

Mathematical Functions – Built In

- Python supports some mathematical functions built in
- No import of a library required

TABLE 3.1 Simple Python Built-in Functions

<i>Function</i>	<i>Description</i>	<i>Example</i>
<code>abs(x)</code>	Returns the absolute value for <code>x</code> .	<code>abs(-2)</code> is 2
<code>max(x1, x2, ...)</code>	Returns the largest among <code>x1, x2, ...</code>	<code>max(1, 5, 2)</code> is 5
<code>min(x1, x2, ...)</code>	Returns the smallest among <code>x1, x2, ...</code>	<code>min(1, 5, 2)</code> is 1
<code>pow(a, b)</code>	Returns a^b . Same as <code>a ** b</code> .	<code>pow(2, 3)</code> is 8
<code>round(x)</code>	Returns an integer nearest to <code>x</code> . If <code>x</code> is equally close to two integers, the even one is returned.	<code>round(5.4)</code> is 5 <code>round(5.5)</code> is 6 <code>round(4.5)</code> is 4
<code>round(x, n)</code>	Returns the float value rounded to <code>n</code> digits after the decimal point.	<code>round(5.466, 2)</code> is 5.47 <code>round(5.463, 2)</code> is 5.46

Mathematical Functions - Library

- Python supports even more mathematical functions but require a library import
- Use 'import math'
- Pi and e are defined
 - Use `math.pi` and `math.e`

List of Mathematical Functions

- Imported math functions

TABLE 3.2 Mathematical Functions

Function	Description	Example
<code>fabs(x)</code>	Returns the absolute value for <code>x</code> as a float.	<code>fabs(-2)</code> is 2.0
<code>ceil(x)</code>	Rounds <code>x</code> up to its nearest integer and returns that integer.	<code>ceil(2.1)</code> is 3 <code>ceil(-2.1)</code> is -2
<code>floor(x)</code>	Rounds <code>x</code> down to its nearest integer and returns that integer.	<code>floor(2.1)</code> is 2 <code>floor(-2.1)</code> is -3
<code>exp(x)</code>	Returns the exponential function of <code>x</code> (e^x).	<code>exp(1)</code> is 2.71828
<code>log(x)</code>	Returns the natural logarithm of <code>x</code> .	<code>log(2.71828)</code> is 1.0
<code>log(x, base)</code>	Returns the logarithm of <code>x</code> for the specified base.	<code>log(100, 10)</code> is 2.0
<code>sqrt(x)</code>	Returns the square root of <code>x</code> .	<code>sqrt(4.0)</code> is 2
<code>sin(x)</code>	Returns the sine of <code>x</code> . <code>x</code> represents an angle in radians.	<code>sin(3.14159 / 2)</code> is 1 <code>sin(3.14159)</code> is 0
<code>asin(x)</code>	Returns the angle in radians for the inverse of sine.	<code>asin(1.0)</code> is 1.57 <code>asin(0.5)</code> is 0.523599
<code>cos(x)</code>	Returns the cosine of <code>x</code> . <code>x</code> represents an angle in radians.	<code>cos(3.14159 / 2)</code> is 0 <code>cos(3.14159)</code> is -1
<code>acos(x)</code>	Returns the angle in radians for the inverse of cosine.	<code>acos(1.0)</code> is 0 <code>acos(0.5)</code> is 1.0472
<code>tan(x)</code>	Returns the tangent of <code>x</code> . <code>x</code> represents an angle in radians.	<code>tan(3.14159 / 4)</code> is 1 <code>tan(0.0)</code> is 0
<code>degrees(x)</code>	Converts angle <code>x</code> from radians to degrees.	<code>degrees(1.57)</code> is 90
<code>radians(x)</code>	Converts angle <code>x</code> from degrees to radians.	<code>radians(90)</code> is 1.57

STRINGS

TABLE 3.3 Python Escape Sequences

Character Escape Sequence	Name	Numeric Value
<code>\b</code>	Backspace	8
<code>\t</code>	Tab	9
<code>\n</code>	Linefeed	10
<code>\f</code>	Formfeed	12
<code>\r</code>	Carriage Return	13
<code>\\</code>	Backslash	92
<code>\'</code>	Single Quote	39
<code>\"</code>	Double Quote	34

