



香港浸會大學
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Functions

JOUR7280/COMM7780

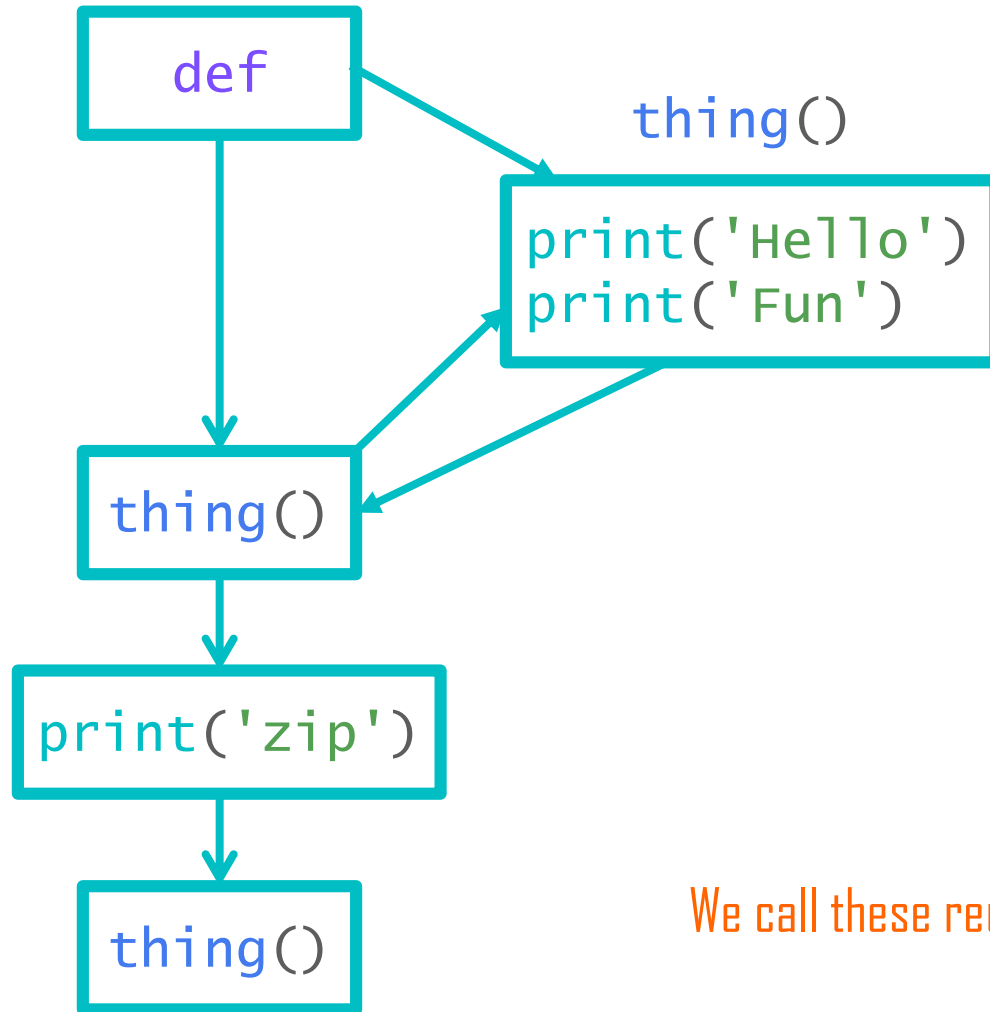
Big Data Analytics for Media and Communication

Instructor: Dr. Xiaoyi Fu

Four Patterns for Code

- Sequential
- Conditional
- Iterations
- Store and reuse
 - DRY: don't repeat yourself

Stored (and reused) Steps



Program

```
def thing():  
    print('Hello')  
    print('Fun')
```

```
thing()  
print('zip')  
thing()
```

Output

```
Hello  
Fun  
zip  
Hello  
Fun
```

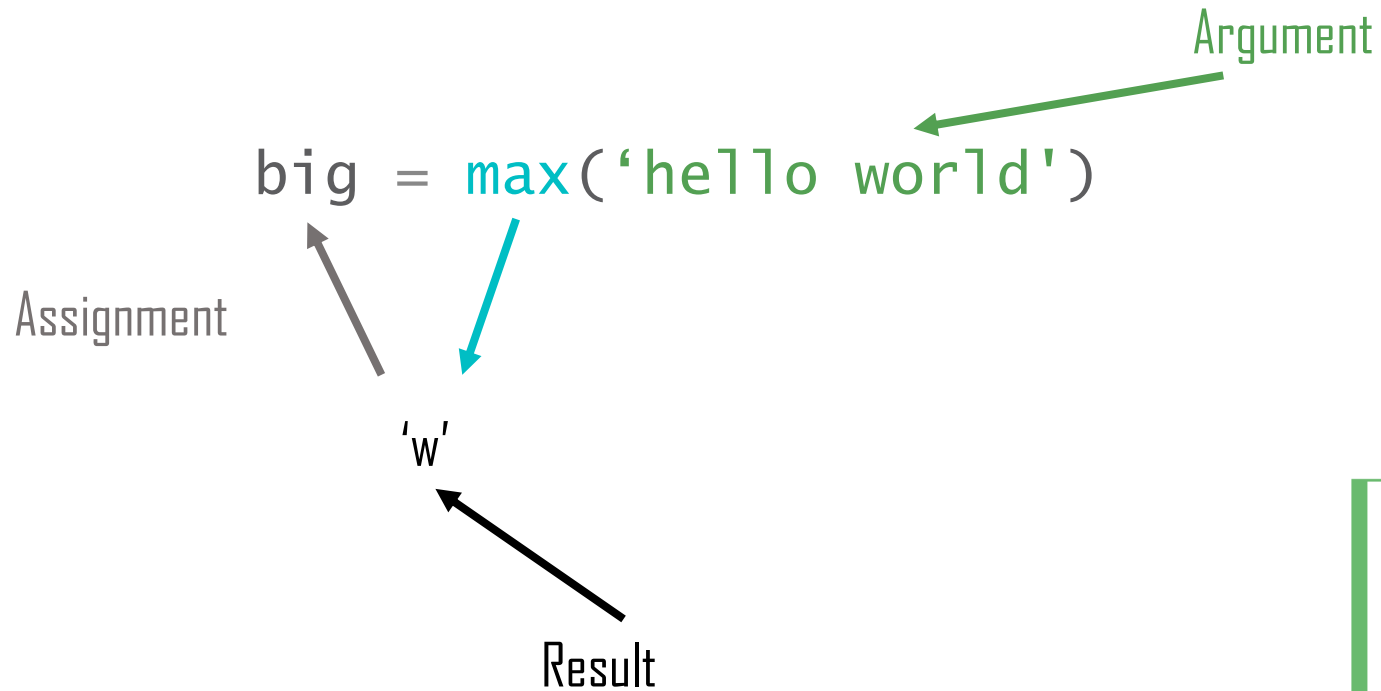
We call these reusable pieces of codes "functions"

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Functions

- A function is a named sequence of statements that performs a computation.
- When you define a function, you specify the name and the sequence of statements.
- Later, you can “call” the function by name.
- `print()`, `input()`, `type()`, `float()`, `int()`, etc.

