



# Functions

## CS Bridge 2020

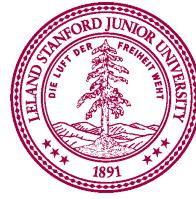
# Learn How To:

1. Write a function that takes in input
2. Write a function that gives back output
3. Trace function calls using stacks



# Lecture Plan

- Functions: From Karel to Python
- **Example:** Factorial
- More About Functions
- **Example:** Graphics



# Lecture Plan

- **Functions: From Karel to Python**
- **Example: Factorial**
- More About Functions
- **Example: Graphics**



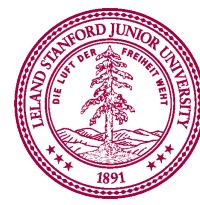
# Calling functions

`turn_right()`

`move()`      `input("string please! ")`

`print("hello world")`      `float("0.42")`

`math.sqrt(25)`



# Defining a function

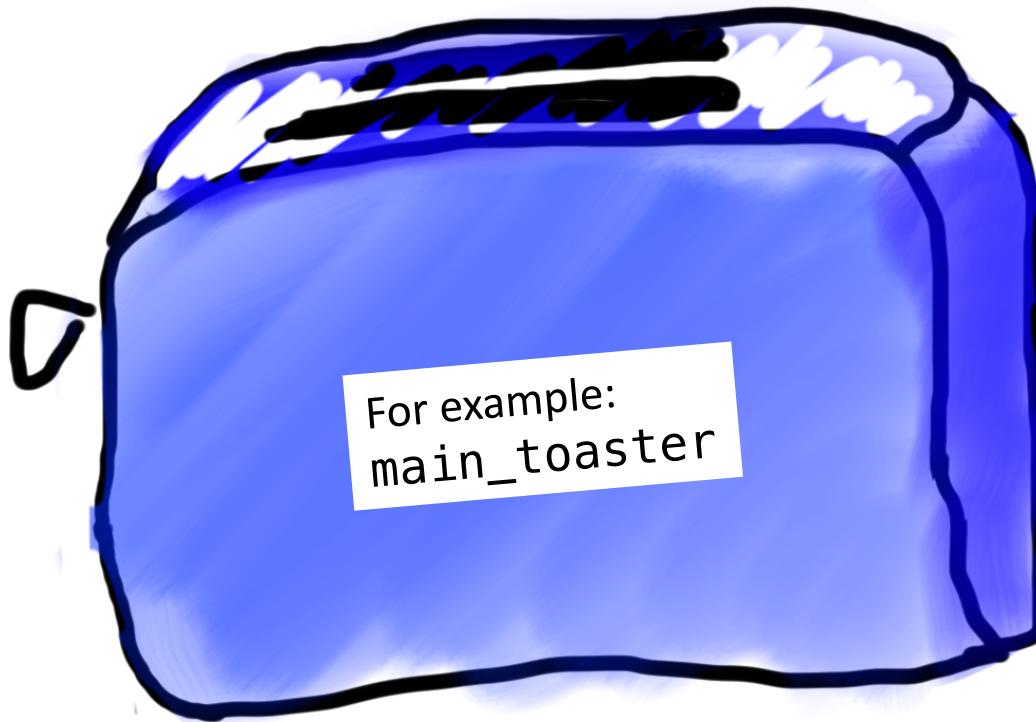
```
def turn_right():
    turn_left()
    turn_left()
    turn_left()
```



Big difference with python functions:  
Python functions can **take in data**, and can **return data!**



