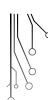
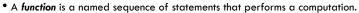


CLASS 05 **FUNCTIONS & THE MATH MODULE**

COMP 130 - INTRODUCTION TO COMPUTING DICKINSON COLLEGE



FUNCTIONS



• a.k.a method / procedure / sub-routine

• Some Python Built in Functions:

type(3)

• x=int('17')

A Function:

• Accepts values as arguments (e.g. 3 or '17')

Enclosed in parenthesis.

• Returns a value as a result (e.g. int or 17)

• Can be used like any other value. (e.g. in expressions and assignments statements.)

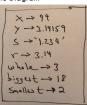


BUILT-IN FUNCTIONS

- Python provides many built-in functions
 - x=int('99')
 - y=float('3.14159')
 - s=str(1.234)
 - r=round(y,2)
 - whole=round(y)
 - biggest=max(2, 7, 3, 18, 4)
 - smallest=min(2, 7, 3, 18, 4, 27)

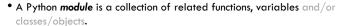








MODULES



- Examples:
 - math: functions and variables for common mathematical operations.
 - random: provides functions for generating random numbers.
 - Lots and lots and lots of others...















MATH MODULE EXAMPLE

```
import math
radius=3.5
area=math.pi * math.pow(radius,2)
print(area)
side_a=5
side b=7
hypotenuse=math.sqrt(side_a**2 + side_b**2)
print(hypotenuse)
```



- Import the module
- Use dot notation:
 - module.method(...)
 - module.variable
 - - math.pow(2,8)
 - math.sqrt(25)
 - math.pi

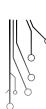




MATH MODULE EXAMPLE REVISITIED

radius=3.5 area=pi * pow(radius,2) print(area) side_a=5 side b=7 hypotenuse=sqrt(side_a**2 + side_b**2) print(hypotenuse)

- - From the module import *
 - Use the function or variable name:
 - E.g.
 - pow(2,8)
 - sqrt(25)
 - pi





- An Application Programming Interface (API) is the collection of functions a programmer uses to interact with a code library (e.g. a module)
- API Documentation describes the functions, variables, classes and objects contained in a library.
 - math module as an example
 - Simplified: https://www.programiz.com/python-programming/modules/math
 - Definitive: https://docs.python.org/3/library/math.html