Functions



```
In [5]: big = max('hello world')
        print(big)
        tiny = min('hello world')
        print(tiny)
```

w

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Max Function

```
big = max('hello world')  
print(big)
```

A function takes some **input**
and produces an **output**

'hello world'
(a string)



```
def max(inp):  
    blah  
    blah  
    for x in inp:  
        blah  
        blah
```



'w'
(a string)

Type Conversions

- When you put an integer and a floating point number in one expression, the integer is **implicitly** converted to a float
- You can control this with the built-in functions `int()` and `float()`

```
In [1]: print(float(99) / 100)
i = 42
type(i)
f = float(i)
print(f)
type(f)
print(1 + 2 * float(3) / 4 - 5)
```

0.99
42.0
-2.5

String Conversions

- You can also use `int()` and `float()` to convert between strings and integers
- You will get an **error** if the string does not contain numeric characters

```
In [20]: sval = '123'  
         type(sval)
```

```
Out[20]: str
```

```
In [21]: print(sval+1)
```

```
-----  
-----  
TypeError                                Trace  
back (most recent call last)  
<ipython-input-21-d31b14f87b22> in <module>  
----> 1 print(sval+1)  
  
TypeError: can only concatenate str (not "int")  
to str
```

```
In [22]: ival = int(sval)  
         type(ival)
```

```
Out[22]: int
```

```
In [23]: print(ival+1)
```

```
124
```

```
In [24]: nsv = 'hello world'  
         niv = int(nsv)
```

```
-----  
-----  
ValueError                                Trace  
back (most recent call last)  
<ipython-input-24-7b19be68013f> in <module>  
      1 nsv = 'hello world'  
----> 2 niv = int(nsv)  
  
ValueError: invalid literal for int() with base  
10: 'hello world'
```


Build Our Own Functions

- We create a new function using the `def` keyword followed by optional parameters in parentheses.
- We indent the body of the function
- This `defines` the function `but does not` execute the body of the function

```
def print_lyrics():  
    print("I'm a lumberjack and I'm OK")  
    print("I sleep all night and I work all day")
```

Build Our Own Functions

```
x = 5  
print('Hello')
```

```
print_lyrics():
```

```
print("I'm a lumberjack and I'm  
OK")  
print("I sleep all night and I  
work all day")
```

```
def print_lyrics():  
    print("I'm a lumberjack and I'm OK")  
    print("I sleep all night and I work all day")  
  
print('Yo')  
x = x + 2  
print(x)
```

Output:

```
Hello  
Yo  
7
```

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Build Our Own Functions

```
x = 5
```

```
print('Hello')
```

```
def print_lyrics():
```

```
    print("I'm a lumberjack and I'm OK")
```

```
    print("I sleep all night and I work all day")
```

```
print('Yo')
```

```
print_lyrics()
```

```
x = x + 2
```

```
print(x)
```

Reuse/call/invoke



Output:

Hello

Yo

I'm a lumberjack and I'm OK

I sleep all night and I work all day

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Arguments

- An **argument** is a value we pass into the function as its **input** when we call the function
- We use arguments so that we can direct the function to do different kinds of work when we call it at **different** times
- We put the arguments in parentheses after **name** of the function

```
big = max('hello world')
```



Argument

Parameters

- A **parameter** is a variable which we use in the function **definition**. It is a “handle” that allows the code in the function to access the **arguments** for a particular function invocation.

```
In [4]: def greet(lang):  
        if lang == 'es':  
            print('Hola')  
        elif lang == 'fr':  
            print('Bonjour')  
        else:  
            print('Hello')  
  
        greet('en')  
        greet('es')  
        greet('fr')
```

```
Hello  
Hola  
Bonjour
```

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Return Values

- Often a function will take its arguments, do some computation, and **return** a value to be used as the value of the function call in the **calling expression**.
- The **return** keyword is used for this.

```
In [10]: def greeting():  
         return 'Hello'  
  
         print(greeting(), 'Glenn')  
         print(greeting(), 'Sally')
```

```
Hello Glenn  
Hello Sally
```

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Return Values

- A “fruitful” function is one that produces a **result** (or **return value**)
- The return statement ends the function execution and “sends back” the result of the function.