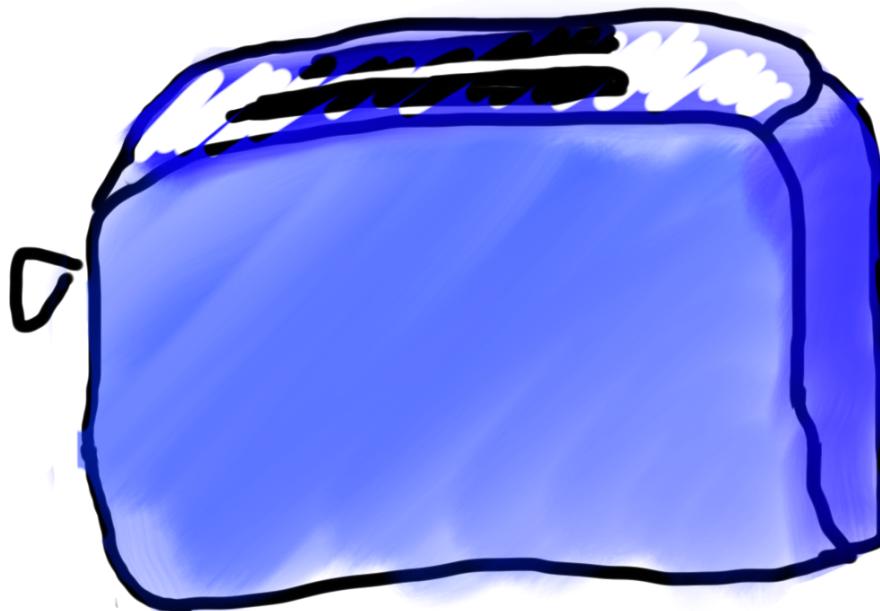
# Toasters are functions



# Toasters are functions



parameter



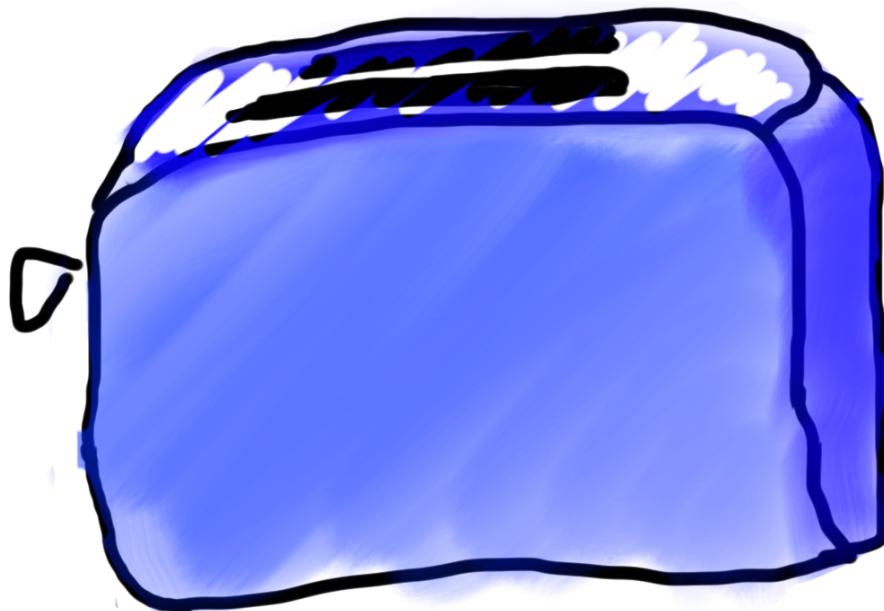
# Toasters are functions



parameter



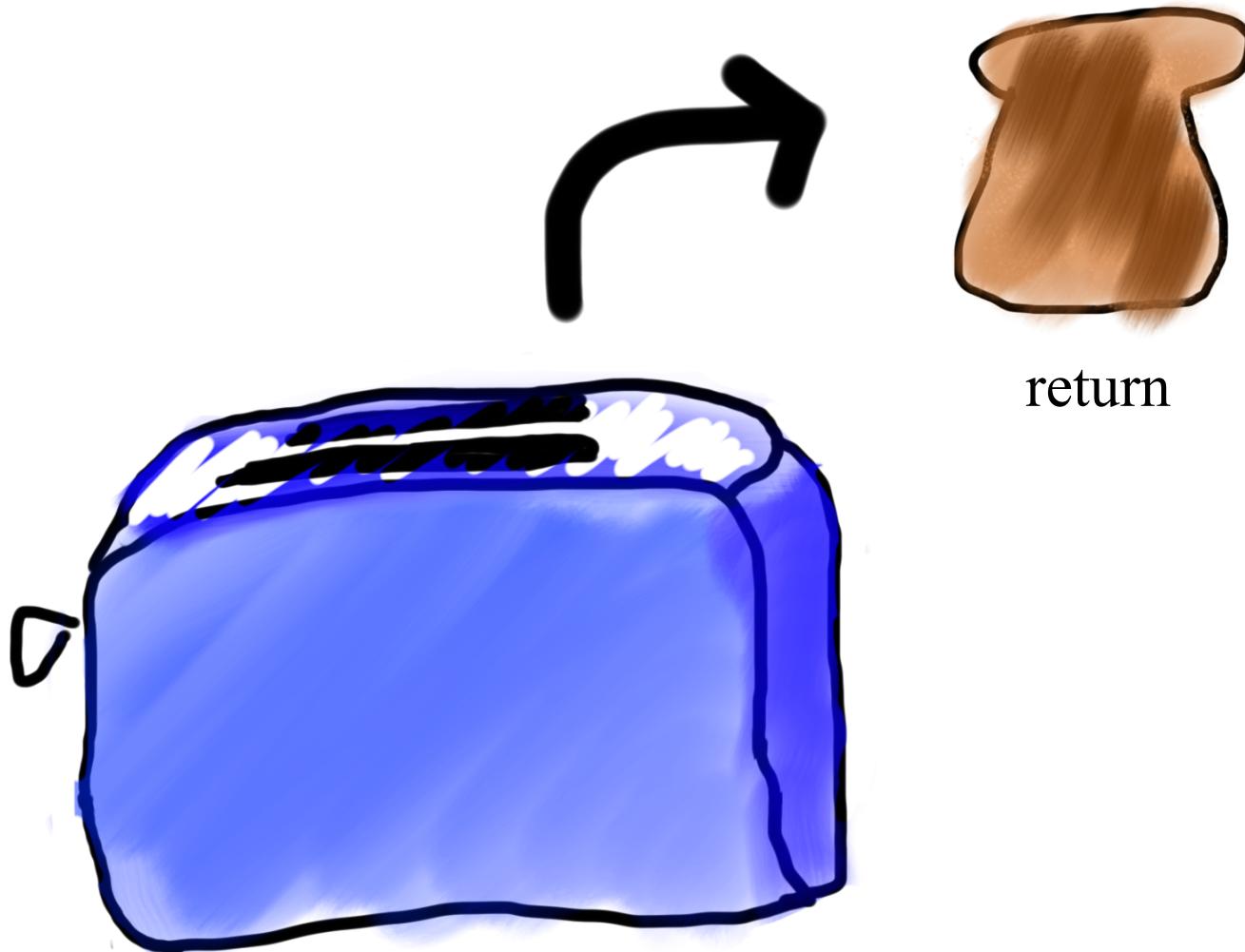
# Toasters are functions



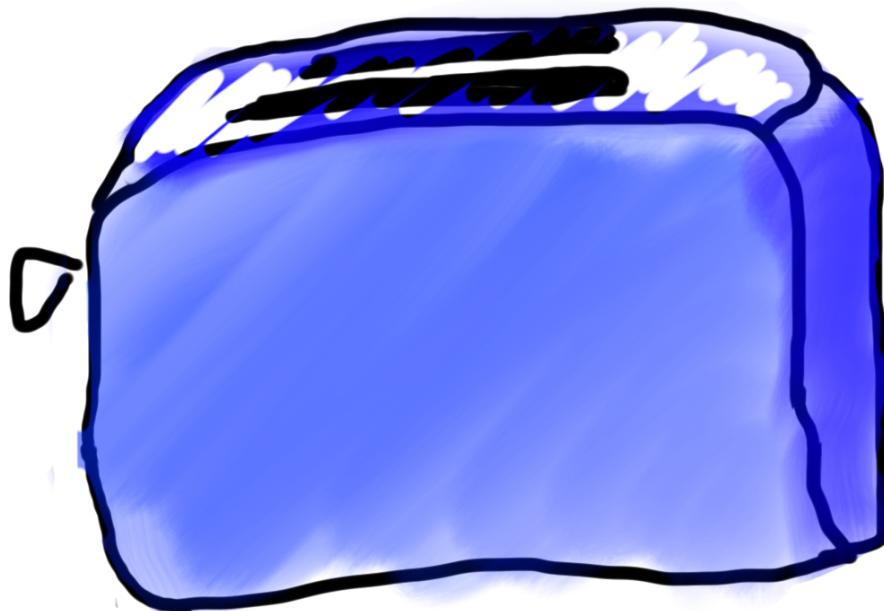
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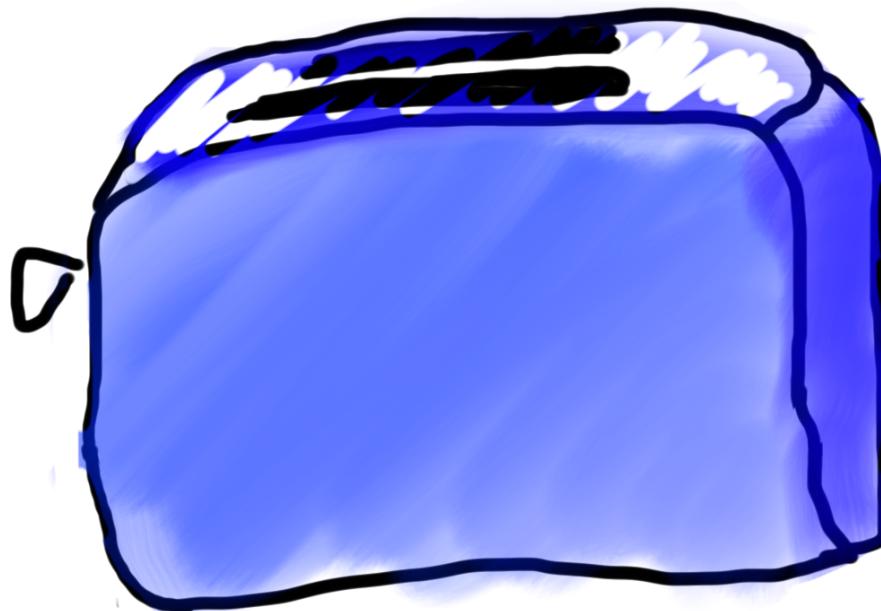
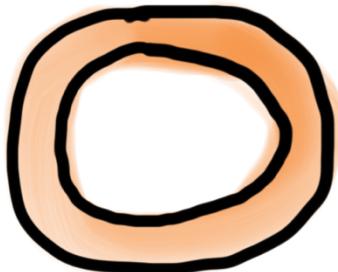
# Toasters are functions



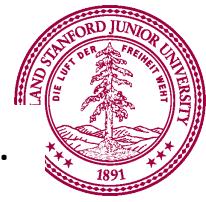
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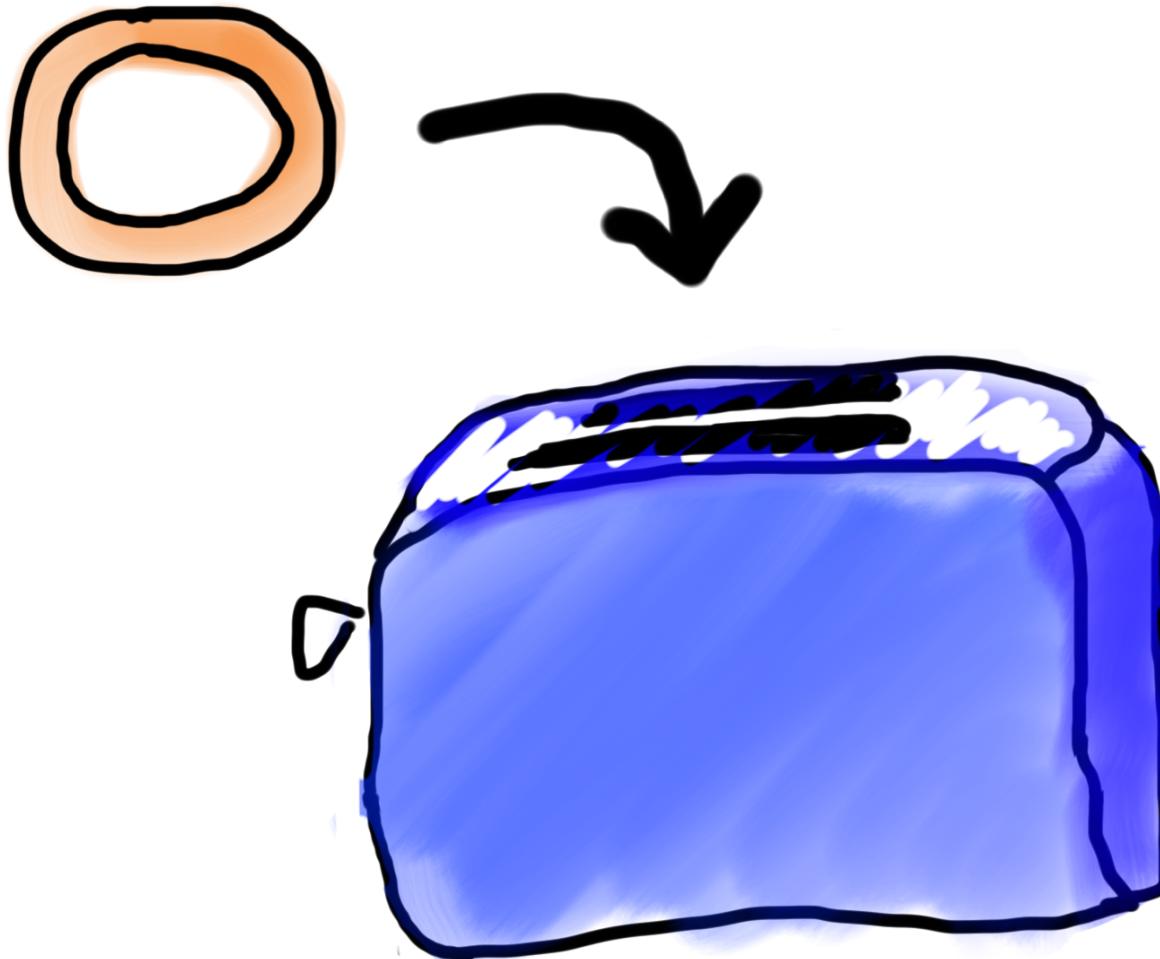
# Toasters are functions



