

# Uppeline Code Functions

# What Is A **Function**?

A **function** is a group of instructions that performs a certain task.

Example:

<b>CIRCLE_UP ( )</b>	<b>DRAW_SQUARE ( )</b>
<ul style="list-style-type: none"><li>● Stand up.</li><li>● Push in chair.</li><li>● Turn toward the circle area.</li><li>● While not at the circle area:<ul style="list-style-type: none"><li>○ Move forward.</li></ul></li><li>● Face the teacher.</li></ul>	<ul style="list-style-type: none"><li>● Repeat 4 times:<ul style="list-style-type: none"><li>○ Move forward 20 pixels.</li><li>○ Turn right 90 degrees.</li></ul></li></ul>

# How To Use Functions?

- 1) **Define the Function** – These blocks of code lay out each of the steps – one line of code at a time - the overall action the function is supposed to perform.
- 2) **Call the Function** – Write the function name to execute the code inside the function.

# Why Use Functions?

You can define your own functions to do what you want!

```
def function_name():  
    # This code is inside the function  
    # You can program your function to  
    #     do whatever you want!  
  
# This code is outside the function  
  
# Call your function like this:  
function_name()
```

# Functions In Python

You've (probably, hopefully) already seen Python functions!

- `print()`                   #used to display statements
- `range()`                   #used typically in for loops

These functions are built-in inside the Python programming language

# Practice: Define And Call Your Own Functions

- Take a look at the code. Can you guess what will happen when you run it?
- Run it via the command line. What does it do?

```
# --- Define your functions below! ---
```

```
# --- Put your main program below! ---
```

```
def main():  
    while True:  
        answer = input("(What will you say?) ")  
        print("That's cool!")
```

```
# DON'T TOUCH! Setup code that runs your main() function.
```

```
if __name__ == "__main__":  
    main()
```

# Practice: Define And Call Your Own Functions

Write a function so that the program introduces itself to the user before it starts asking for input.

```
# --- Define your functions below! ---
```

```
# --- Put your main program below! ---
```

```
def main():  
    while True:  
        answer = input("(What will you say?) ")  
        print("That's cool!")
```

```
# DON'T TOUCH! Setup code that runs your main() function.
```

```
if __name__ == "__main__":  
    main()
```

# What is **Scope**?

- **Scope** is the part of a program where a particular variable is visible.

	<b><u>GLOBAL SCOPE</u></b>	<b><u>LOCAL SCOPE</u></b>
<b>Set</b>	<b>main body of a file</b>	<b>inside a function</b>
<b>Visible</b>	<b>everywhere within a file!</b>	<b>only inside the function.</b>



# Scope - Examples

- The variable, name: is it a global variable or a local variable? Why?
- What will happen when this code runs?

```
def say_hello():  
    print("Hi " + name)  
  
name = "Michelle"  
say_hello()
```

# Global Variables

- Global variables are considered **bad** programming practice!
  - Hard to tell which function(s) are reading/writing to a variable
  - Harder to reuse code across programs
- **Avoid using global variables whenever possible!!**

# Scope - Examples

- The variable, name: is it a global variable or a local variable? Why?
- What will happen when this code runs?

```
def say_hello():  
    print("Hi " + name)  
  
def main():  
    name = "Michelle"  
    say_hello()  
  
if __name__ == "__main__":  
    main()
```

# What Do We Do?

Global variables are bad practice.

Local variables give NameErrors.

Next: Introduce Parameters...