

Why Does My Computer Do That? Intro to Coding with Python— Functions

Dr. Ab Mosca (they/them)

Slides based off slides courtesy of Jordan Crouser (<https://jcrouser.github.io/>)

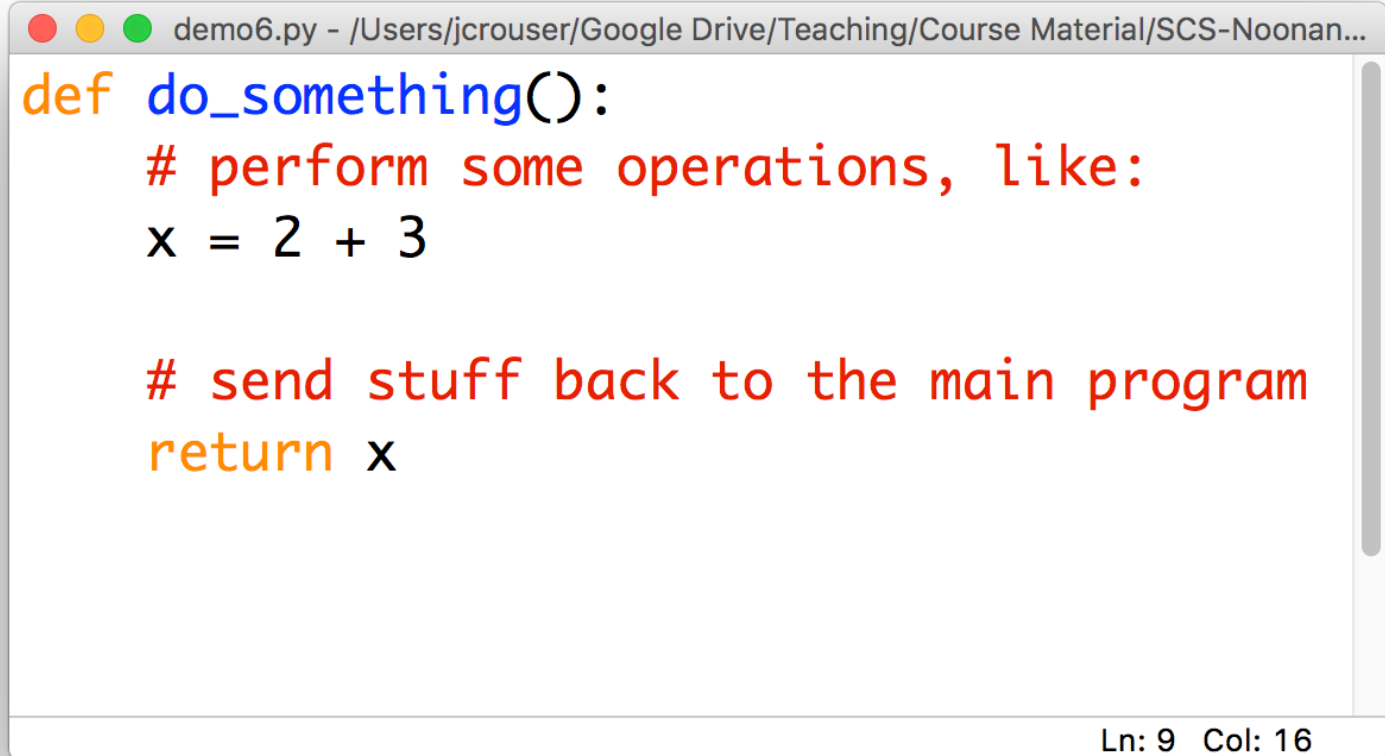
Plan for Today

- basic components
- definition vs. call
- an analogy
- parameters
- returning values

Functions

- **Recall:** a **function** is a procedure / routine that takes in some input and does something with it (just like in math)
- We've seen lots of built-in functions:
 - `print(...)`
 - `input(...)`
 - `eval(...)`
 - `round(...)`
- Perhaps unsurprisingly, Python lets us write custom functions as well (like the `main()` function)


Basic components of a function



```
demo6.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...  
def do_something():  
    # perform some operations, like:  
    x = 2 + 3  
  
    # send stuff back to the main program  
    return x  
Ln: 9 Col: 16
```

