

Function arguments

We have learnt about parameters and function arguments:

```
def create_sun(radius, color):
    sun = Circle(radius)
    sun.setFillColor(color)
    sun.setBorderColor(color)
    sun.moveTo(100, 100)
    return sun

sun = create_sun(30, "yellow")
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Arguments are mapped to parameters one-by-one, left-to-right.





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def create_sun(radius = 30, color = "yellow"):
    # as before
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Now we can call it like this:

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sun = create_sun()
star = create_sun(2)
moon = create_sun(28, "silver")
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But not like this:

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Normal and default parameters

Default parameters have to follow normal parameters:

```
def avg(data, start = 0, end = None):
   if not end:
     end = len(data)
   return sum(data[start:end]) / float(end-start)
```



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```
def avg(data, start = 0, end = None):
  if not end:
    end = len(data)
  return sum(data[start:end]) / float(end-start)
>>> d = [1, 2, 3, 4, 5]
>>> avg(d)
3.0
\Rightarrow \Rightarrow avg(d, 2)
4.0
>>> avg(d, 1, 4)
3.0
```



Named parameters

We can include the name of the parameter in the function call to make the code clearer. Then the order of arguments does not matter:

```
moon = create_sun(color = "silver")
moon = create_sun(color = "silver", radius = 28)
```



We can include the name of the parameter in the function call to make the code clearer. Then the order of arguments does not matter:

```
moon = create_sun(color = "silver")
moon = create_sun(color = "silver", radius = 28)
>>> avg(d, end=3)
2.0
>>> avg(data=d, end=3)
2.0
>>> avg(end=3, data=d)
2.0
>>> avg(end=3, d)
SyntaxError: non-keyword arg after keyword arg
```



```
print "Max between " + str(x0) + " and " + str(x1) + " is " + str(val)
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The string formatting operator % makes this much easier:

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print "Max between %d and %d is %g" % (x0, x1, val)
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Formatting operator:

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format_string % (arg0, arg1, ....)
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format_string % (arg0, arg1, ....)
```

Tuple has one element for each place holder in the format_string. Place holders are:

- %d for integers in decimal,
- %g for float,
- %.2f for float with fixed precision (2 digits after period),
- %s for anything (like str(x)).



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print "%3d ~ %3d : %10g" % (x0, x1, val)
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```

A value can be left-aligned in its field:

```
print "%3d ~ %-3d : %-12g" % (x0, x1, val)
```



```
def is_palindrome(s):
    for i in range(len(s) / 2):
       if s[i] != s[len(s) - i - 1]:
        return False
    return True
```



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Strings are immutable.

The in operator for strings:

```
>>> "abc" in "01234abcdefg"
True
>>> "abce" in "01234abcdefg"
False
```



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The in operator for strings:

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>>> "abc" in "01234abcdefg"
True
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False
```

Different from the in operator for lists and tuples, which tests whether something is equal to an element of the list or tuple.



String objects have many useful methods:

- upper(), lower(), and capitalize()
- isalpha() and isdigit()
- startswith(prefix) and endswith(suffix)
- find(str), find(str, start), and find(str, start, end) (return -1 if str is not in the string)
- replace(str1, str2)
- rstrip(), lstrip() and strip() to remove white space on the right, left, or both ends.



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String methods for converting between lists and strings:

- split() splits with white space as separator
- split(sep) splits with given separator sep
- join(1) concatenates strings from a list 1



Case study: Mastermind

You all know the mastermind game:





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We implement a simple text version: colored pegs are the six letters A - F. The secret has four letters, all distinct.



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We implement a simple text version: colored pegs are the six letters A - F. The secret has four letters, all distinct.

1: ABCD : 1 positions, 2 letters

2: ABDF : 0 positions, 3 letters

3: CAFB: 1 positions, 1 letters

4: EBAD: 2 positions, 2 letters

5: BEAD: 1 positions, 3 letters

Enter your guess> EABD

My secret was EABD, you guessed in 6 guesses!



Let's put the KAIST statue on a nice background:





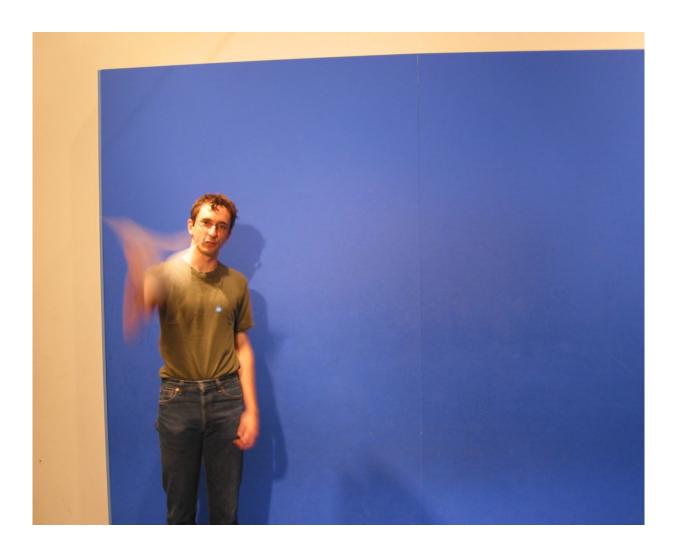
Let's put the KAIST statue on a nice background:



```
def paste(canvas, img, x1, y1):
    w, h = img.size()
    for y in range(h):
        for x in range(w):
        canvas.set(x1 + x, y1 + y, img.get(x, y))
```

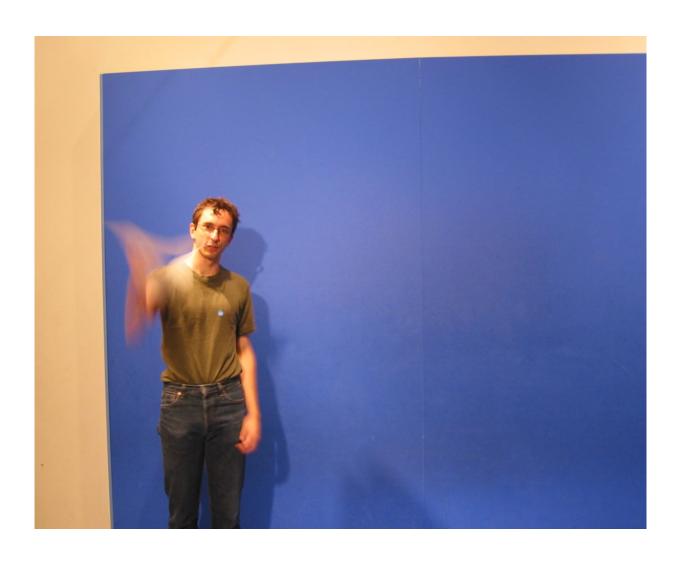


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This is just the Euclidean distance in \mathbb{R}^3 .



```
def chroma(img, key, threshold):
    w, h = img.size()
    for y in range(h):
        for x in range(w):
        p = img.get(x, y)
        if dist(p, key) < threshold:
        img.set(x, y, Color.yellow)</pre>
```







Now all we need is a paste function that skips the color-coded background:

```
def chroma_paste(canvas, img, x1, y1, key):
    w, h = img.size()
    for y in range(h):
        for x in range(w):
        p = img.get(x, y)
        if p != key:
            canvas.set(x1 + x, y1 + y, p)
```





Information hiding

Humans cannot perceive a small change in light intensity or color value. We can use this to hide information inside images.



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Here is an algorithm to hide a black/white image secret in an image img:

- For all pixels (r, g, b) of img, if r is odd then subtract one from r;
- For each black pixel of secret, add one to the red value of the same pixel in img.



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- For each black pixel of secret, add one to the red value of the same pixel in img.

To decode the secret, we look at all pixels (r,g,b) of the image, and turn it black if r is odd, and white otherwise.