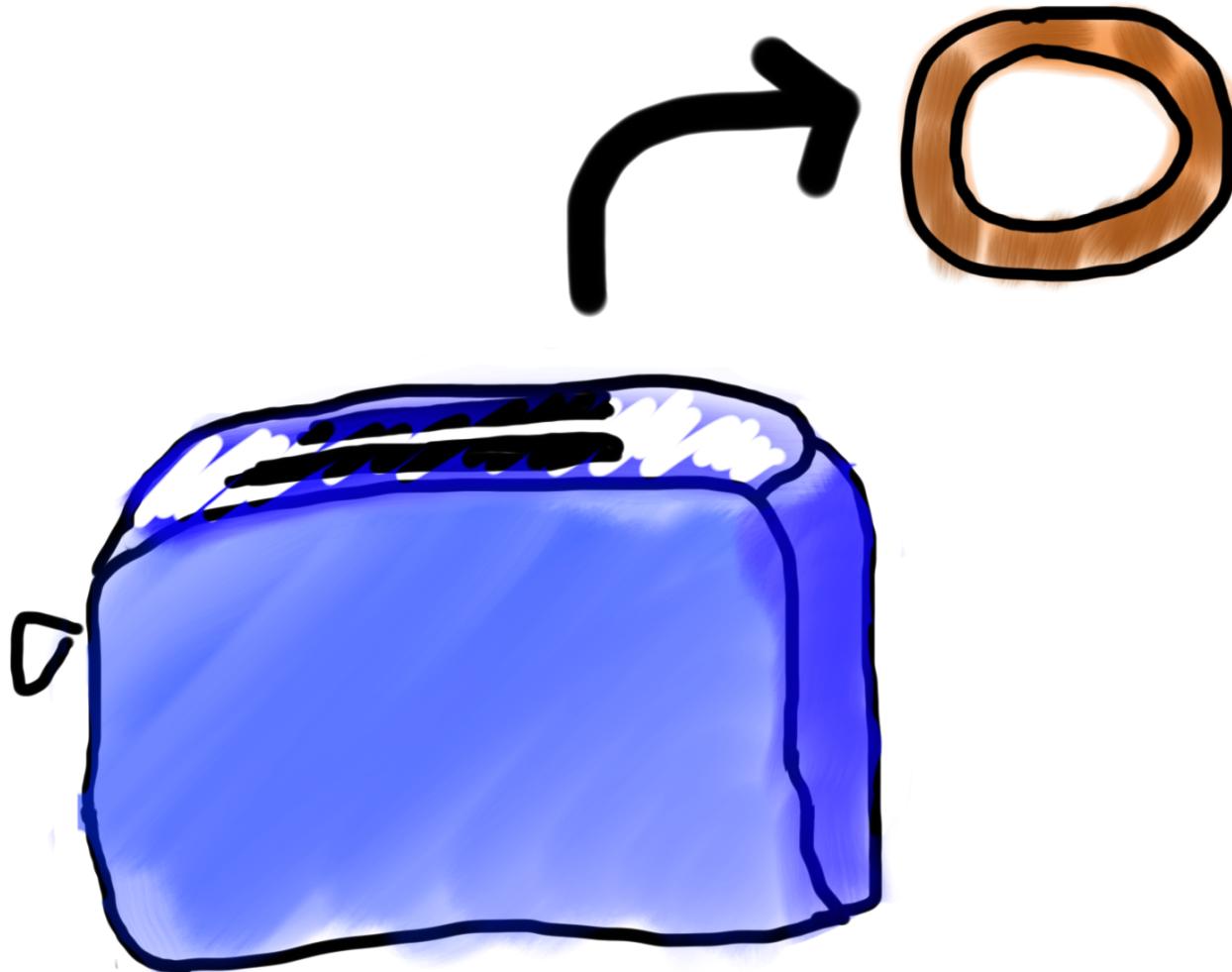
\* You don't need a second toaster if you want to toast bagels. Use the same one.



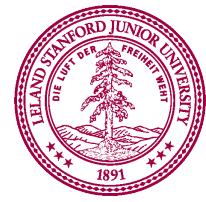
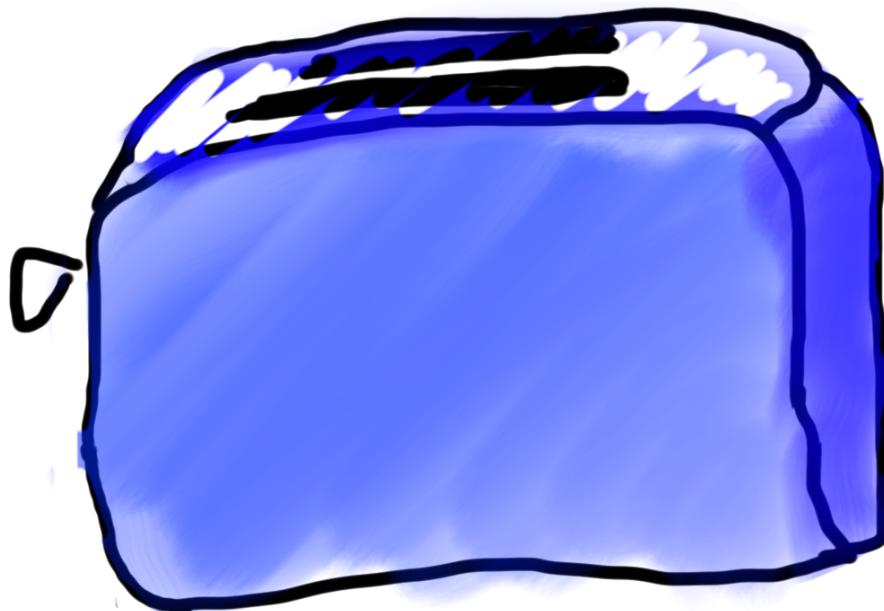
# Toasters are functions