Boolean Types

- How do we compare values in Python
- We use comparison operators (6 different ones available in Python)

Python Operator	Mathematics	Name	Example (radius is 5)	Result
<	<	Less than	radius < 0	False
<=	≤	Less than or equal to	radius <= 0	False
>	>	Greater Than	radius > 0	True
>=	≥	Greater than or equal to	radius >= 0	True
==	=	Equal to	radius == 0	False
!=	≠	Not equal to	radius != 0	True

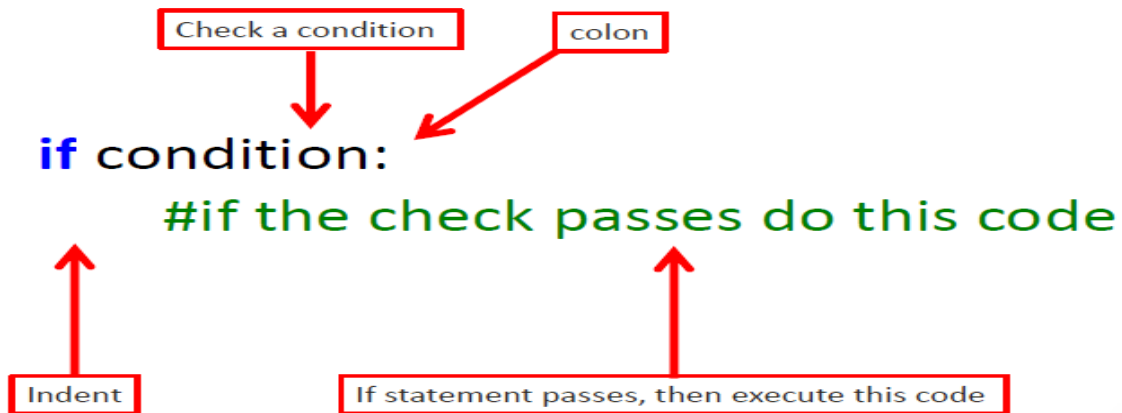
Boolean Types Examples

- radius = 1
- `print(radius > 0)` # True
- lightsOn = True # Assign True to lightOn
- Result of printing True or False is either 1 or 0
- `print(int(True))` # Prints 1
- `print(int(False))` # Prints 0

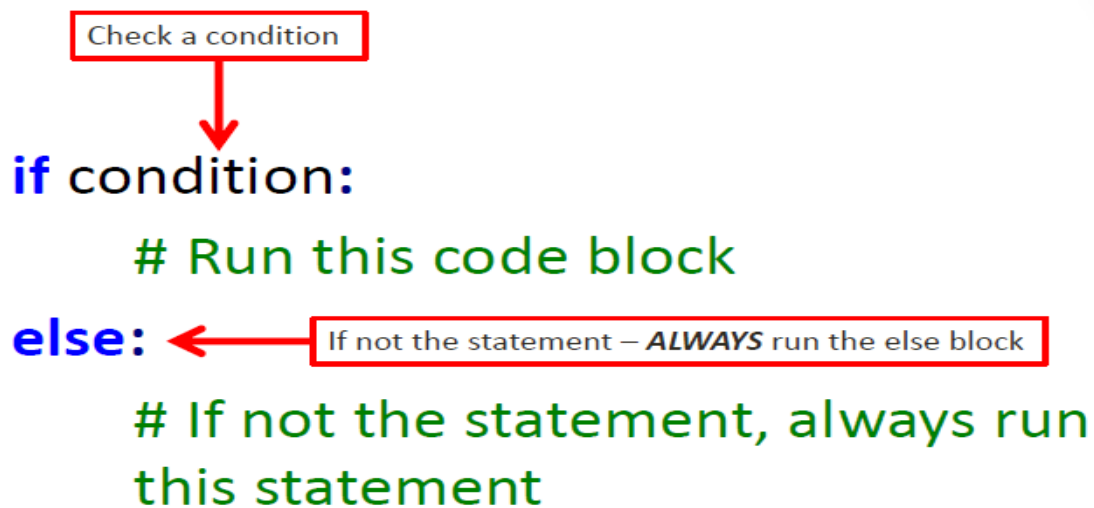
bool Function

- Bool function converts a numeric value to a Boolean value
- Returns False if the value is 0; otherwise if always returns True
- `print(bool(0))` # Prints False
- `print(bool(4))` # Prints True
- `print(bool(5))` # Prints True

