

# Visualizing Function Calls

We can explore how Python manages function calls using the Python Visualizer. (See the Resources page.)

In the example below, function `convert_to_seconds` contains a call on `convert_to_minutes`.

```
def convert_to_minutes(num_hours):
    """(int) -> int
    Return the number of minutes there are in num_hours hours.
    >>> convert_to_minutes(2)
    120
    """
    result = num_hours * 60
    return result

def convert_to_seconds(num_hours):
    """(int) -> int
    Return the number of seconds there are in num_hours hours.
    >>> convert_to_seconds(2)
    7200
    """
    return convert_to_minutes(num_hours) * 60
```

```
seconds_2 = convert_to_seconds(4)
```

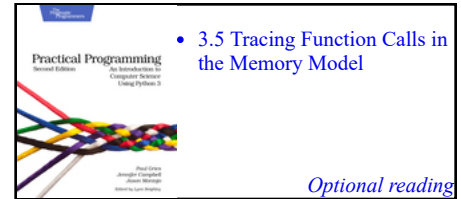
Here is what the memory model looks like just before the return statement inside function `convert_to_minutes` looks like:



Note that there are three stack frames on the call stack: the main one, then underneath that a frame for the call on function `convert_to_seconds`, and underneath that the frame for the call on function `convert_to_minutes`.

Here is [a link to the Python Visualizer](#) at this stage of the execution so that you can explore this yourself. **We strongly encourage you to step backward and forward through this program until you understand every step of execution.**

When the return statement is executed, the call on `convert_to_minutes` exits. The bottom stack frame is removed, and execution resumes using the stack frame for `convert_to_seconds`:



- 3.5 Tracing Function Calls in the Memory Model

*Optional reading*

```
1 def convert_to_minutes(num_hours):
2     '''(int) -> int
3     Return the number of minutes there are in num
4     >>> convert_to_minutes(2)
5     120
6     '''
7     result = num_hours * 60
8     return result
9
10 def convert_to_seconds(num_hours):
11     '''(int) -> int
12     Return the number of seconds there are in num
13     >>> convert_to_minutes(2)
14     7200
15     '''
16     return convert_to_minutes(num_hours) * 60
17
18 seconds_2 = convert_to_seconds(4)
```



→ line that has just executed  
→ next line to execute

Frames

Global variables

convert\_to\_minutes

id1

convert\_to\_seconds

id2

convert\_to\_seconds

num\_hours

id3

Return value

id5

Objects

id1: function

convert\_to\_minutes(num\_hours)

id2: function

convert\_to\_seconds(num\_hours)

id3: int

4

id5: int

14400