



CoGrammar

Functions



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Department
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Software Engineering Lecture Housekeeping

- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly.
(FBV: Mutual Respect.)
- No question is daft or silly - **ask them!**
- There are **Q&A sessions** midway and at the end of the session, should you wish to ask any follow-up questions. Moderators are going to be answering questions as the session progresses as well.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Open Classes.
You can submit these questions here: [Open Class Questions](#)

Software Engineering Lecture Housekeeping cont.

- For all **non-academic questions**, please submit a query:
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- We would love your **feedback** on lectures: [Feedback on Lectures](#)

What is a Function?

- Reusable and Organised block of code.
- Similar to functions in maths – $f(x)$ takes input x and produces some output. Eg. $f(x) = x + 1$
- Useful for abstraction
 - For example, “make a cup of tea” vs “boil water, add tea bag, add sugar, add milk, stir”.

Why Functions?

- **Reusable code** – Sometimes you need to do the same task over and over again.
- **Error checking/validation** – Makes this easier, as you can define all rules in one place.
- **Divide code up into manageable chunks** – Makes code easier to understand.
- **More rapid application development** – The same functionality doesn't need to be defined again.
- **Easier maintenance** – Code only needs to be changed in one place.

Functions in Python

- Python comes bundled with built-in functions.
- Examples:
 - **print(string)** – prints string to console.
Eg. `print("Hello World")`
 - **input(string)** – prints string to console, then reads input as string. Eg. `num = input("Please enter a number")`
 - **len(list)** – finds the length of a list.
Eg. `print(len([1,2,4]))` # Prints 3
 - **int(data)** – converts the value to an integer.
Eg. `num = int("5")`

Importing Modules

- Let's take a look at the `maths` module. Let's say that you want to use `pow()`, which returns `x` (the base) raised to the power of `y` (exponent) the value of a number to the power of something. There are two ways to access this:

- `import math`

- `my_result = math.pow(x,y)`

- `from math import pow`

- `my_result = pow(x,y)`

Self-defined functions

- Reusable and Organised block of code.
- The general syntax of a function:

`def` tells
Python you
are defining
a function

```
def my_function(parameter1, parameter2):  
    #statement  
    local_variable = parameter1 * parameter2  
    #expression  
    return local_variable
```

Parameters can
take **required**
positional input
or **optional**
keyword input
(default values)

`return` - if your function returns
a value, then use this keyword
to return it.

Parameters - The
defined input of a
function.

Calling Functions

- Declare a variable to store the return value
- Give arguments to the parameters of the function

```
answer = my_function(1, 9)
```

Arguments - The values passed to parameters.

- To display the output of the function you need to call print on the variable.

```
# Print the output of the function for the 'answer' instance  
print(answer)
```

Scope

- Where is a variable accessible in Python?
Generally, whenever code is executed, variables become accessible across the entire script.
- Functions are different, however. Variables declared within functions are not accessible outside the function.
 - This avoids variable names being overwritten.

```
def multiply(x,y):  
    product = x * y  
    return product  
  
answer1 = multiply(2,3)  
  
print(f"{x} times {y} is {answer1}")
```

```
print(f"{x} times {y} is {answer1}")  
NameError: name 'x' is not defined
```

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Questions around



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Thank you for joining