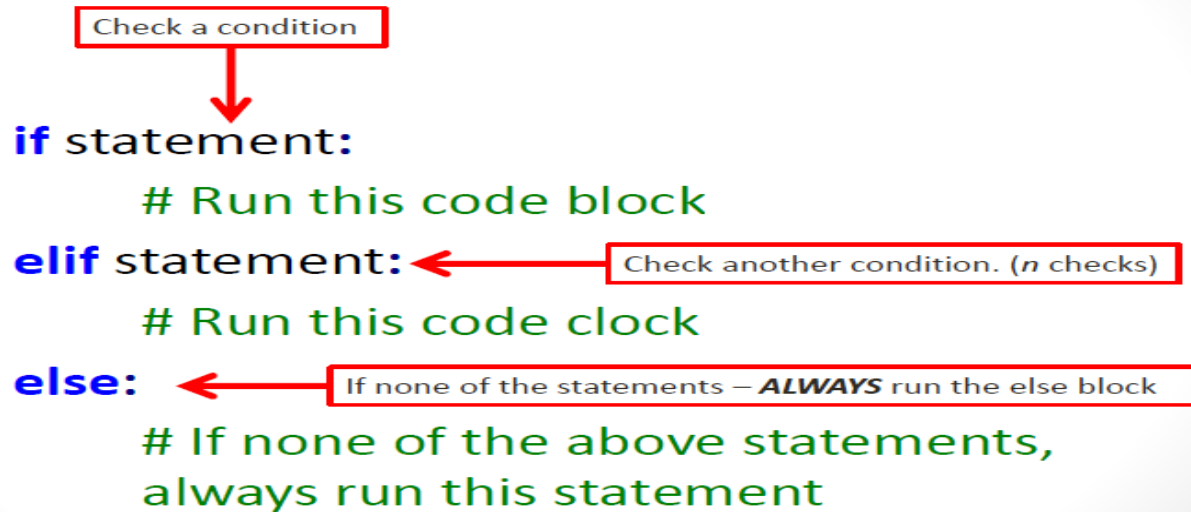
If Statement Structure



If-Else Statement



Elif Statement Structure

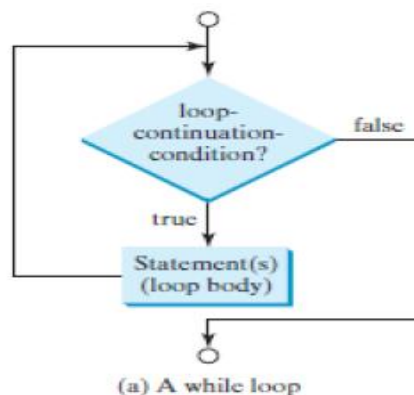


Program: Hello World Repeated

```
count = 0
while count < 100:
    print("Hello World")
    count = count + 1
```

This prints Hello World 100 times

While Loop Flow Chart



Controlling a Loop with User Confirmation

```
continueLoop = 'Y'
while continueLoop == 'Y':
    #Execute the loop body once
    ...

    #Prompt the user for confirmation
    continueLoop = input("Enter Y to continue and N to
quit: ")
```

For Loops

- Similar to while loops
- Used when you know exactly how many times the loop body needs to run
- Called a counter-controlled loop

```
i = initialValue
while i < endValue:
    #Loop Body
    i += 10

for i in range(initialValue, endValue):
    #Loop Body
```

For Loop Example

```
for v in range(4, 8):
    print(v)
```

Prints 4, 5, 6, 7

Range (a, b, k) Example

```
for v in range(3, 9, 2):  
    print(v)
```

Prints 3, 5, 7

Range Function

- `range(a)` and `range(a, b)`
- `range(a)`
 - `range(0, a)`
- `range(a, b)`
 - `range(2, 5)`
- `range(a, b, k)`
 - `k` is the step
 - Start at `a`, step by `k`, end at `b`

Nested Loops

- Consists of an outer loop and one or more inner loops
- Each time the outer loop is repeated, the inner loops are reentered and started new

```
for i in range(1, 10):  
    print("Hello 1")  
    for j in range(1, 10):  
        print("Hello 2")
```

Notice Nested Loops

```
for i in range(1000):  
    for j in range(1000):  
        for k in range(1000):  
            #Do Something
```

- This loop is ran 1,000,000 times!
- Assuming each iteration takes 1 millisecond, this would run 277 hours

Break – Additional Loop Control

- Immediately terminates a loop
- As soon as a break is encountered we leave the loop

```
sum = 0  
number = 0
```

```
while number < 20:  
    number += 1  
    sum += number  
    if sum >= 100:  
        break
```


```
print("The number is", number)  
print("The sum is", sum)
```

Break example – Broken Down

```
sum = 0  
number = 0
```

```
while number < 20:  
    number += 1  
    sum += number  
    if sum >= 100:
```

```
        break  
print("The number is", number)  
print("The sum is", sum)
```



Break statement – we leave the loop

For Continue – Additional Loop Control

- End the current iteration and jump to the end of the loop body
- Breaks out of an iteration

```
sum = 0
```

```
number = 0
```

```
while number < 20:
```

```
    number += 1
```

```
    if number == 10 or number == 11:
```

```
        continue
```

```
    sum += number
```

```
print("The sum is", sum)
```

Break vs. Continue

Break

- Terminates loop
- Leave loop body immediately

Continue

- End current iteration
- Jumps to end of loop body
- Loop does not end

Functions

- A way to define *reusable* code and *organize* and *simplify* code
- What happens when we need to draw 8 squares on screen?
- We have to type in that code line after line
- Functions allow us to reuse code
- () mean function. print() <- parenthesis here mean function

Basic Outline for Programs with Functions

```
def functionName():  
    # Function Body
```

```
def main():  
    # Call functions here and do other things
```

```
main()
```

Function with Parameters

```
def functionName(list of parameters):  
    # Function Body
```

Example: Funtion with Parameters

```
def sum(number1, number2):  
    answer = number1 + number2  
    print(answer)
```

```
sum(2, 2)
```

Function without Parameters

```
def functionName():  
    # Function Body
```

Function with/without Return Values

With return value

```
def functionName():  
    # Function Body  
    return someValue
```

```
def main():  
    variable = functionName()
```

Without return value

```
def functionName():  
    # Function Body
```

```
def main():  
    functionName()
```

Example: Finding the Max Number

```
def max(number1, number2):  
    if number1 > number2:  
        result = number1  
    else:  
        result = number2  
  
    return result
```

```
def main():  
    answer = max(5, 2)  
    print(answer)
```

Python 3's Print Function

Source

```
def print_(*args, **kwargs):
    """The new-style print
    function from py3k."""
    fn = kwargs.pop("file",
sys.stdout)
    if fn is None:
        return
    def write(data):
        if not isinstance(data,
basestring):
            data = str(data)
        fn.write(data)
    want_unicode = False
    sep = kwargs.pop("sep",
None)
    if sep is not None:
        if isinstance(sep,
unicode):
            want_unicode = True
        elif not isinstance(sep,
str):
            raise TypeError("sep
must be None or a string")
    end = kwargs.pop("end",
None)
    if end is not None:
        if isinstance(end,
unicode):
            want_unicode = True
        elif not isinstance(end,
str):
            raise TypeError("end
must be None or a string")
    if kwargs:
        raise TypeError("invalid
keyword arguments to
print()")
    if not want_unicode:
        for arg in args:
            if isinstance(arg,
unicode):
                want_unicode = True
                break
    if want_unicode:
        newline = u"\n"
        space = u" "
    else:
        newline = "\n"
        space = " "
    if sep is None:
        sep = space
    if end is None:
        end = newline
    for i, arg in
enumerate(args):
        if i:
            write(sep)
        write(arg)
    write(end)
```