Funciones

In [1]:
```
type(3)
```

Out[1]:
```
int
```

In [2]:
```
len('Hola mundo')
print(1, 'hola')
print('hola' + ' mundo')
print('hola {}'.format('mundo'))
mundo = 'mundo!!'
print(f"hola {mundo}")
```

Out[2]:
```
10
```

In [3]:
```
max('esto es un ejemplo')
```

Out[3]:
```
'u'
```

In [5]:
```
min('esto es un ejemplo')
```

Out[5]:
```
' '
```

In [6]:
```
int('32')
```

Out[6]:
```
32
```

In [7]:
```
int('hola')
```

```
---------------------------------------------------------------------------
ValueError                                Traceback (most recent call last)
<ipython-input-7-2d745ed8249a> in <module>
----> 1 int('hola')

ValueError: invalid literal for int() with base 10: 'hola'
```

In [8]:
```
int(2.34)
```

Out[8]:
```
2
```

In [9]:
```
float(32)
```

Out[9]:
```
32.0
```

In [10]:
```
str(32)
```

Out[10]:
```
'32'
```

In [11]:
```
str(2.546728)
```

Out[11]:
```
'2.546728'
```

Funciones Matemáticas

In [16]:
```
import math

print("math.sin(0.7):", math.sin(0.7))
print("math.cos(0.7):", math.cos(0.7))
print("math.tan(0.7):", math.tan(0.7))

print("math.sqrt(9):", math.sqrt(9))
```

```
math.sin(0.7): 0.644217687237691
math.cos(0.7): 0.7648421872844885
math.tan(0.7): 0.8422883804630793
```

mas información sobre la librería math https://docs.python.org/3/library/math.html

In [17]:
```
math.sqrt(9)
```

Out[17]:
```
3.0
```

Random

In [20]:
```
import random

random.random()
```

Out[20]:
```
0.18161533679918063
```

In [23]:
```
random.randint(5, 10)
```

Out[23]: 10

In [27]:
```
random.choice([1,2,5,8,13,21])
```

Out[27]: 21

Crear Funciones

In [31]:
```
def hola():
    print('hola mundo!')

hola()
```

```
hola mundo!
```

In [30]:
```
def saludar(nombre):
    print('Hola', nombre)

saludar('Diego')
```

```
Hola Diego
```

In [32]:
```
def saludar2(nombre):
    return 'hola {}!'.format(nombre)

print(saludar2('Diego'))
```

```
hola Diego!
```

In [ ]: