Joy of coding

Learning Exercise: What will this program do?

Try to predict what the code will do *without* running it…

06.code/fun.py

hello_me.py ×   fun.py ×

```python
1    # Fun with Functions!
2
3    # Generally, you should only use ONE of the following
4    # import lines in your program... They are included
5    # here for reference
6    import math
7    from math import sqrt
8
9    # Math fun
10
11   print("The square root of 25 is", sqrt(25))
12   print("The log10 of 100 is", math.log10(100))
13   print("The absolute value of -5 is", abs(-5))
14
15   # String fun
16   phrase = "find your Yoda"
17
18   print(phrase.upper())
19   print(phrase.title())
20   print(phrase.count("o"))
21   print(phrase.lower().islower())
22   print(phrase.isdecimal())
```

Questions:

1. What do you think `import` does?

2. What is the difference between the **import** on line 6 vs 7? Does it change how the math functions are called? In what way?

3. Why do you think we need to **import** math, but not abs?

4. How are the math functions called *differently* from the string functions as compared to other functions we've seen so far?

5. In the code above, identify the following:

    a. Comments

    b. Variables

    c. Function calls

    d. Expressions

    e. Assignments

    f. Literals

6. How can you find more information about python functions?