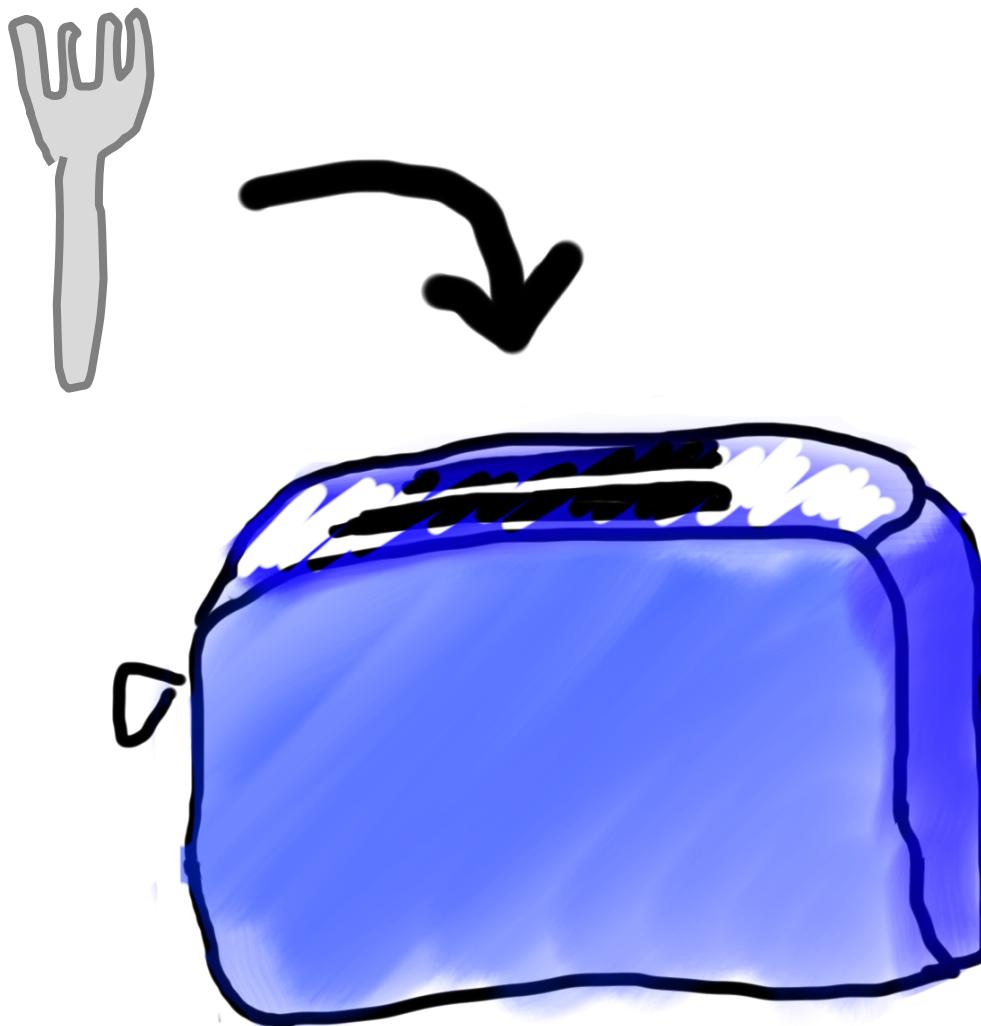
# Toasters are functions



# Toasters are functions



# Toasters are functions



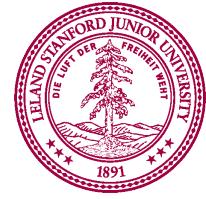
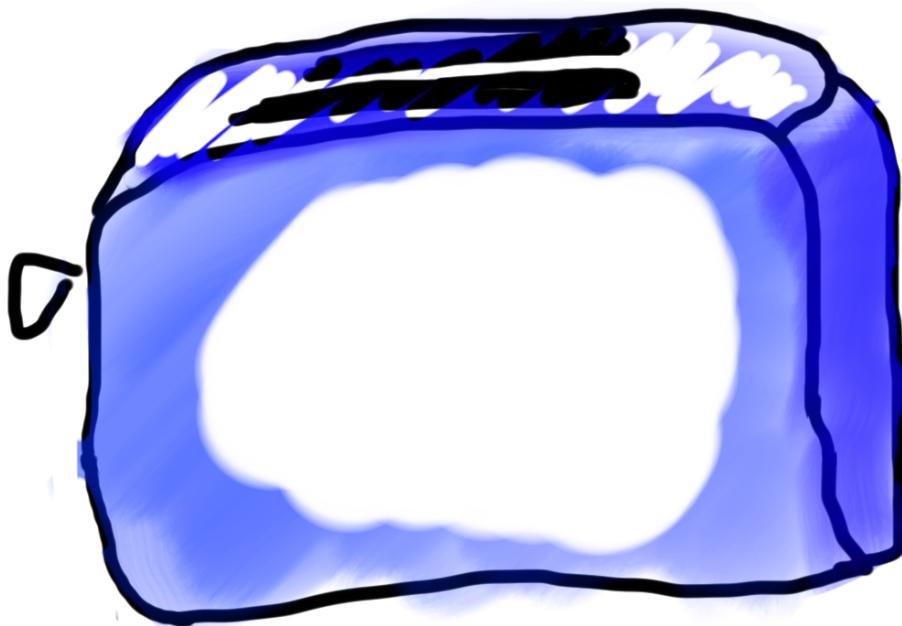
# Toasters are functions



# functions are Like Toasters



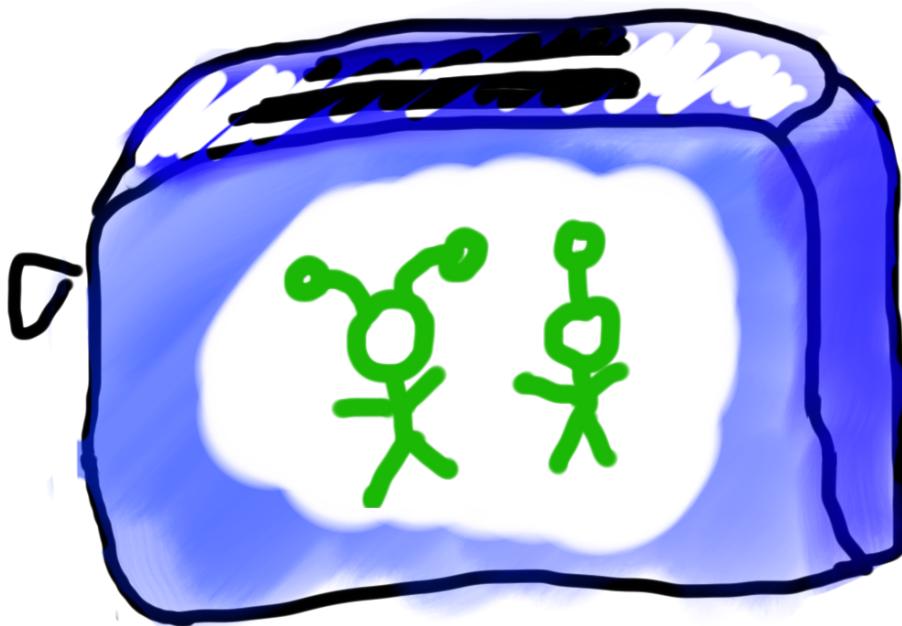
# functions are Like Toasters



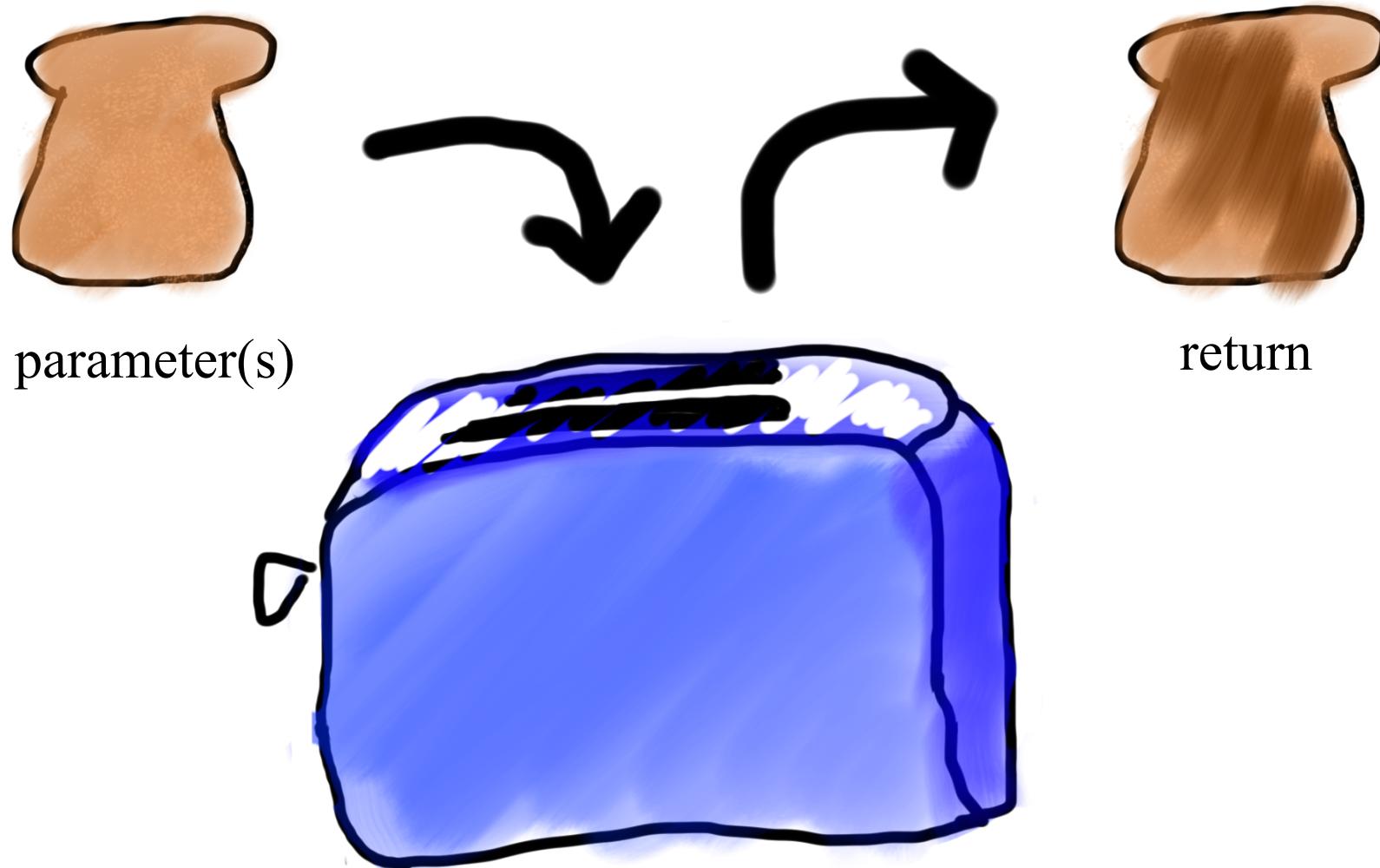
# functions are Like Toasters



# functions are Like Toasters



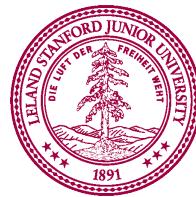
# functions are Like Toasters



# Formally

```
def name_of_function (parameters) :  
    statements  
    # optionally  
return value
```

- **name**: information passed into function
- **parameters**: information passed into function
- **return**: information given back from the function