Basic components of a function

a name



```
demo6.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...
def do_something():
    # perform some operations, like:
    x = 2 + 3

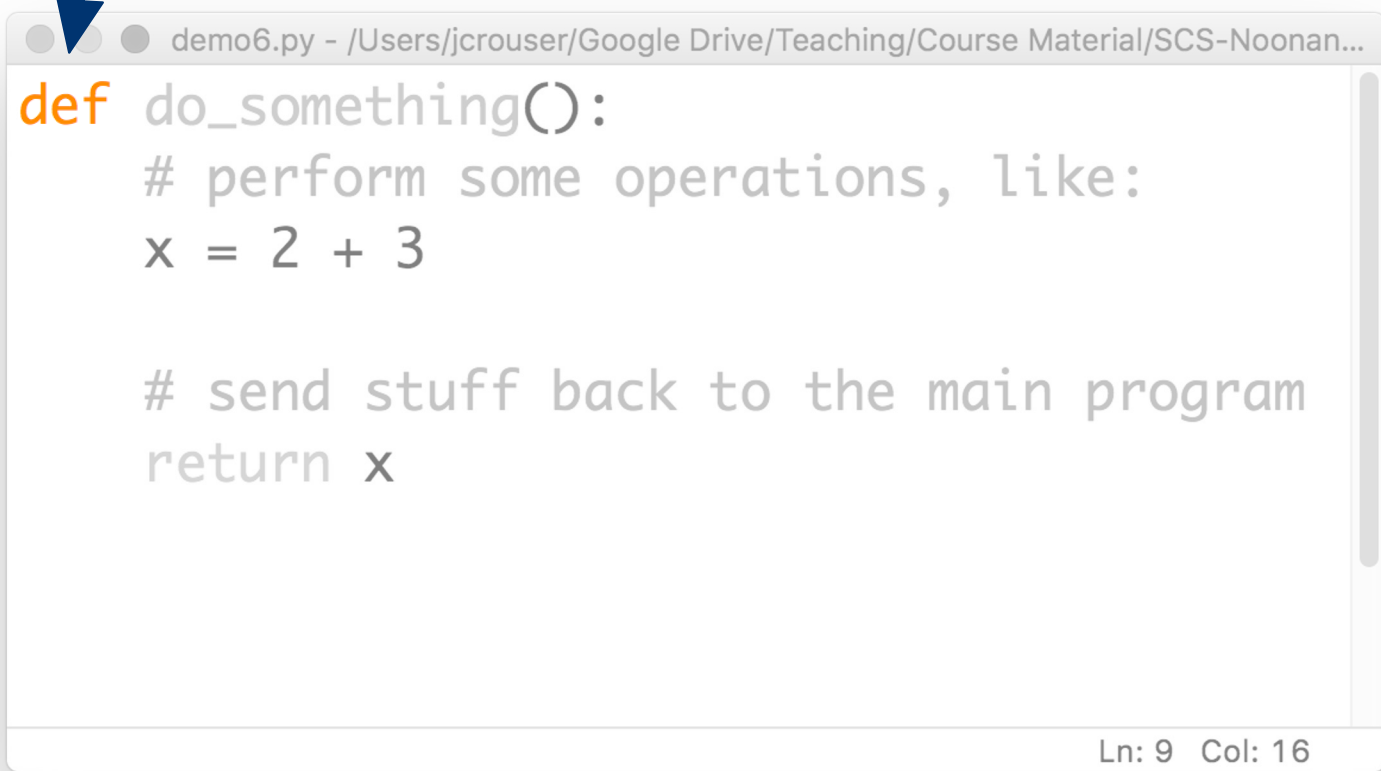
    # send stuff back to the main program
    return x

Ln: 9 Col: 16
```

Convention: use `_underscores_` or `camelCase`

Basic components of a function

which is defined
using the **def** keyword

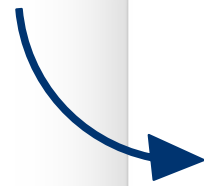


```
demo6.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...  
def do_something():  
    # perform some operations, like:  
    x = 2 + 3  
  
    # send stuff back to the main program  
    return x
```

Ln: 9 Col: 16

Basic components of a function

a **body**
(indented)



```
demo6.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...
def do_something():
    # perform some operations, like:
    x = 2 + 3
    # send stuff back to the main program
    return x
Ln: 9 Col: 16
```


Basic components of a function

```
demo6.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...  
def do_something():  
    # perform some operations, like:  
    x = 2 + 3  
  
    # send stuff back to the main program  
    return x
```

← a **return** (optional)

Ln: 9 Col: 16

A “function
definition”



```
demo6.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...  
def do_something():  
    # perform some operations, like:  
    x = 2 + 3  
  
    # send stuff back to the main program  
    return x
```

