "eat-dinner"
  "hand-wash"
# here we are repeating the activities like hand-wash,eat-dinner, hand-wash multiple times
# so we have created this function which we call again and again and this will reduce the repetitions of activity
```

## **Function**

The function is a way by which you can control your code.

You perform a function in your day-to-day life.

Suppose whenever you go to Mall or School. You tie your shoes. Tying shoes is a daily activity you every day do.



In Tying shoes, there are certain steps, such as

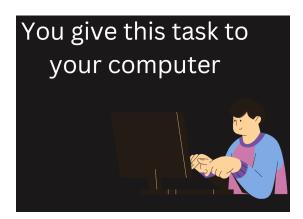
- 1- Gather Laces
- 2- Knot
- 3- Loop
- 4- Swoop
- 5- Pull Tight

And you follow these steps on a daily basis





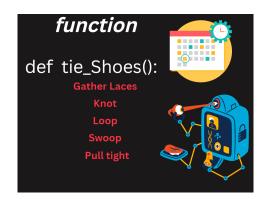
Now, suppose the same activity you assigned to the computer or a system to perform



So what you will do you repeat the same steps every day on the computer or a machine.

Here, for your help, there is an effective tool known as a function, which will follow the steps whenever you call it.





```
def product() # will have the Product page code.
def payment() # will have the Payments page code.
def cart() # will have the cart page code.
```

## Syntax of a function declaration

```
#def declaration syntax.

def name_of_function():
```

• Take an example of printing a name.

```
/*
1. Print your name using a function
2. First, show them how you can print without using function
3. Then declare a def and put the code inside the function.
4. Either you can take the TV channel and button pressing on remote example or a friend taking your stuff and now you have to call him to get the stuff.
*/

def channel_1():
    x="Masai";
    print(x)

#To get this thing to work you have to call the function channel_1(); # Output will be "Masai"
```

What will happen if i call the function multiple times.

```
def channel_1():
    x="Masai";
    print(x);

channel_1()
channel_1()
```

```
channel_1()
channel_1()

#This will print "Masai" 4 times as I have called the def 4 times.
```

- Dry run this code for better understanding.
- Take two example of adding two numbers and subtracting 2 numbers without using functions.

```
#Add without using the function
a=10;
b=15;
sum=a+b;
print(sum); # 25

#Subtract without using the function
x=10;
y=5;
difference=x-y;
print(difference); # 5
```

• Convert the **above** example in **functions** by just putting the above code in two separate functions, **first** show the output without calling them then, call them one by one.

```
#Add using the function
def superman():
    a=10;
    b=15;
    sum=a+b;
    print(sum);

#Subtract using the function
def batman():
    x=10;
    y=5;
    difference=x-y;
    print(difference); # 5
superman(); # 25
batman(); # 5
```

• Activity Time:- Create 4 functions to do Addition, Subtraction, Multiplication, Division.

```
#Add using the function
def superman():
    a=10;
    b=15;
    sum=a+b;
    print(sum);

#Subtract using the function
def batman():
    x=10;
    y=5;
```

```
difference=x-y;
  print(difference);
{\it \#} {\it Multiplication} \ using \ the \ function
def spiderman():
 x=5;
 y=2;
 mult=x*y;
 print(mult);
#Division using the function
def ironman():
 x=10;
 y=5;
 div=x/y;
 print(div);
superman(); # 25
batman(); # 5
spiderman(); # 10
ironman(); # 2
```

• Calling functions inside a loop.

```
def superman():
    a=10;
    b=15;
    sum=a+b;
    print(sum);

for i in range(5):
        superman()

/*
25
25
25
25
25
```

## **Parameters**

```
def superman(a,b):
    sum_val=a+b
    print(sum_val)

x=4;
y=5;
superman(x,y); # 9
A=5;
```

```
ar B=10
superman(A,B); # 15
```

• dry run the above code for proper visualization.

```
#Addition using a def and return statement

def superman(a,b):
    sum=a+b;
    return sum;

bucket=superman(10,15);
    print(bucket); # 25
```

#### IMPORTANCE OF RETURN BY TAKING AN EXAMPLE

**Step 1: Superman** plans to **add** two numbers and send the answer to Batman.

**Step 2: Batman** will take the answer from **Superman, square** it and send it to Aqua man.

**Step 3: Aqua man** will take the answer from **Batman** and divide it by 10.

```
def superman(a,b):
    sum=a+b;
    return sum;

def batman(x):
    square=x*x;
    return square

def aquaman(y):
    div=y/10;
    return div;

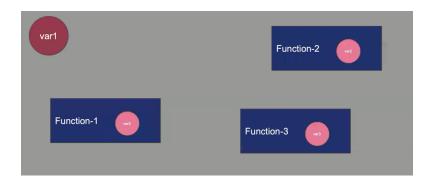
step1=superman(10,15);
step2=batman(step1);
step3=aquaman(step2);
print(step3); #62.5
```

• Return vs. print()



## Global Scope and Local Scope.

Give an example of a Personal Phone and a Public Phone (PCO).



## **Problem 1:** Create a function to check if a number is prime or not.

```
def check_prime(num):
    count=0;
    for i in range(num):
        if(num%i==0):
            count++;

    if(count==2):
        return true;
    else:
        return false;

x=check_prime(13)
if x==true:
    print("Prime Number");
else:
    print("Not a Prime Number");
```

• Dry run the above code for better understanding.

**Problem 2:** Use the Above code to print Primes from 2 to a given limit.

```
#using the above check_prime() function I am checking the prime numbers
#in a given limit.

for i=lower_limit in range(upper_limit):
    x=check_prime(i);
    if(x==true):
        print(i, "is a Prime Number");
    else:
    print(i, "is Not a Prime Number");
```

• Dry run the above code for better understanding.

**Problem 3:** Write a function to check if the char is a small case or not (Write the code and do the dry run).