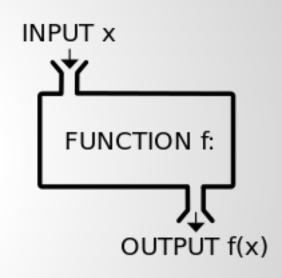
## **Functions**



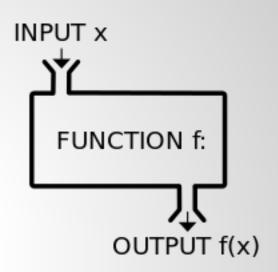
the basic element of scalable/reusable software

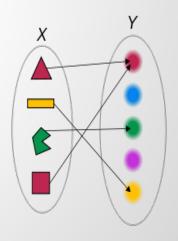
## Why we need functions?

to abstract how we achieve task to reduce repetition

Similar to but not identical to function in mathematical sense

!Manage complexity!





## Difference from function (in math)

function in Python can change the environment:

- update global variable
- print smthing
- write/read/remove file

all are useful features, but can be easily abused

## More terminology

function

subroutine

method

## Why? (what practice shows)

building blocks to create complex systems





## How to? (what is allowed/formality)

def functionName(params):
 statements
 return something

```
def PassMeArguments( the_arg1, the_arg2 ):
    return the_arg1 ** the_arg2

returned_value = PassMeArguments(10, 3)
print "returned value is", returned_value
```

## How to? (what is allowed)

def function(param1, param2):
 return param1 + param2

Arguments can be lists, dictionaries, objects...

```
def ReturnSomeThings():
    value1 = 42
    value2 = 65
    return value1, value2

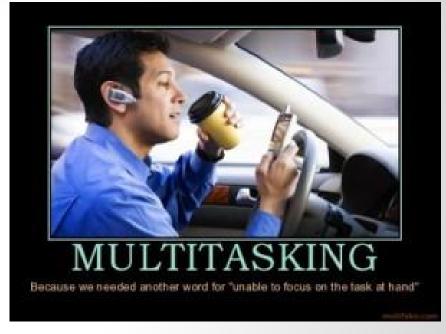
returned_value1, returned_value2 = ReturnSomeThings()
print "value1 is", returned_value1, "and value2 is", returned_value2
```

## While Developing the Interface (Coding Style)

good NAMES

1 task - 1 function. Avoid N tasks - 1 function

think about what you want to achieve not HOW



check the arguments and raise exception if not valid

think about success/corner cases/ failures

# While Developing the Interface (Coding Style)

use docstrings - always... or else! doctest

- use blank lines to separate functions...
- if function has > 20 lines of code separate into smaller
- ☐ try to have as little args as possible
- ☐ think about success/corner cases/ failures

## Scope: Local vs Global

```
value1 = 103
value2 = 209

def MySimpleFunction():
    value1 = 42
    value2 = 65
    print value1, "+", value2, "=", value1 + value2

MySimpleFunction()

print "Globally, value1 is", value1, "and value2 is", value2
```

the context in which it is valid and can be used

Names are local by default unless declared to be global: implicitly use name without defining it explicitly use global keyword

#### **Return statement**

exits function and return the value

can be used to exit funtion earlier

## **Arguments/Parameters**

inside the parenthesis can have default values

either positional or with keyword

Arbitrary function arguments: avoid / refactor

## Nested function (fine-tuning access control)

```
def TheOuterFunction( the_arg1 ):
    def TheInnerFunction():
        print the_arg1
    TheInnerFunction()
TheOuterFunction( "What's goin on?!?" )
```

## Function itself can be an argument

```
def ASimpleFunction():
    print "This was simple"

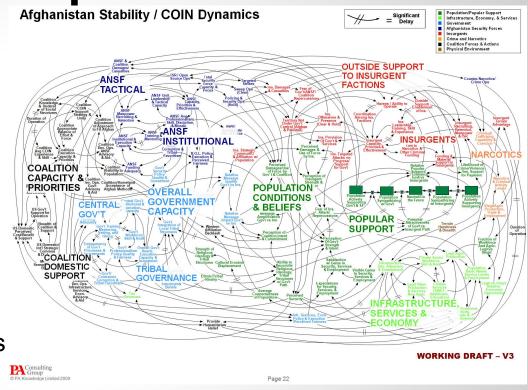
def AFunctionWrapper( some_function ):
    some_function()
    print "Finished running the wrapped function"

AFunctionWrapper( ASimpleFunction )
```

### Side Effects: avoid if possible



communication with external devices/resources communication through global variables



The problem with global variables is that since every function has access to these, it becomes increasingly hard to figure out which functions actually read and write these variables.

#### **Recursive Functions**

elegant/hard to understand function that calls itself:

- \* should have base case
- \* should decrease size of the problem
- ★ subproblems should not overlap

```
def factorial( input_integer ):
    if input_integer == 1:
        return 1
    return input_integer * factorial( input_integer - 1 )
```

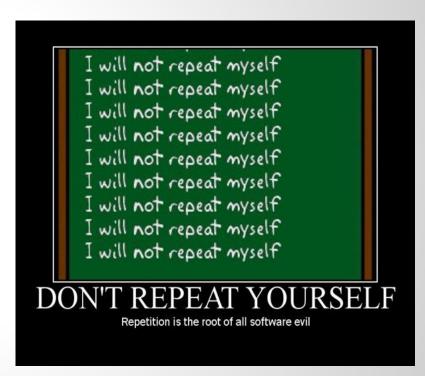
### **Namespaces**

logical grouping of unique identifiers or symbols (names)

=> avoid name clashes well ... special space for names

#### **Benefits of Functions**

- DIVIDE & CONQUER decomposition: from complex program to manageable pieces
- DRY Don't Repeat Yourself principle (removal of duplicate code)
- enabling reuse of function
- hiding implementation details



#### **Exercise:**

addPair() for two numbers and returns sum addQuadruple() for four numbers and returns sum

addQuadruple() that can call addPair only but cannot have + sign anywhere inside of it