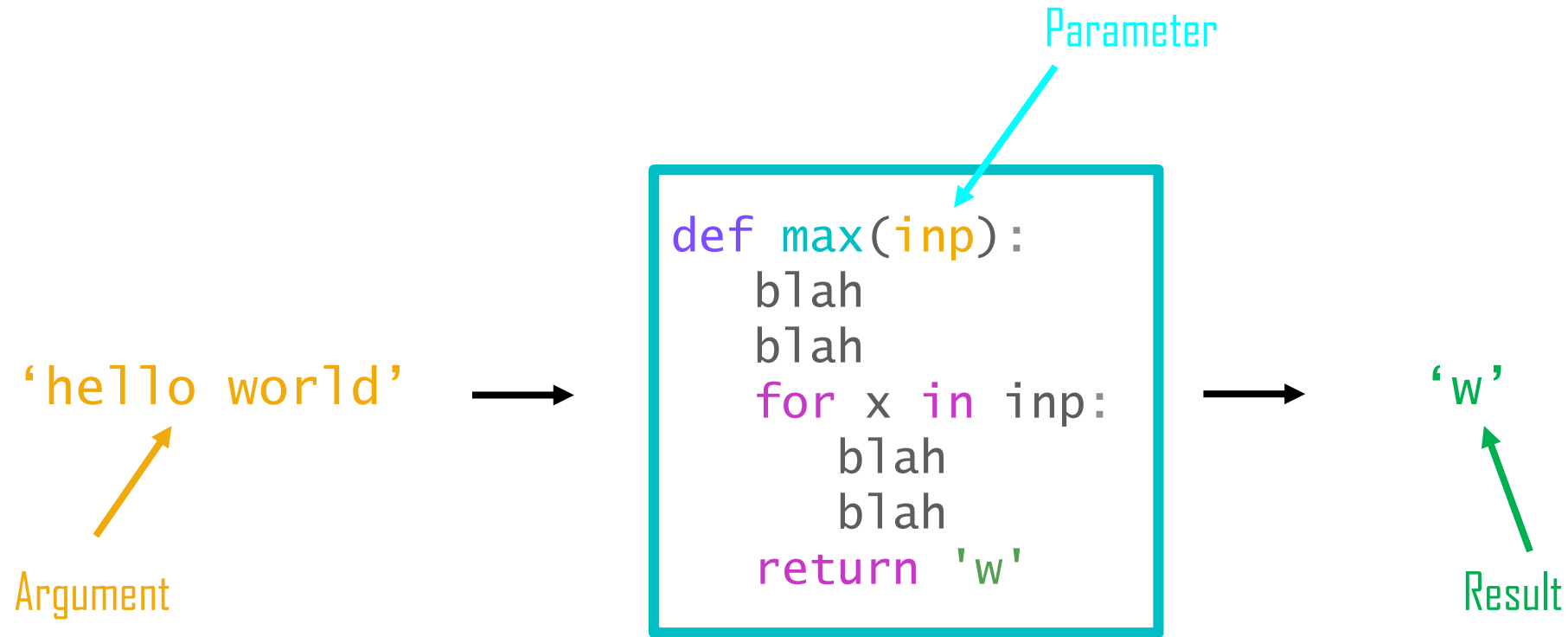
```
def greet_with_return(lang):  
    if lang == 'es':  
        return 'Hola'  
    elif lang == 'fr':  
        return 'Bonjour'  
    else:  
        return 'Hello'  
  
print(greet_with_return('en'), 'Glenn')  
print(greet_with_return('es'), 'Sally')  
print(greet_with_return('fr'), 'Michael')
```

```
Hello Glenn  
Hola Sally  
Bonjour Michael
```

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Arguments, Parameter & Result

```
big = max('hello world')  
print(big)
```



Multiple Parameters / Arguments

- We can define **more than one** parameter in the function definition
- We simply add more arguments when we call the function
- We match the **number** and **order** of arguments and parameters
- Some functions do not return values. We call them non-fruitful functions,
- If functions return values then we call them fruitful functions.

```
def addtwo(a, b):  
    added = a + b  
    return added  
  
x = addtwo(3, 5)  
print(x)
```

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Acknowledgements / Contributions

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Thank You

