

# Functions

Python Open Lab

# What is a function

- In simple terms, a *function* is a device that groups a set of statements so they can be run more than once in a program—a packaged procedure invoked by name.
- Functions also can compute a result value and let us specify parameters that serve as function inputs and may differ each time the code is run

# Functions we have used

- So many...
- `len(list)`
- `print(list)`
- `list.insert(index, value)`
- `list.find(x)`
- ...

# Why we need a function

- Maximizing code reuse
  - function A()
  - function B():
    - call A()
  - function C():
    - call A()
- Minimizing redundancy

# Why we need a function

- Procedural decomposition
- Task: make a piazza
  - mix the dough — `def mixDough()`
  - roll it — `def roll()`
  - add topping — `def addTopping()`
  - bake — `bake()`

# Declaration

- function definition
- `def function(parameter1, parameter2...):`

do something

return value

# Example

- print hello world

```
def printHelloWorld():  
    print("hello world")  
  
printHelloWorld()
```

**The third line is very important : to call the function**

# Use after declaration

- What will happen if we do in this way?

```
printHelloWorld()

def printHelloWorld():
    print("hello world")
```



# Use parameter

- use a single parameter

```
def function(param):  
    do something with param
```

```
#call the function  
function("a")  
function(1)  
function(<a list>)
```

# Use parameters

- use multiple parameters

```
def function(param1, param2):  
    do something with params
```

```
#call the function
```

```
function("a", "b")
```

```
function(1, 2)
```

```
function(<a list>, <a dictionary>)
```

- the parameters passed are retrieved by order in the function

# Example

- Calculator

```
def addTwoNumber(x,y):  
    num1 = float(x)  
    num2 = float(y)  
    print(num1+num2)  
def minusTwoNumber(x,y):  
    num1 = float(x)  
    num2 = float(y)  
    print(num1-num2)  
  
#call them  
addTwoNumber(1.5, 2.3)  
minusTwoNumber(1.5, 2.3)
```

# Exercise

- Implement your `print()` function
- Use a name other than `print()`

# Return value

- Pass a task to a function
- Want to know the result of the task
  - We can use `print()`
  - But what if we need the result to do next step calculation?

# Return value

```
def function(param1, param2):
```

```
    do something with param2
```

```
    return result
```

```
result = function(x,y)
```

```
print(result)
```

# Two sums

- Add two numbers and return their sum
- Add another two numbers and return their sum
- Compare two sums and print the bigger one

# Two sums

```
def sum(x, y):  
    return float(x)+float(y)  
  
num1 = sum(1.0, 2.5)    #num1 = 3.5  
num2 = sum(2.4, 1.6)    #num2 = 4.0  
if num1 > num2:  
    print(num1)  
else:  
    print(num2)
```



# Two sums

```
def sum(x, y):  
    return float(x)+float(y)  
def compareNums(x, y):  
    e1 = float(x)  
    e2 = float(y)  
    if e1 > e2:  
        print(e1)  
    else:  
        print(e2)  
num1 = sum(1.0, 2.5)    #num1 = 3.5  
num2 = sum(2.4, 1.6)    #num2 = 4.0  
compareNums(num1, num2)
```

# Main function

- The entrance of program
  - `if __name__ == "__main__":`
    - do something
- Advantage of using main function is that we organize all code in functions

# Main function

- Make pizza
- `if __main__ == "__main__":`
  - `mixDough()`
  - `roll()`
  - `addTopping()`
  - `bake()`
- Function is the best way to organize your code!

# Exercise

- Build a calculator which supports add, subtract, multiplication, division and return related result
- `num1 = add(1.9,2.3)`
- `num2 = minus(num1, 3.4)`
- `num3 = multiple(num2, 1.5)`
- `num4 = divide(num3,2.0)`

# Reference

- Learning Python(Fifth Edition, Mark Lutz)
  - Chapter 16, pp. 473-478