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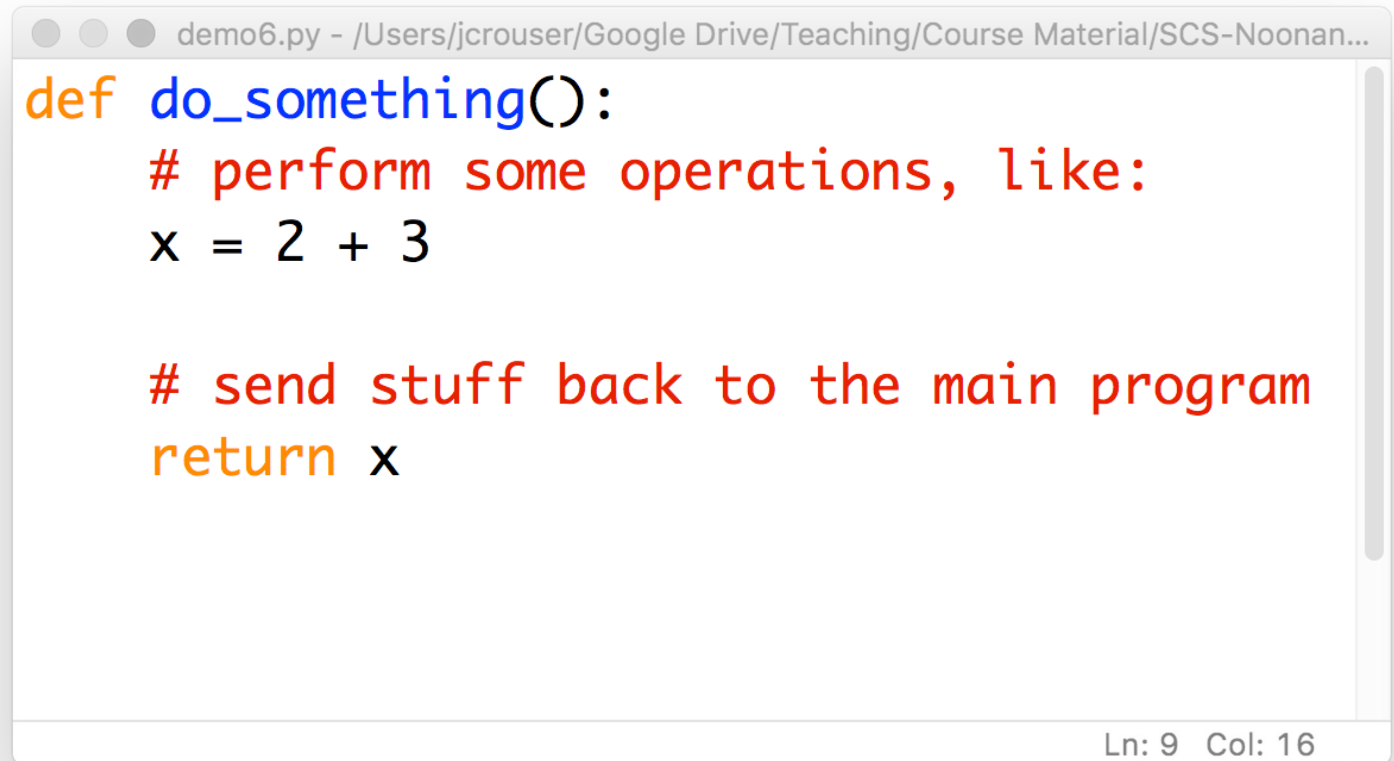
Discussion

What happens if we run this program?

```
demo6.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...  
def do_something():  
    # perform some operations, like:  
    x = 2 + 3  
  
    # send stuff back to the main program  
    return x
```

Ln: 9 Col: 16

A “function definition” is a description

A screenshot of a Python code editor window. The title bar shows the file name 'demo6.py' and the path '/Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...'. The code is as follows:

```
def do_something():  
    # perform some operations, like:  
    x = 2 + 3  
  
    # send stuff back to the main program  
    return x
```

The status bar at the bottom right indicates 'Ln: 9 Col: 16'.

(but not a **directive**)

Function calls:
“hey, Python!
do this”



```
demo6.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...  
def do_something():  
    # perform some operations, like:  
    x = 2 + 3  
  
    # send stuff back to the main program  
    return x  
  
y = do_something()
```

← a function **call**

Ln: 9 Col: 16

Function calls:
“hey, Python!
do this”



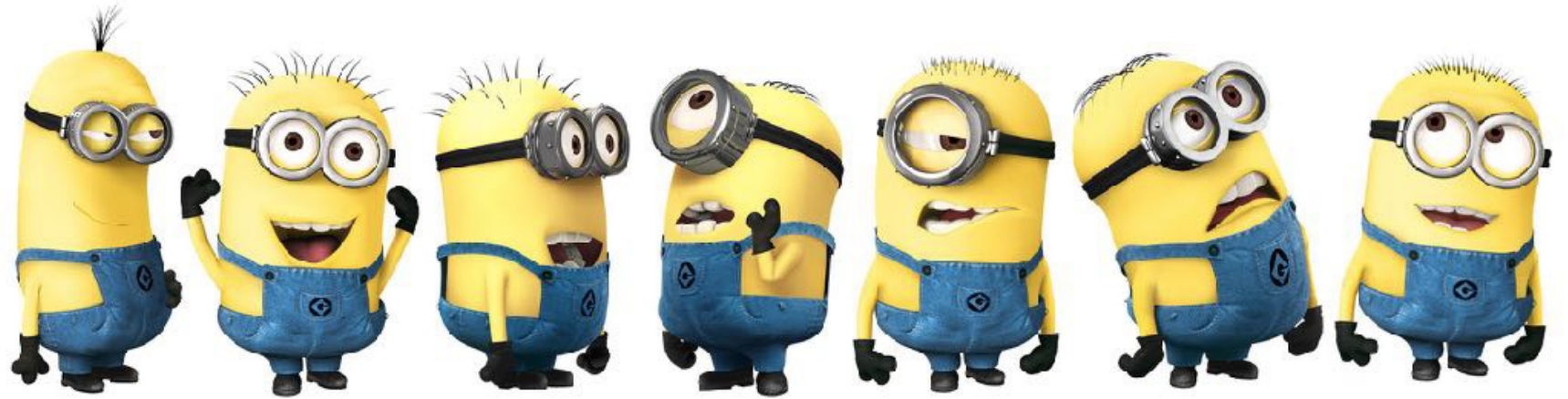
```
demo6.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noonan...
def do_something():
    # perform some operations, like:
    x = 2 + 3

    # send stuff back to the main program
    return x
y =
```

Ln: 9 Col: 16

5

An analogy



functions are your **MINIONS**

An analogy



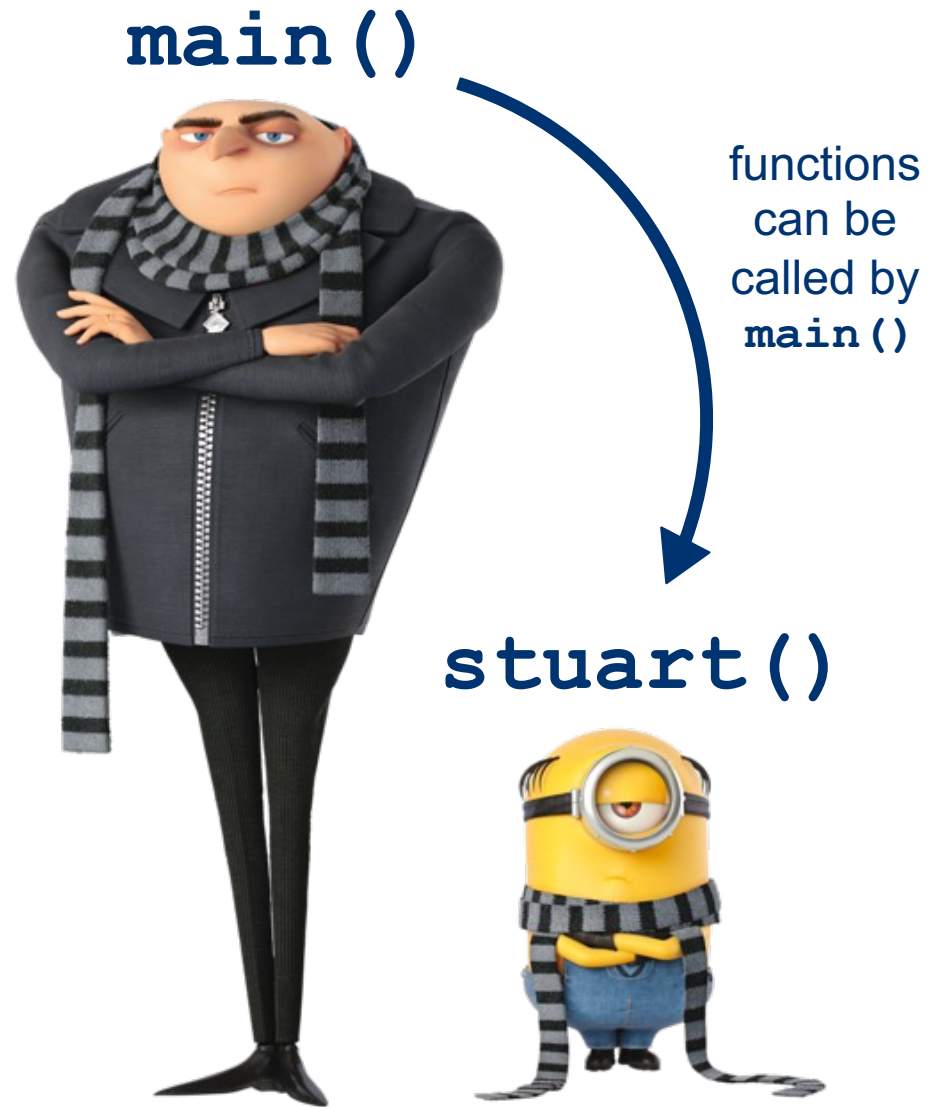
functions have **NAMES**

An analogy

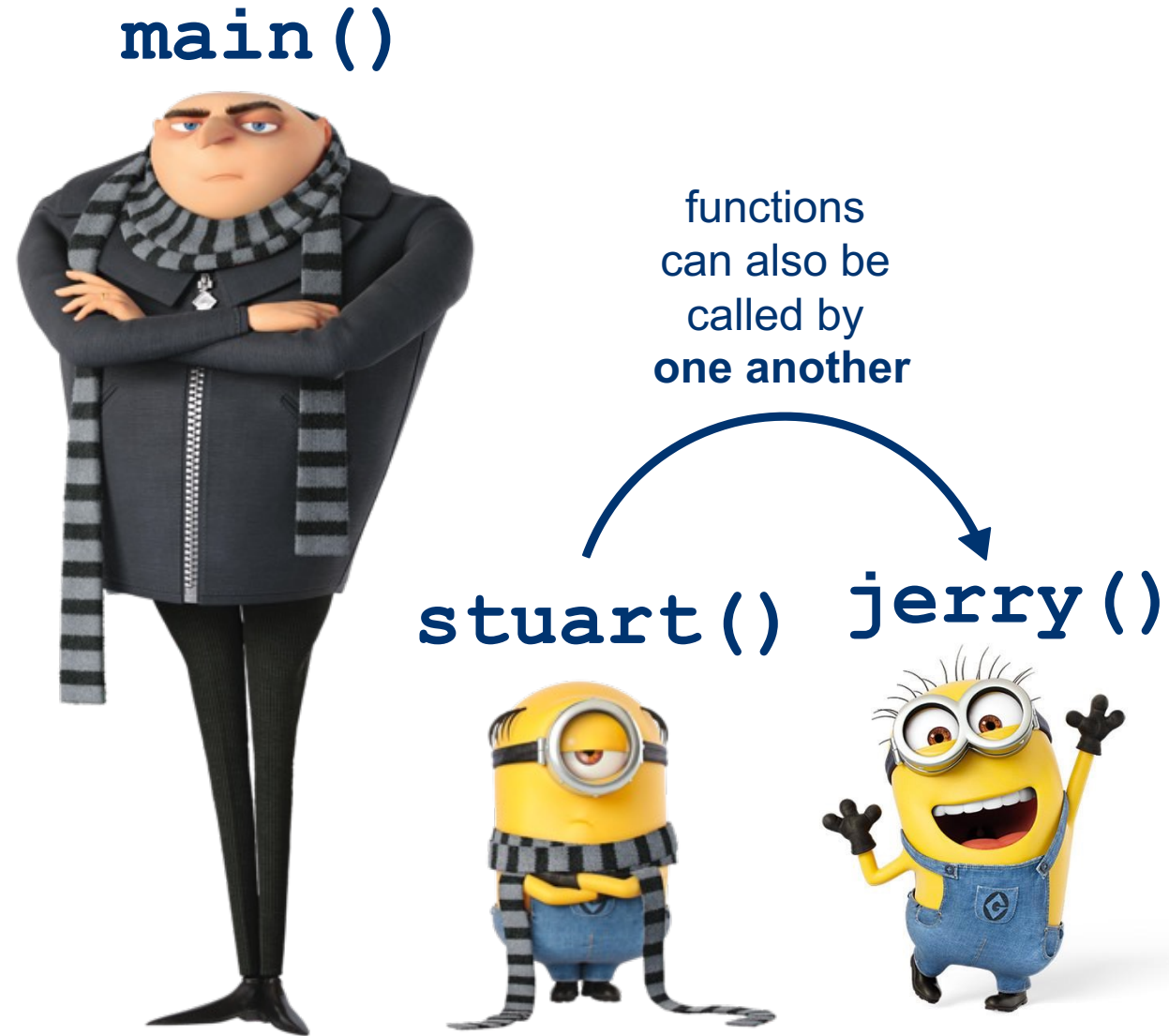


they only work when you **CALL** them

An analogy



An analogy

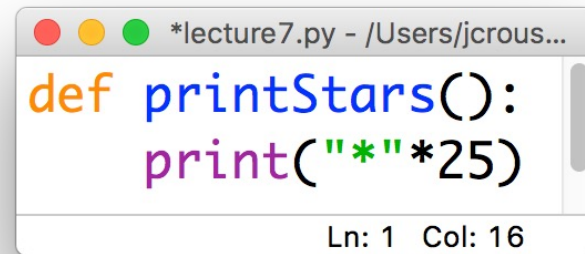


Two kinds of functions

**Some functions always
do the same thing**

Two kinds of functions

Some functions always do the same thing



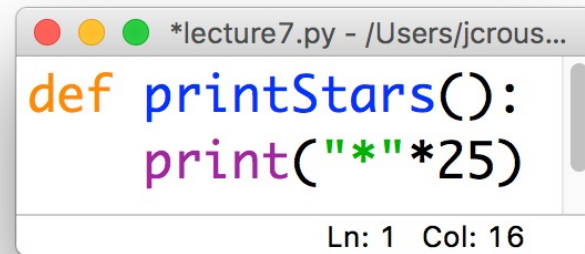
```
def printStars():  
    print('*'*25)
```

Ln: 1 Col: 16

```
printStars()  
printStars()  
printStars()
```

Two kinds of functions

Some functions always do the same thing



```
def printStars():  
    print('*'*25)
```

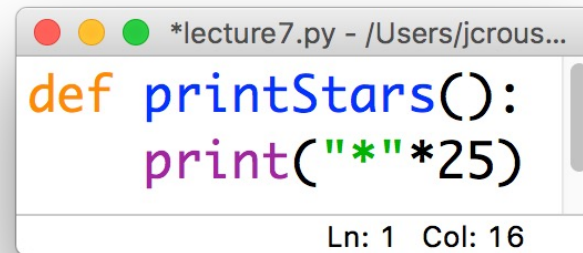
Ln: 1 Col: 16

```
printStars()  
printStars()  
printStars()
```

Others adjust their behavior based on what we give them

Two kinds of functions

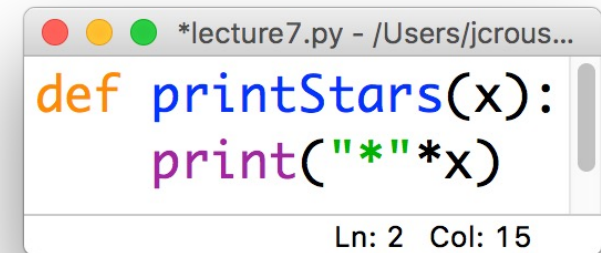
Some functions always
do the same thing



```
*lecture7.py - /Users/jcrous...  
def printStars():  
    print("*"*25)  
Ln: 1 Col: 16
```

```
printStars()  
printStars()  
printStars()
```

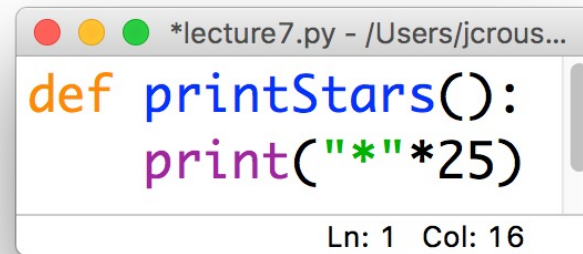
Others adjust their behavior
based on what we give them



```
*lecture7.py - /Users/jcrous...  
def printStars(x):  
    print("*"*x)  
Ln: 2 Col: 15
```

Two kinds of functions

Some functions always
do the same thing

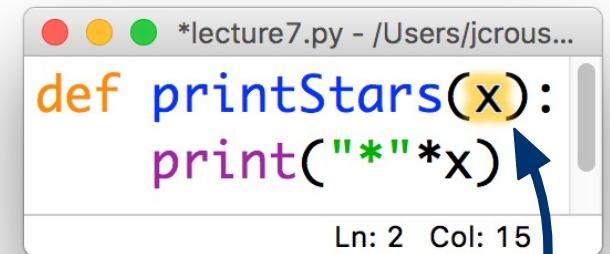


```
def printStars():  
    print('*'*25)
```

Ln: 1 Col: 16

```
printStars()  
printStars()  
printStars()
```

Others adjust their behavior
based on what we give them



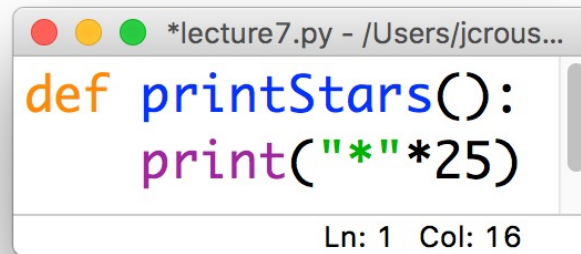
```
def printStars(x):  
    print('*'*x)
```

Ln: 2 Col: 15

“parameter”

Two kinds of functions

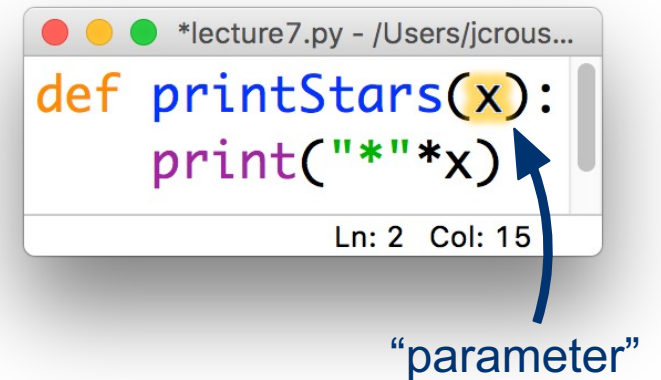
Some functions always
do the same thing



```
*lecture7.py - /Users/jcrous...  
def printStars():  
    print("*"*25)  
Ln: 1 Col: 16
```

```
printStars()  
printStars()  
printStars()
```

Others adjust their behavior
based on what we give them



```
*lecture7.py - /Users/jcrous...  
def printStars(x):  
    print("*"*x)  
Ln: 2 Col: 15  
“parameter”
```

```
printStars(5)  
printStars(32)  
printStars(1527)
```


15-minute
exercise:
Happy
Birthday

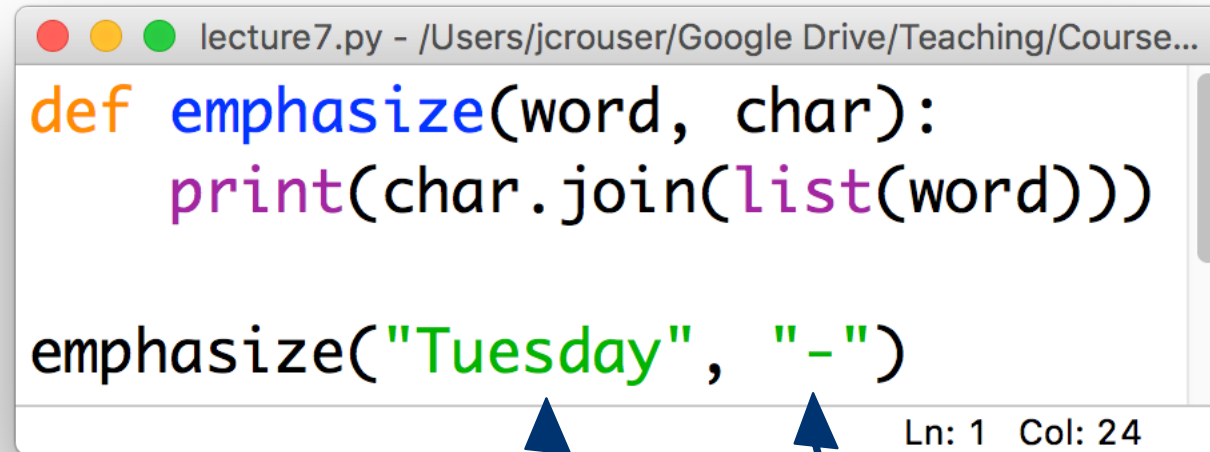
- Write a function called **happyBirthday (name)** that takes in a string **name** and prints out the lyrics to the song "Happy Birthday" with the name inserted:

```
Happy birthday to you!  
Happy birthday to you!  
Happy birthday, dear NAME  
Happy birthday to you!
```

- Call this function from inside the **main()** function, and use **input(...)** to get the value of **name** from the user

Parameters

- Functions can be defined to take in **multiple** parameters:



```
lecture7.py - /Users/jcrouser/Google Drive/Teaching/Course...  
def emphasize(word, char):  
    print(char.join(list(word)))  
  
emphasize("Tuesday", "-")
```

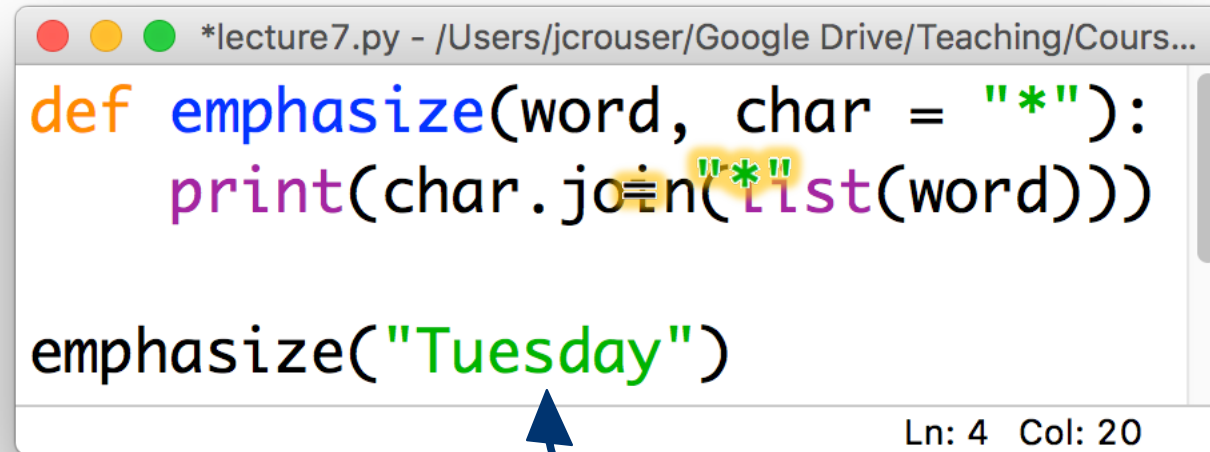
Ln: 1 Col: 24

- **Result:**

T-u-e-s-d-a-y

Default parameters

- We can include a “default” value for some (or all) of them:



```
*lecture7.py - /Users/jcrouser/Google Drive/Teaching/Cours...  
def emphasize(word, char = "*"):  
    print(char.join(list(word)))  
  
emphasize("Tuesday")
```