# Classic Challenge



Perhaps the  
most  
underrated  
concept by  
students



# Anatomy of a function

```
def main():
    mid = average(5.0, 10.2)
    print(mid)
```

```
def average(a, b):
    sum = a + b
    return sum / 2
```

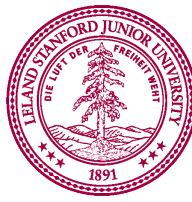


# Anatomy of a function

```
def main():    function "call"  
    mid = average(5.0, 10.2)  
    print(mid)
```

function "definition"

```
def average(a, b):  
    sum = a + b  
    return sum / 2
```



# Anatomy of a function

```
def main():
    mid = average(5.0, 10.2)
    print(mid)
```

name

```
def average(a, b):
    sum = a + b
    return sum / 2
```



# Anatomy of a function

```
def main():           Input given  
    mid = average(5.0, 10.2)  
    print(mid)
```

Input expected

```
def average(a, b):  
    sum = a + b  
    return sum / 2
```



# Anatomy of a function

```
def main():          Arguments  
    mid = average(5.0, 10.2)  
    print(mid)
```

```
Parameters  
def average(a, b):  
    sum = a + b  
    return sum / 2
```



# Anatomy of a function

```
def main():
    mid = average(5.0, 10.2)
    print(mid)
```

```
def average(a, b):
```

```
    sum = a + b
    return sum / 2
```

body



# Anatomy of a function

```
def main(): This call “evaluates” to the value returned  
    mid = average(5.0, 10.2)  
    print(mid)
```

```
def average(a, b):  
    sum = a + b  
    return sum / 2
```

Ends the function and gives back a value



# Anatomy of a function

Also a function definition

```
def main():
    mid = average(5.0, 10.2)
    print(mid)
```

```
def average(a, b):
    sum = a + b
    return sum / 2
```



# Anatomy of a function

No parameters (expects no input)

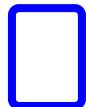
```
def main():
    mid = average(5.0, 10.2)
    print(mid)
```

```
def average(a, b):
    sum = a + b
    return sum / 2
```



# Anatomy of a function

```
def main():
    mid = average(5.0, 10.2)
    print(mid)
```



When a function ends it “returns”

```
def average(a, b):
    sum = a + b
    return sum / 2
```



# Parameters



Parameters let you provide a function some information when you are calling it.



Is returning  
the same as printing?

Is returning  
the same as printing?

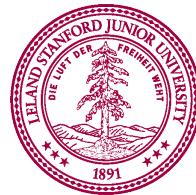
NO

# Learn by Example



# Lecture Plan

- Functions: From Karel to Python
  - **no parameter, no return**
  - parameter
  - parameter and return
- **Example:** Factorial
- More About Functions
- **Example:** Graphics



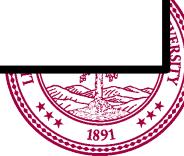
# No Parameter, No Return

```
def print_intro():
    print("Welcome to class")
    print("It's the best part of my day.")
```

```
def main():
    print_intro()
```

terminal

```
> python3 intro.py
```



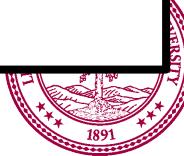
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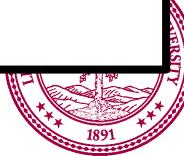
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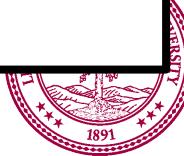
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terminal

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```



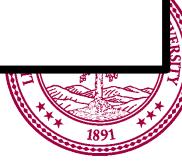
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    print("It's the best part of my day.")
```

```
def main():
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```

terminal

```
> python3 intro.py
Welcome to class
```



# No Parameter, No Return

```
def print_intro():
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```

```
def main():
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```

terminal

```
> python3 intro.py
Welcome to class
It's the best part of my day
```



# No Parameter, No Return

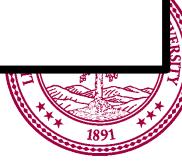
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```
def main():
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```

terminal

```
> python3 intro.py
Welcome to class
It's the best part of my day
```



# No Parameter, No Return

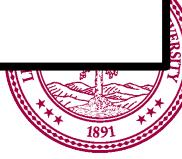
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terminal

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It's the best part of my day
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# Lecture Plan

- Functions: From Karel to Python
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  - **parameter**
  - parameter and return
- **Example:** Factorial
- More About Functions
- **Example:** Graphics



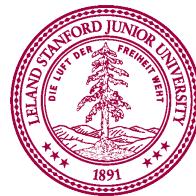
# Parameter Example

```
def print_opinion(num):
    if(num == 5):
        print("I love 5!")
    else :
        print("Whatever")

def main():
    print_opinion(5)
```

terminal

```
> python3 opinion.py
```



# Parameter Example

main memory

*No variables*

terminal

> python3 opinion.py

```
def print_opinion(num) :  
    if(num == 5) :  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main() :  
    print_opinion(5)
```



# Parameter Example

main memory

*No variables*

terminal

> python3 opinion.py

```
def print_opinion(num) :  
    if(num == 5) :  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main() :  
    print_opinion(5)
```



# Parameter Example

main memory

print\_opinion memory

terminal

No variables

```
def print_opinion(num) :  
    if(num == 5) :  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main() :  
    print_opinion(5)
```

> python3 opinion.py



# Parameter Example

main memory

No variables

print\_opinion memory

num

terminal

> python3 opinion.py

```
def print_opinion(num):
    if(num == 5):
        print("I love 5!")
    else :
        print("Whatever")
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```
def main():
    print_opinion(5)
```



# Parameter Example

main memory

No variables

print\_opinion memory

num      5

terminal

> python3 opinion.py

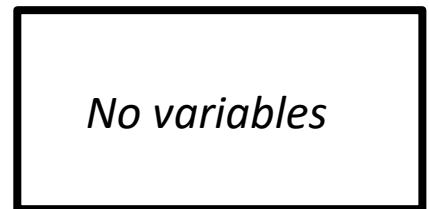
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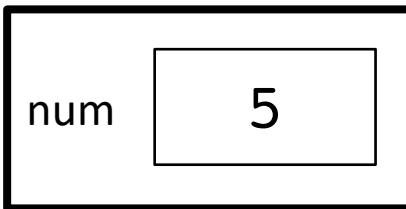


# Parameter Example

main memory



print\_opinion memory



terminal

> python3 opinion.py

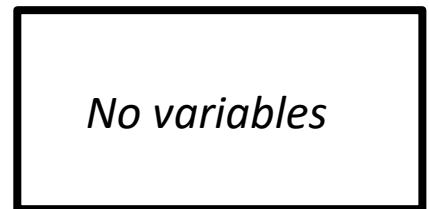
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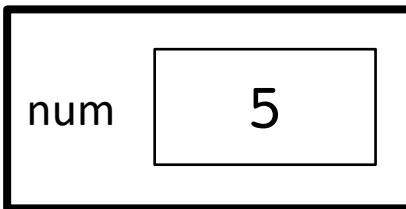


# Parameter Example

main memory



print\_opinion memory

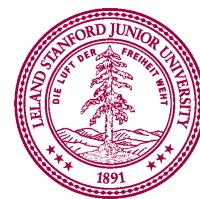


terminal

```
> python3 opinion.py  
I love 5!
```

```
def print_opinion(num) :  
    if(num == 5) :  
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    else :  
        print("Whatever")
```

```
def main() :  
    print_opinion(5)
```



# Parameter Example

main memory

No variables

print\_opinion memory

num      5

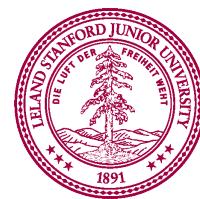
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```
def main() :  
    print_opinion(5)
```



# Parameter Example

main memory

*No variables*

terminal

