A function is defined as a relation between a set of inputs having one output each. In simple words, a function is a relationship between inputs where each input is related to exactly one output. Every function has a domain and codomain or range

Functions in Python. You use functions in programming to bundle a set of instructions that you want to use repeatedly or that, because of their complexity, are better self-contained in a sub-program and called when needed. That means that a function is a piece of code written to carry out a specified task.

The functions explained are Built-in Functions, User-defined Functions, Recursive Functions, Lambda Function. A function is a block of code in Python that performs a particular task.

Thus, a user-defined function helps us create definitions that are not a part of the in-built Python functions. It can help to cater to our needs. Most programs have certain repetitive sections of code. A user-defined function allows us to write the code for such parts of the code.

In Python, you define a function with the def keyword, then write the function identifier (name) followed by parentheses and a colon. The next thing you have to do is make sure you indent with a tab or 4 spaces, and then specify what you want the function to do for you.

The four steps to defining a function in Python are the following: Use the keyword def to declare the function and follow this up with the function name. Add parameters to the function: they should be within the parentheses of the function. End your line with a colon.

The values that are declared within a function when the function is called are known as an argument. The variables that are defined when the function is declared are known as parameters. These are used in function call statements to send value from the calling function to the receiving function.

In computer programming, a return statement causes execution to leave the current subroutine and resume at the point in the code immediately after the instruction which called the

subroutine, known as its return address