Ln: 4 Col: 20

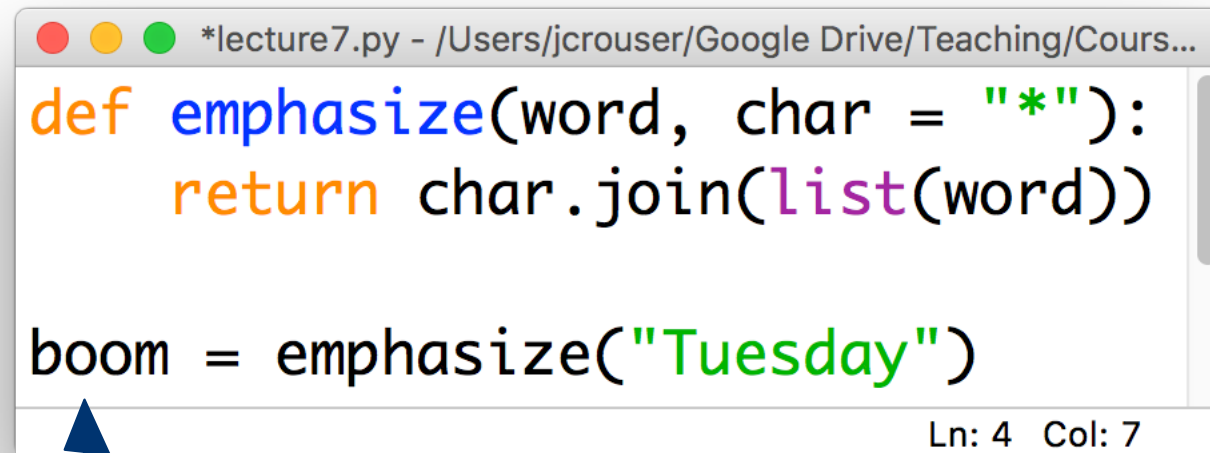
only one parameter

- Result:

T*u*e*s*d*a*y

Returning values

- We may want to **return** the results rather than print them:



```
*lecture7.py - /Users/jcrouser/Google Drive/Teaching/Cours...  
def emphasize(word, char = "*"):  
    return char.join(list(word))  
  
boom = emphasize("Tuesday")  
Ln: 4 Col: 7
```

the results of the **return** in **emphasize()** are stored in **boom**

Advanced: chaining functions

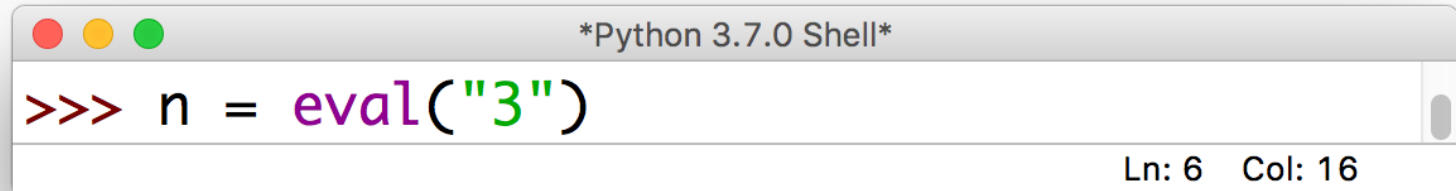
- Return values allow us to call functions **inside** other function calls:



```
>>> n = eval(input("Enter an integer: "))
```

Ln: 6 Col: 41

A screenshot of a Python 3.7.0 Shell window. The title bar is grey with three colored window control buttons (red, yellow, green) on the left. The text is displayed in a monospaced font with syntax highlighting: the prompt '>>>' is red, 'n' is black, '=' is black, 'eval' is purple, 'input' is purple, and the string '"Enter an integer: "' is green. The closing parenthesis ')' is black. The status bar at the bottom right shows 'Ln: 6 Col: 41'.



```
>>> n = eval("3")
```

Ln: 6 Col: 16

A screenshot of a Python 3.7.0 Shell window. The title bar is grey with three colored window control buttons (red, yellow, green) on the left. The text is displayed in a monospaced font with syntax highlighting: the prompt '>>>' is red, 'n' is black, '=' is black, 'eval' is purple, and the string '"3"' is green. The status bar at the bottom right shows 'Ln: 6 Col: 16'.

Recap: functions

- If you have to do something **multiple times**, then you probably want a function: this helps to “modularize” code (i.e. organize it for easy reuse)
- **Define** once, **call** as many times as necessary
- Naming convention: use **camelCase**
- **Important:** one function = one task

