

# INTRODUCTION TO PYTHON

## LECTURE 3: ABSTRACTION AND FUNCTIONS

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$$A \Delta B = (A \setminus B) \cup (B \setminus A)$$

```

s1 = set('Hello')    # => {'H', 'e', 'l', 'l', 'o'}
s2 = set('world')    # => {'w', 'o', 'r', 'l', 'd'}

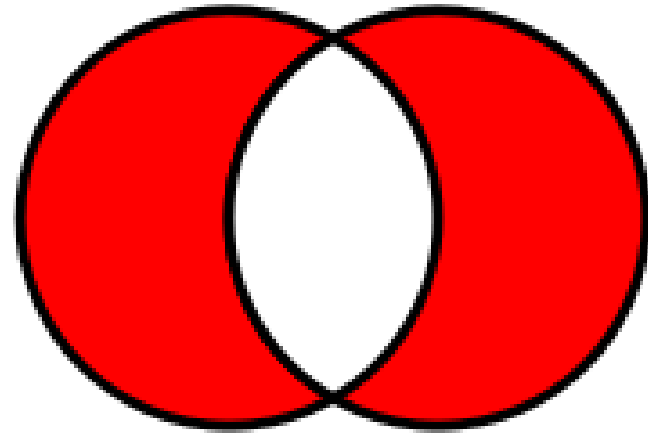
# difference
s1 - s2               # => {'H', 'e', 'o'}
s2 - s1               # => {'w', 'r', 'd'}

# union
s1 | s2               # => {'H', 'e', 'l', 'l', 'o', 'w', 'r', 'd'}

# intersection
s1 & s2               # => {'l', 'o'}

# symmetric difference
s1 ^ s2               # => {'H', 'e', 'w', 'r', 'd'}

```



# Where are we?

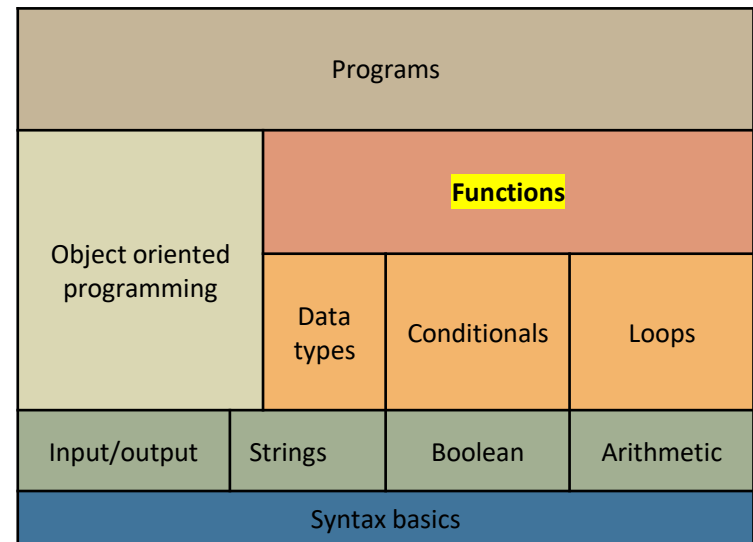
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So far:

- Conditionals.
- Loops.
- Data structures:
  - Sets, Dicts, Strings, Tuples, lists

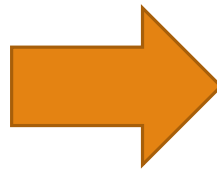
Today:

- Abstraction and decomposition.
- Functions()



# Abstraction

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Abstraction: hides low level details.

Source: <https://www.ifixit.com/Teardown/Changhong+UD42YC5500UA+4K+42-Inch+LED+LCD+TV+Teardown/64167>

# Decomposition

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Decomposing a big process into smaller processes.

# Functions and abstraction

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A **function** is a block of code which only runs when it is called.

What do they do?

- Reuse code more than once
- Hide computations in local variables
- Improve readability via abstraction

*Q: Do functions affect the logic of the program?*

# Let's talk syntax

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## The way you did it in C

```
#include <stdio.h>
/* function definition*/
bool IsEven(int num); {
/* local variable declaration */
int result;
if ((num%2)==0)
printf( "Input is even");
result = True;
else
printf( "Input is odd");
result = False;
return result;
}

int main () {
/* global variable definition */
int a = 5;
/* calling a function to find if even */
ret = IsEven(a);
return 0;
}
```

## Python

```
def Is_even(i):
    """
    input i, a positive integer
    returns true if number is even
    """
    print("inside the function")
    return i%2==0

Is_even(5)
```

# Let's talk syntax

8



# Keyword and positional arguments

```
def sum3 (x, y, z=0) :  
    """returns a sum of three numbers  
    But doesnt complain if it only gets two"""  
    return x+y+z
```

```
sumxy=sum3 (4, 5)
```

```
sumxyz=sum3 (4, 5, 10)  
sumk1=sum3 (x=4, y=5, z=10)  
sumk2=sum3 (y=5, z=10, x=4)
```

Equivalent!

Enhancing readability.

# Keyword argument for `int()`

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`int('100')` # => 100

`int('100', 16)` # => 256

`int('100', base=8)` # => 64

# None

---

```
def do_nothing():  
    #empty function  
    x=1
```

```
print(do_nothing())    # => None
```

# return

---

```
def divide( a, b ):
    #returns dividend
    #and remainder
    div=A//b
    rem=A%b
    return div
    return rem
```

divide(5,4)



```
def divide( a, b ):
    #returns dividend
    #and remainder
    div=A//b
    rem=A%b
    return (div,rem)
```

(w,z)=divide(5,4)

No **return** : returns **None**

Python interpreter won't see anything after first **return**.

**return** statement only takes in one "object."

# Branching and **return**

---

```
def absoluteValue(x):  
    if x<0:  
        return -x  
    elif x >=0:  
        return x
```

```
def absoluteValue(x):  
    retValue= 0  
    if x<0:  
        retValue= -x  
    elif x >=0:  
        retValue= x  
    return retValue
```

Better to make sure every path has a return.

# Local & global variables

```
x = 5
z=3

def foo():
    y = 6
    print("local y:", y)
    x = 10
    print("local x:", x)
    print("local z:", z)

foo()
print("global x:", x)
print("global z:", z)
```



```
local y: 6
local x: 10
local z: 3
global x: 5
global z: 3
```

Advice: Stick to local variables

# Code visualization

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```
def foo(x, y):  
    global a  
    a = 42  
    x,y = y,x  
    b = 33  
    b = 17  
    c = 100  
    print a,b,x,y
```

```
a,b,x,y = 1,15,3,4  
foo(17,4)  
print a,b,x,y
```

<http://www.pythontutor.com/>

# Recursive functions: factorial

```
def factorial(n):
```

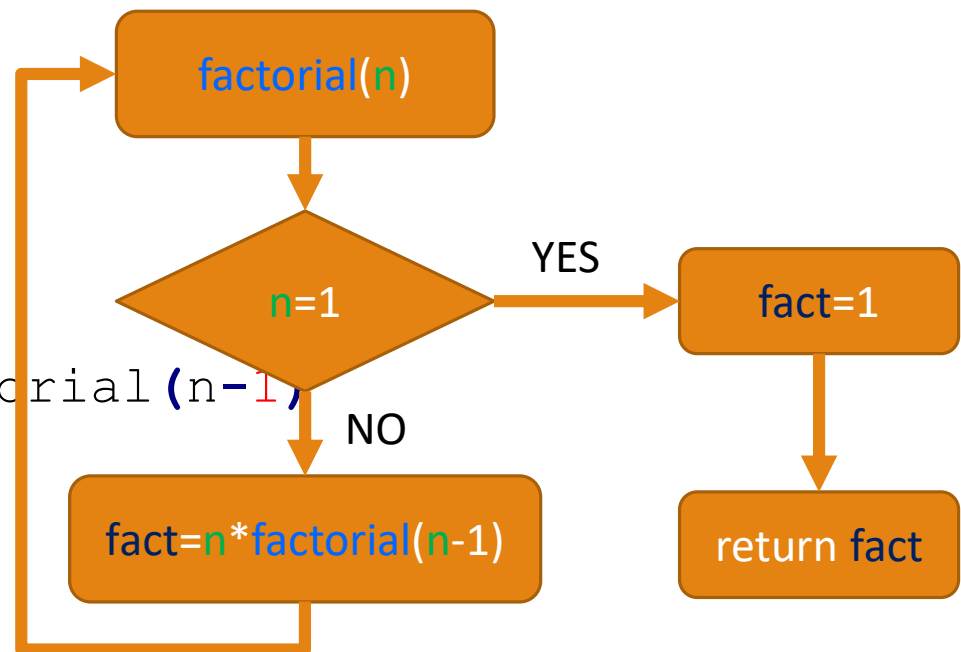
```
    """Function to return the factorial
    of a number using recursion, assumes positive
    nonzero input"""
```

```
    if n == 1:
```

```
        return n
```

```
    else:
```

```
        return n*factorial(n-1)
```





# Sum of a list

---

```
def sum(nums):  
    if nums:  
        retval = 0  
        for i in nums:  
            retval += i  
        return retval
```

Proper way to check if nums  
is non-empty and not **None**

On the else path, we  
don't return  
anything

```
sum([1, 2, 3])    # => 6  
sum([])           # => None  
sum(None)         # => None
```

# Variable number of arguments

---

```
def func(*args):  
    for x in args:  
        print(x)
```

Variable number of arguments are  
packed into a tuple

```
func(0)           # => 0
```

```
func(1, 2, 3)     # => 1
```

```
                 #     2
```

```
                 #     3
```

# Lambda functions

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Func name		args		expression
x	=	lambda	a	: a + 10
print(x(5))				

#=>15

```
x = lambda a, b, c : a + b + c
print(x(5, 6, 2))
```

#=>13

# Anonymous functions

---

```
def myfunc(n):  
    return lambda a : a * n
```

```
mydoubler = myfunc(2)
```

```
print(mydoubler(11))
```

#=>22

```
mytripler = myfunc(3)
```

```
print(mytripler(11))
```

#=>33

# Suggested readings

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Currying (Partial argument functions.)

Generators (**yield** instead of **return**.)

# Getting the docstring

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```
help(Is_even)
```

```
#==>Help on function Is_even in module __main__:
```

```
#==>Is_even(i)
```

```
#==>    input i, a positive integer returns true
```

```
#==>    if number is even
```

# main() routine

---

```
print("Hello")
#some code
def main():
    #main routine
    print("python main function")
```

```
main() #Not the best way to call main
print("__name__ value: ", __name__)
#==> __name__ value: __main__
if __name__ == '__main__':
    main()
```

`__name__` is an  
implicit variable value  
(main or module)

# Importing libraries

---

```
from my_file1.py import *  
  
#my_file1 includes few functions:  
#sum3 and Is_even etc  
  
sum3(4,5)  
Is_even(5)
```

Notice different syntax for **import**.



# Libraries that we are going to cover

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Numpy

Pandas

Matplotlib

# Approach to complex programs

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5 MIN BREAK

# Programming expectations and reality

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# Approach to complex programs

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- Think big picture first.
- Decompose the program into modules:
  - Each can be debugged separately.
  - Document input/output constraints and behavior.
- Test modules
- Integrate modules into main program.
- Test main program.

# Module development

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1. High level.
2. Start small, and make small incremental changes.
3. Use placeholders and temporary variables for parts under development.
4. Consolidate.

```
def distance(x1,y1,x2,y2):  
    return 0.0
```

Clear documentation:

- Comments.
- Variable and function names.

# Testing

---

1. Syntax test: no angry text when running code.
2. Unit testing: each module separately
3. Integration testing: This is the last step, not the first.

- Approaches for testing:
  - Intuition testing:
    - Construct intuitive edge cases.
    - Or, use random data for inputs (could be slow.)
  - Black box testing.
  - Glass box testing.

# Debugging

9/9

0800 Antam started

1000 " stopped - antam ✓

1300 (032) MP-MC  $\{ 1.2700 \quad 9.037847025$   
 $\{ 1.582644000 \quad 9.037846795 \text{ correct}$   
 $\{ 2.130476415 \quad 4.615925059(-2)$   
 (033) PRO 2  $2.130476415$   
 correct  $2.130676415$

Relays 6-2 in 033 failed special speed test  
 in relay " 10.00 test.

Relays changed

1100 Started Cosine Tape (Sine check)

1525 Started Multi-Adder Test.

1545 Relay #70 Panel F  
 (moth) in relay.

First actual case of bug being found.

1630 Antam started.

1700 closed down.

Relay 2145  
 Relay 3370

By Courtesy of the Naval Surface Warfare Center, Dahlgren, VA., 1988. - U.S. Naval Historical Center Online Library Photograph NH 96566-KN The above link is no longer valid on 13.04.2017, the image available here., Public Domain, <https://commons.wikimedia.org/w/index.php?curid=165211>

# Where things go wrong?

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Syntactic errors:

- common and easily caught.
- **Interpreter angry text**

Different meaning from what the programmer intended.

- Program runs just fine, **but output is incorrect**

Static semantic errors

- **Causes unpredictable behavior**



# Debugging tools

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Built in to Spyder.

Python tutor.

`print` statement.

Use your brain, be systematic in your hunt.

# ERROR MESSAGES – EASY

- trying to access beyond the limits of a list
- `SyntaxError`: Python can't parse program
- `NameError`: local or global name not found
- `AttributeError`: attribute reference fails
- `TypeError`: operand doesn't have correct type
- `ValueError`: operand type okay, but value is illegal
- `IOError`: IO system reports malfunction (e.g. file not found)

```
a = len([1,2,3])  
print(a)
```

→ `SyntaxError`

# Logic errors - Hard

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Keep copies of running code

Take a step back:

- Meditate.
- Go on a run. (Austin marathon? )
- Shower.

Explain the code to someone else:

- Preferably someone who doesn't know programming.

*WHEN YOU HEAR THIS:*



# Debugging code examples

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## Don't:

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- Write entire program
- Test entire program
- Debug entire program



- Change code
- Remember where bug was
- Test code
- Forget where bug was or what change you made
- Panic



## Do:

- Write a function
- Test the function, debug the function
- Write a function
- Test the function, debug the function
- \*\*\* Do integration testing \*\*\*

- Backup code
- Change code
- Write down potential bug in a comment
- Test code
- Compare new version with old version

# Exceptions

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# exceptions syntax

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**try:**

```
a = int(input("Tell me one number:"))  
b = int(input("Tell me another number:"))  
print(a/b)
```

**except:**

```
print("Bug in user input.")
```

Exceptions are very useful in scripting  
(Usually hard to anticipate everything about arguments)

# Handling **exceptions**

---

```
try:
    a = int(input("Tell me one number: "))
    b = int(input("Tell me another number: "))
    print("a/b = ", a/b)
    print("a+b = ", a+b)
except ValueError:
    print("Could not convert to a number.")
except ZeroDivisionError:
    print("Can't divide by zero")
except:
    print("Something went very wrong.")
finally:
    print('Goodbye, world!')
```



# Raising exceptions

---

```
def get_ratios(L1, L2):
```

```
    raise <exceptionName>(<arguments>)
```

rs

```
    raise ValueError("something is wrong")
```

keyword

name of error  
you want to raise

optional, but typically a  
string with a message

```
except ZeroDivisionError:
```

```
    ratios.append(float('nan')) #nan = not a number
```

```
except:
```

```
    raise ValueError('get_ratios called with bad arg')
```

```
return ratios
```

# Assertions

---

```
def avg(grades):  
    """ takes in a list of numbers and  
        returns their average"""  
    assert len(grades) != 0, 'no grades data'  
    return sum(grades)/len(grades)
```

Q: What is better about assertions?

# Summary

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Abstraction and decomposition.

Functions syntax.

Local and global variables.

Coding practices.

Exceptions.

# Announcements

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## Assignment II

- Published soon.

## Final project:

- Welcome to start working now.
- Project proposal is due on **Feb.21<sup>st</sup>**
  - Includes: Who?, goal?, and plan?