```
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I love 5!
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```
def print_opinion(num) :  
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```
def main() :  
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# Parameter Example

main memory

*No variables*

terminal

```
> python3 opinion.py  
I love 5!
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# Lecture Plan

- Functions: From Karel to Python
  - no parameter, no return
  - parameter
  - **parameter and return**
- **Example:** Factorial
- More About Functions
- **Example:** Graphics



# Parameter and Return Example

```
def meters_to_cm(meters):
    return 100 * meters

def main():
    result = meters_to_cm(5.2)
    print(result)
```

terminal

```
> python3 m2cm.py
```



# Parameter and Return Example

main memory

*No variables*

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():
```

```
    result = meters_to_cm(5.2)  
    print(result)
```

terminal

```
> python3 m2cm.py
```



# Parameter and Return Example

main memory

*No variables*

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```

terminal

```
> python3 m2cm.py
```



# Parameter and Return Example

main memory

meters\_to\_cm memory

terminal

No variables

```
def meters_to_cm(meters) :  
    return 100 * meters
```

```
def main() :  
    result = meters_to_cm(5.2)  
    print(result)
```

> python3 m2cm.py



# Parameter and Return Example

main memory

No variables

meters\_to\_cm memory

meters      5 . 2

terminal

> python3 m2cm.py

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```



# Parameter and Return Example

main memory

meters\_to\_cm memory

terminal

No variables

meters 5 . 2

> python3 m2cm.py

```
def meters_to_cm(meters):  
    return 100 * meters 520.0
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```



# Parameter and Return Example

main memory

*No variables*

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```

terminal

```
> python3 m2cm.py
```



# Parameter and Return Example

main memory

result **520.0**

terminal

> python3 m2cm.py

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():      520.0  
    result = meters_to_cm(5.2)  
    print(result)
```



# Parameter and Return Example

main memory

result 520.0

terminal

```
> python3 m2cm.py  
520.0
```

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```





# Parameter and Return Example

```
def meters_to_cm(meters):
    return 100 * meters

def main():
    print(meters_to_cm(5.2))
    print(meters_to_cm(9.1))
```

terminal

```
> python3 m2cm.py
```



# Parameter and Return Example

```
def meters_to_cm(meters):
    return 100 * meters

def main():
    print(meters_to_cm(5.2))
    print(meters_to_cm(9.1))
```

terminal

```
> python3 m2cm.py
```

If a method returns something, you can use it directly in an expression!



# Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
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terminal

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# Parameter and Return Example

```
def meters_to_cm(meters):
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```

terminal

```
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```



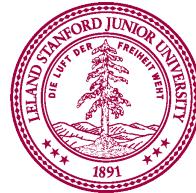
# Parameter and Return Example

```
def meters_to_cm(meters):
    return 100 * meters

def main():
    print(meters_to_cm(5.2))      520.0
    print(meters_to_cm(9.1))
```

terminal

```
> python3 m2cm.py
```



# Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():      520.0  
    print(meters_to_cm(5.2))  
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terminal

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520.0
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# Parameter and Return Example

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    print(meters_to_cm(9.1))
```

910.0

terminal

```
> python3 m2cm.py
520.0
```



# Parameter and Return Example

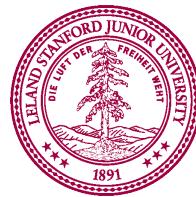
```
def meters_to_cm(meters):
    return 100 * meters

def main():
    print(meters_to_cm(5.2))
    print(meters_to_cm(9.1))
```

910.0

terminal

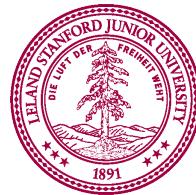
```
> python3 m2cm.py
520.0
910.0
```



# Contrasting Case:

```
# How is this function
def meters_to_cm_case1(meters):
    return 100 * meters
```

```
# Different than this function?
def meters_to_cm_case2(meters):
    print(100 * meters)
```



Is returning  
the same as printing?

Is returning  
the same as printing?

NO



# Multiple Return Statements

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

terminal

```
> python3 maxmax.py
```



# Multiple Return Statements

main memory

*No variables*

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

**def main():**

larger = max(5, 1)

terminal

> python3 maxmax.py



# Multiple Return Statements

main memory

No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

terminal

> python3 maxmax.py



# Multiple Return Statements

main memory

*No variables*

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

terminal

> python3 maxmax.py



# Multiple Return Statements

main memory

No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

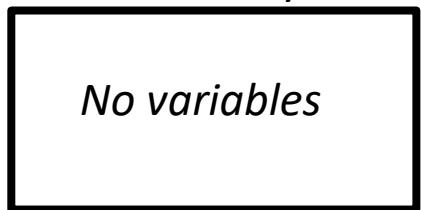
terminal

```
> python3 maxmax.py
```

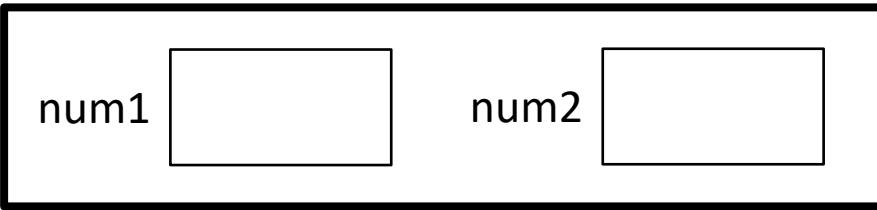


# Multiple Return Statements

main memory



max memory

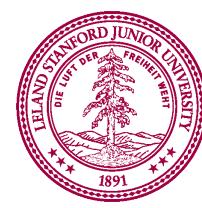


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

terminal

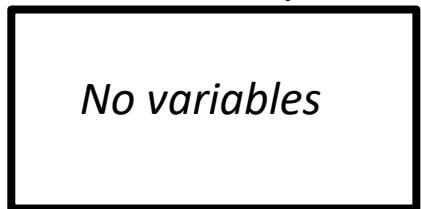
```
> python3 maxmax.py
```

```
def main():  
    larger = max(5, 1)
```

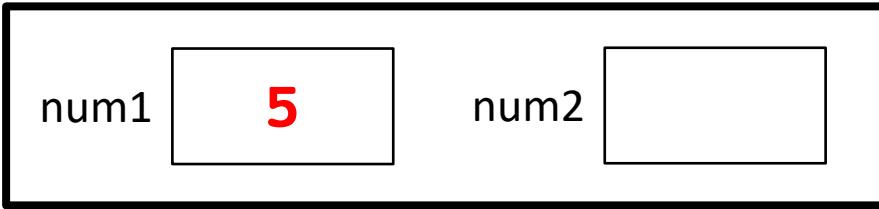


# Multiple Return Statements

main memory



max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

terminal

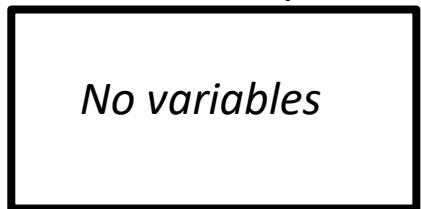
```
> python3 maxmax.py
```

```
def main():  
    larger = max(5, 1)
```

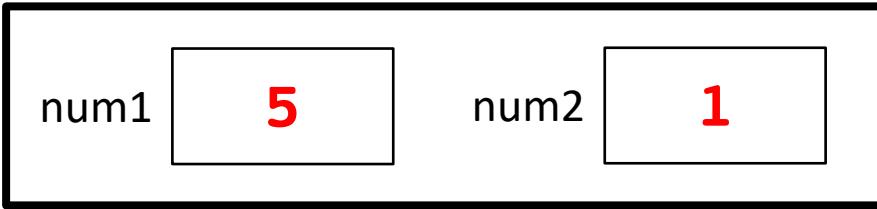


# Multiple Return Statements

main memory



max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

```
    return num2
```

```
def main():  
    larger = max(5, 1)
```

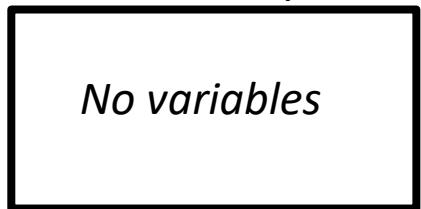
terminal

```
> python3 maxmax.py
```

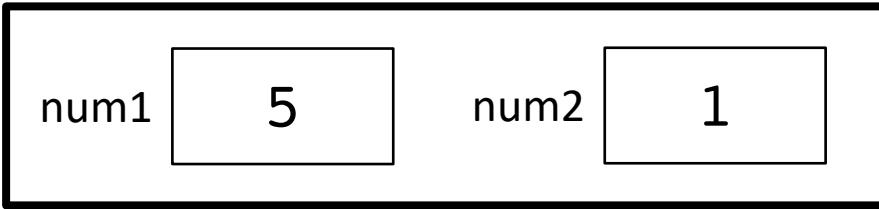


# Multiple Return Statements

main memory



max memory



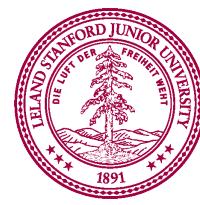
```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

```
    return num2
```

```
def main():  
    larger = max(5, 1)
```

