

Build-in Function #3

- Functions we already know
 - `len()` - find length of any object
 - `list()` - creating items of list
 - `local()` - give local variables of given function
 - `object()` - base class for all python object
 - `oct()` - base conversion function
 - `open()` - opening a file
 - `ord()` - gives ascii code for given class
 - `print()` - prints the result
 - `range()` - gives value in specific range
 - `set()` - create object of set class
 - `str()` - create object of str class
 - `super()` - refers object of super class
 - `tuple()` - create object of tuple class
 - `Type()` - gives type if datatype

- New Functions

- `map()` - map element of one sequence into another
- `max()` - gives maximum value in a sequence
- `min()` - gives minimum value in a sequence
- `Sum()` - gives sum of all elements in a sequence
- `sorted()` - sort a sequence
- `slice()` - gives slice object of a sequence

```
>>> L1 = [1, 2, 3, 4, 5]
>>> L2 = [5, 6, 7, 8, 9]
>>>
>>> m = map(lambda x: x**2, L1)
>>> list(m)
[1, 4, 9, 16, 25]
>>>
>>> m = map(lambda x,y: x+y, L1, L2)
>>> list(m)
[6, 8, 10, 12, 14]
>>>
>>> max(L1)
5
>>> min(L1)
1
>>> sum(L1)
15
>>> sorted(L1)
[1, 2, 3, 4, 5]
>>> sorted(L1, reverse=True)
[5, 4, 3, 2, 1]
>>> s = slice(0,2)
>>> L2[s]
[5, 6]
>>>
```

- `zip()` - join elements from corresponding 2 sequence
- `reversed()` - same as iterator but perform reverse iteration
- `pow()` - gives power value of a given number
- `round()` - round up the integer value

```
>>> L1 = ['A', 'B', 'C', 'D']
>>> L2 = [2, 4, 6, 8, 10, 12]
>>>
>>> z = zip(L1, L2)
>>>
>>> z
<zip object at 0x7fa3c99af180>
>>>
>>> for x,y in z:
>>>     print(x,y)

A 2
B 4
C 6
D 8
>>> rev = reversed(L1)
>>> next(rev)
'D'
>>> next(rev)
'C'
>>> pow(2,4)
16
>>> 2**4
16
>>> round(12.3333)
12
>>>
```