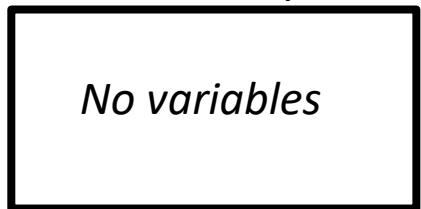
terminal

```
> python3 maxmax.py
```

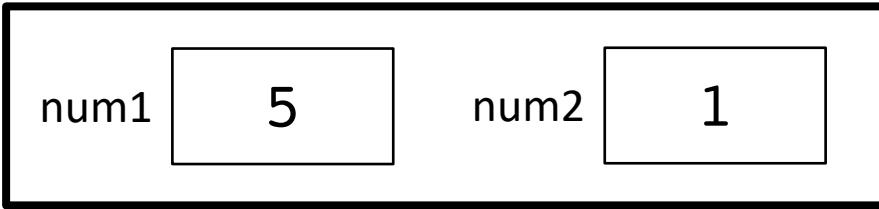


# Multiple Return Statements

main memory



max memory

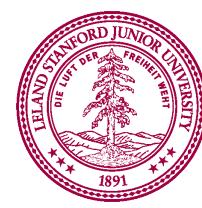


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

terminal

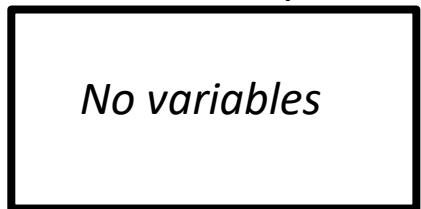
```
> python3 maxmax.py
```

```
def main():  
    larger = max(5, 1)
```

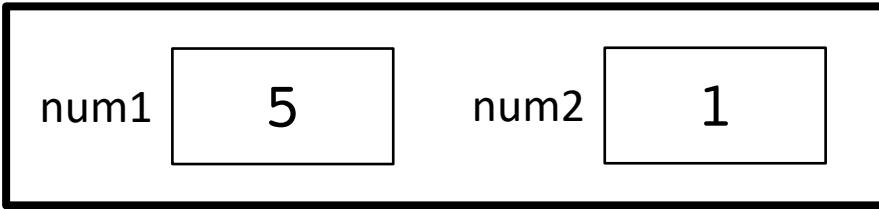


# Multiple Return Statements

main memory



max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
    5  
  
return num2
```

terminal

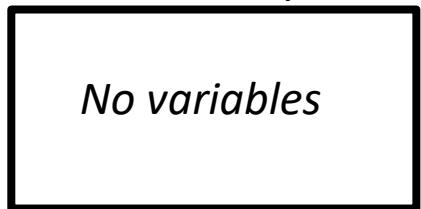
```
> python3 maxmax.py
```

```
def main():  
    larger = max(5, 1)
```

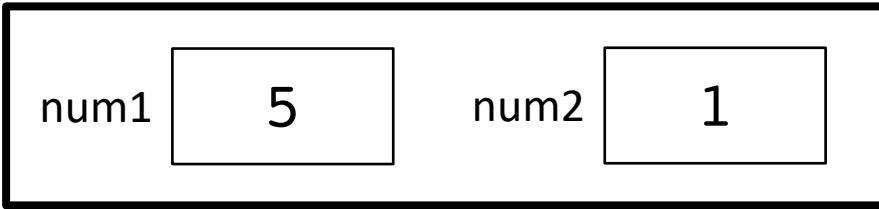


# Multiple Return Statements

main memory



max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

```
return num2
```

```
def main():  
    larger = max(5, 1)
```

terminal

```
> python3 maxmax.py
```



# Multiple Return Statements

main memory

No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1) 5
```

terminal

```
> python3 maxmax.py
```



# Multiple Return Statements

main memory

larger

5

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():      5  
    larger = max(5, 1)
```

terminal

```
> python3 maxmax.py
```



# Multiple Return Statements

main memory

larger

5

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

terminal

```
> python3 maxmax.py
```

```
def main():  
    larger = max(5, 1)
```





# Multiple Return Statements

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```



# Multiple Return Statements

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(1, 5)
```



# Multiple Return Statements

main memory

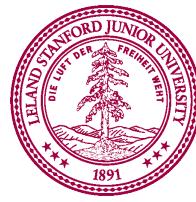
No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

```
    return num2
```

**def main():**

```
larger = max(1, 5)
```



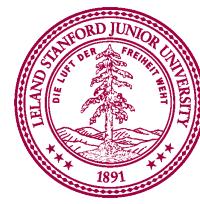
# Multiple Return Statements

main memory

No variables

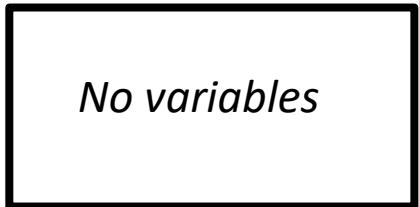
```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(1, 5)
```

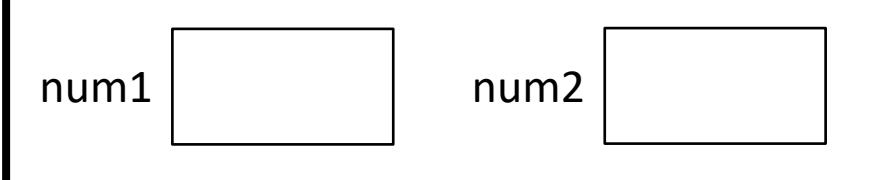


# Multiple Return Statements

main memory



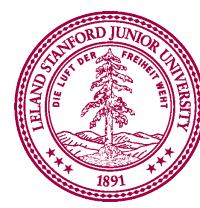
max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

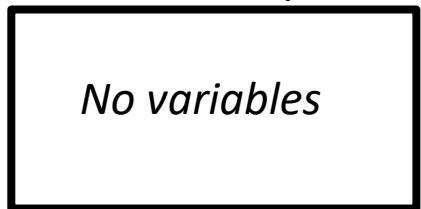
```
    return num2
```

```
def main():  
    larger = max(1, 5)
```

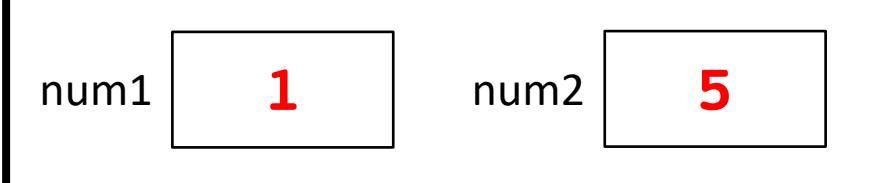


# Multiple Return Statements

main memory



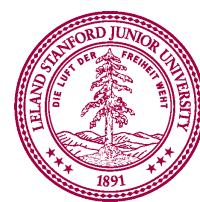
max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

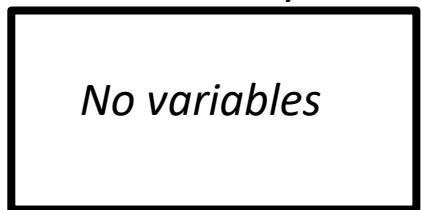
```
    return num2
```

```
def main():  
    larger = max(1, 5)
```

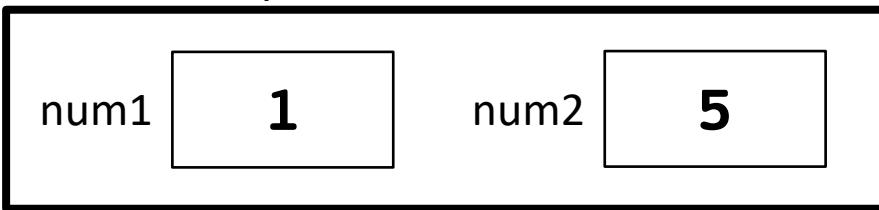


# Multiple Return Statements

main memory



max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

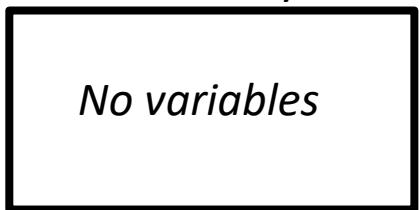
```
    return num2
```

```
def main():  
    larger = max(1, 5)
```

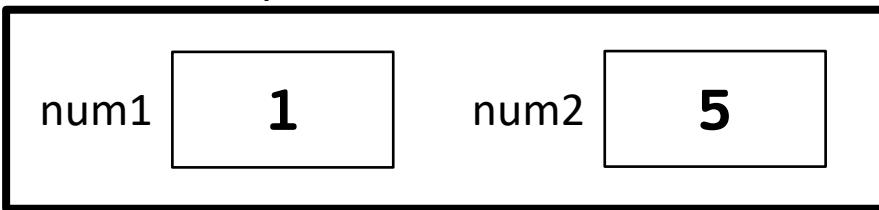


# Multiple Return Statements

main memory



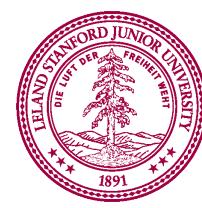
max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

```
return num2 5
```

```
def main():  
    larger = max(1, 5)
```



# Multiple Return Statements

main memory

No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

```
    return num2
```

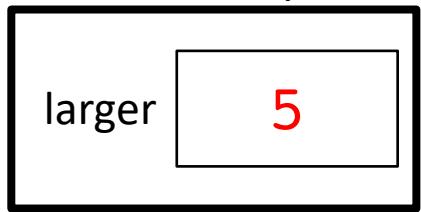
```
def main():  
    larger = max(1, 5)
```

5



# Multiple Return Statements

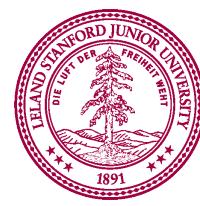
main memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

```
    return num2
```

```
def main():      5  
    larger = max(1, 5)
```



# Multiple Return Statements

main memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

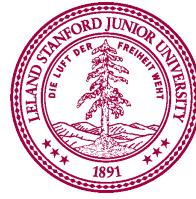
```
    return num2
```

```
def main():  
    larger = max(1, 5)
```



# Lecture Plan

- Functions: From Karel to Python
- **Example: Factorial**
- More About Functions
- **Example: Graphics**



```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i

```
def main():
    for i in range(MAX NUM):
        print(i, factorial(i))
```

i 0

```
def main():
    for i in range(MAX NUM):
        print(i, factorial(i))
```

i 0

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 0

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 0

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```

n  result  i

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```

n  result  i

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```

n	0	result	1	i	1
---	---	--------	---	---	---

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```

n	0	result	1	i	1
---	---	--------	---	---	---

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

1

i 0

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

1

i 0

0 1

```
def main():
    for i in range(MAX NUM):
        print(i, factorial(i))
```

i 1

0 1

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 1

0 1

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 1

0 1

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```

n  result  i

0 1

# Parameters



Every time a function is called, new memory is created for that call.  
Parameter values are passed in.

All *local* variables start fresh (no old values)

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```

n  result  i

0 1

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```

n	1	result	1	i	1
---	---	--------	---	---	---

0      1

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```

n  result  i

0 1

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```



0      1

```
def factorial(n):  
    result = 1  
    for i in range(n):  
        result *= (i + 1)  
  
    return result
```

n	1	result	1	i	2
---	---	--------	---	---	---

0      1

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

1

i 1

0 1

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

1

i 1

0	1
1	1

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 2

0	1
1	1

```
def main():
    for i in range(MAX NUM):
        print(i, factorial(i))
```

i 2

0	1
1	1

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 2

0	1
1	1

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 2

0	1
1	1

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

2

i 2

0	1
1	1

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

2

i 2

0	1
1	1
2	2

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 3

0	1
1	1
2	2

```
def main():
    for i in range(MAX NUM):
        print(i, factorial(i))
```

i 3

0	1
1	1
2	2

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 3

0	1
1	1
2	2

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

i 3

0	1
1	1
2	2

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

6

i 3

0	1
1	1
2	2

```
def main():
    for i in range(MAX_NUM):
        print(i, factorial(i))
```

6

i 3

0	1
1	1
2	2
3	6

```
def main():
    for i in range(MAX NUM):
        print(i, factorial(i))
```

i 4

0	1
1	1
2	2
3	6

```
def main():
    for i in range(MAX NUM):
        print(i, factorial(i))
```

i 4

0	1
1	1
2	2
3	6

# Parameters



Every time a function is called, new memory is created for the call.



# Lecture Plan

- Functions: From Karel to Python
- Example: Factorial
- **More About Functions**
- Example: Graphics



# Bad Times With functions

// NOTE: This program is buggy!!

```
def add_five(x):  
    x = x + 5
```

```
def main():  
    x = 3  
    add_five(x)  
    print("x = " + x)
```



# Bad Times With functions



If you change a parameter using `=`, the change does not persist outside the function!



# Bad Times With functions

// NOTE: This program is buggy!!

```
def add_five(x):  
    x = x + 5
```

```
def main():  
    x = 3  
    add_five(x)  
    print("x = " + x)
```



# Good Times With functions

```
// NOTE: This program is feeling just fine...
```

```
def add_five(x):  
    x = x + 5  
    return x
```

```
def main():  
    x = 3  
    x = add_five(x)  
    print("x = " + x)
```

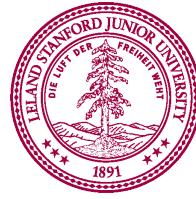


# More Examples

# Changed Name

```
def main():
    num = 5
    cow(num)
```

```
def cow(grass):
    print(grass)
```



# Same Variable Name

```
def main():
    num = 5
    cow()
    print(num)
```

```
def cow():
    num = 10
    print(num)
```



# No functions in functions

```
def main():
    print("hello world")
    def say_goodbye():
        print("goodbye!")
```



Technically legal, but often a sign at the start that you are confusing definition and calling



# No functions in functions

```
def main():
    print("hello world")
    say_goodbye()
```

```
def say_goodbye():
    print("goodbye!")
```



Remember Booleans?

# Boolean Variable

```
karel_is_awesome = True
```

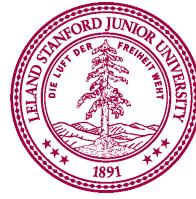
```
my_bool = 1 < 2
```





# Is Even

```
def main():
    for i in range(100):
        if is_even(i):
            print(i)
```



# Boolean Return

```
def main():
    for i in range(100):
        if is_even(i):
            print(i)
```

```
def is_even(x):
    if x % 2 == 0:
        return True
    else:
        return False
```



# Boolean Return

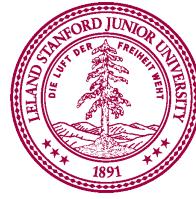
```
def main():
    for i in range(100):
        if is_even(i):
            print(i)
```

```
def is_even(x):
    return x % 2 == 0
```



# Is Divisible By 7

```
def main():
    for i in range(100):
        if is_divisible_by(i, 7):
            print(i)
```



# Boolean Return

```
def main():
    for i in range(100):
        if is_divisible_by(i, 7):
            print(i)
```

```
def is_divisible_by(num, divisor):
    if num % divisor == 0:
        return True
    else:
        return False
```



# Boolean Return

```
def main():
    for i in range(100):
        if is_divisible_by(i, 7):
            print(i)
```

```
def is_divisible_by(num, divisor):
    return num % divisor == 0
```



Can a function return multiple values?

YES !

# Multiple Return Values

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

terminal

```
> python3 maxmax.py  
5 is bigger.
```

```
def main():  
    larger = max(5, 1)  
    print(str(larger) + " is bigger.")
```



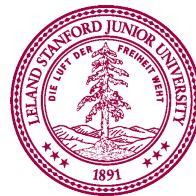
# Multiple Return Values

```
def order(num1, num2):  
    if num1 >= num2:  
        return num1, num2  
  
    return num2, num1
```

terminal

```
> python3 maxmax.py  
1 is smaller than 5
```

```
def main():  
    smaller, larger = order(5, 1)  
    print(str(smaller) + " is smaller than " + str(larger))
```



# Lecture Plan

- Functions: From Karel to Python
- Example: Factorial
- More About Functions
- **Example: Graphics**



# Learn How To:

1. Write a function that takes in input
2. Write a function that gives back output
3. Trace function calls using stacks



# Bonus Exercise

- Greek mathematicians took a special interest in numbers that are equal to the sum of their proper divisors (a proper divisor of  $n$  is any divisor less than  $n$  itself). They called such numbers *perfect numbers*. For example, 6 is a perfect number because it is the sum of 1, 2, and 3, which are the integers less than 6 that divide evenly into 6. Similarly, 28 is a perfect number because it is the sum of 1, 2, 4, 7, and 14.
- Design and implement a Python program that finds all the perfect numbers between two limits. For example, if the limits are 1 and 10000, the output should look like this:

