Python

A quickstart into the key concepts of programming Functions



functions

functions.ipynb



Functions

- A function is a reusable block of programming statements designed to perform a certain task.
- Wrap code up in a **function**, be able to repeatedly use it
 - A piece of code written to carry out a specified task.
 - This makes code easier to read, maintain and debug.
 - · Code can be tested separately
- The output of the function is stated by "return"
- Programming functions (usually) take arguments.
 - The input comes in in parentheses after the function name:
 - The ordered sequence of variables is strictly speaking, called the *argument list* in the caller and the *parameter list* in the function definition.



Functions

```
• Skeleton / syntax
def myfunc (p1, p2, ...):
    """ info """
    statement 1
    statement 2
    ...
    return statement
```

- myfunc is the name of the function.
- parameter list inside ()
 - Empty parentheses when no parameters are used.
- · All statements are indented
- Usually an (optional) return statement that can return the result to the calling program.



Functions

- Naming rules:
 - · cannot use any of Python's keywords
 - No spaces
 - First character must be A-Z or a-z or the " " character
 - After the first character you can use A-Z, a-z, "_" or 0-9
 - Case sensitive
 - Two different functions can't have the same name



Functions

- A function must be called, it does nothing by itself.
- The interpreter must see the function definition before it can be called.
 - Best practice is to put all the functions at the top of a file, right after the main docstring.
- End your function with a return statement if the function should output something.
 - Without the return statement, the function will return an object None.
 - Return multiple values in a tuple ()
- File: function_1.py



function_1.py

```
def my_func_1 ():
    """
    this function writes hello """
    print('Hello')

def my_func_2(a, b):
    """    parameters:
        a: first part of mathematical manip
        b: second part in mathematical manip
    """
    res = a + b
    return (res)

def my_func_3(a, b):
    """
    parameters:
        a: first part of mathematical manip
        b: second part in mathematical manip
        b: second part in mathematical manip
        b: second part in mathematical manip
    """
    res1 = a + b
    res2 = a - b
    return (res1, res2)
```

```
# main part, calling the functions
my_func_1()

my_func_2(5,6) # effect?
a = my_func_2(5,6)
print(type(a))
print(a)

b = my_func_3(5,6)
print(type(b))
print(b)
```



Optional and keyword arguments

- An argument may be assigned a default value in the parameter list
 - If not present in the calling argument list, the default value will be used
- Keyword arguments can be passed by keyword, not position. They must follow any positional arguments in the argument list.
- File: function_optional_arguments.py

```
def foo(val1, val2, val3, calcSum=True):
    # Calculate the sum
    if calcSum:
        return val1 + val2 - val3
    # Calculate the average instead
    else:
        return (val1 + val2 + val3) / 3

print(foo(10,20,30, True))
print(foo(10,20,30, False))
print(foo(10,20,30))
print(foo(val1=10,val3=20,val2=30,calcSum=True))
```



Returning from a function

- Values are returned by the return statement. It can return an item or an expression.
 - Return: immediate exit.
 - Python functions can return only one item but that item can be any object, in particular a tuple, list, or dictionary.
- A function may have multiple return statements but only one (the first encountered) will be executed.
- Functions always return something. If you do not specify a return value Python returns the special value None.



Functions: how to call a function

- Call a function by its name and pass the arguments
- Mechanism: call by object reference
 - pass immutable arguments like integers, strings or tuples to a function, the passing acts like call-by-value.
 - Pass mutable arguments (e.g. lists), consider two cases:
 - Elements of a list can be changed in place
 - If a new list is assigned to the name, the old list will not be affected.
- Argument lists in the caller and the callee must agree in *number* and *type*.
 - Default arguments
 - · Required arguments
 - Keyword arguments
 - Variable number of arguments
- File: function argument pass 1.py



Passing Arguments by Reference

```
def myfunction (seq):
    print ("Entering sequence inside a function:
", seq, 'id', id(seq))
    seq.append(40)

print ("Modified sequence inside a function:
", seq, 'id', id(seq))
    seq = [1, 2, 3]
    print ("New sequence inside a function: ", seq, 'id', id(seq))
    return

mylist=[10,20,30]
print('mylist before call', mylist, 'id', id(mylist))
myfunction(mylist)
print('mylist after call', mylist, 'id', id(mylist))
```



Functions: scope

- Functions can be considered as a mini program
- Variables can be created inside functions
 - are considered local to that function.
 - they only exist within that function.
 - Objects outside the scope of the function will not be able to access that variable
 - To create a global variable inside a function, you can use the global keyword.
 - Be careful with global variables
- File: function_scope_5.py



Functions docstrings

- Docstrings describe what the function does. These descriptions serve as documentation for the function
- Function docstrings are placed after the function header and are placed in between triple quotation marks.
- The docstring must be indented to the level of the function body.

```
def hello():
    """
    Prints "Hello World".
    Returns:
        None
    """
    print("Hello World")
    return
print("The docstring of the function hello: " + hello.__doc__)
• File: hello.py
    help('hello')
```



Module

Stepping stones:

- Start working with Python on the interpreter
- Write longer programs that need to be executed multiple times: write scripts
- The programs grow in size, split it into several files for easier maintenance as well as reusability of the code.
 - The solution: Modules.
 - Define most used functions in a module and import it, instead of copying their definitions into different programs.
 - A module can be imported by another program to make use of its functionality.



Example straightforward approach

- Function definition and function calls in same file
 - File: greetings_func.py
- Function definition in separate file, another program is calling the function
 - File: greetings calling.py
 - · Main program
 - Key feature: import
 - File: greetings bucket.py
 - · Function definition



Loading Modules: the import Statement

• Explicit module import: Explicit import of a module preserves the module's content in a namespace. The namespace is then used to refer to its contents with a "." between them.

```
import math
math.cos(math.pi)
```

- Explicit module import by alias
 - For long module names, use the "import ... as ..." import numpy as np
- Explicit import of module contents: Sometimes rather than importing the module namespace, just like import a few particular items from the module, use "from ... import ..."

```
from math import cos, pi
```

Implicit import of module contents: it is sometimes useful to import the entirety of the module contents into the local namespace. This can be done with the "from \dots import *"

```
from math import *
sin(pi) ** 2 + cos(pi) ** 2
```

This pattern should be used sparingly, if at all. The problem is that such imports can sometimes overwrite function names that you do not intend to overwrite, and the implicitness of the statement makes it difficult to determine what has changed.



Standard library

- Python's standard library contains many useful built-in modules, <u>Python documentation</u> (https://docs.python.org/3/library/)
- Batteries included
- Any of these can be imported with the import statement
 - os and sys: Tools for interfacing with the operating system, including navigating file directory structures and executing shell commands
 - math and cmath: Mathematical functions and operations on real and complex numbers
 - itertools: Tools for constructing and interacting with iterators and generators
 - functools: Tools that assist with functional programming
 - random: Tools for generating pseudorandom numbers
 - pickle: Tools for object persistence: saving objects to and loading objects from disk
 - json and csv: Tools for reading JSON-formatted and CSV-formatted files.
 - urllib: Tools for doing HTTP and other web requests.

https://nbviewer.jupyter.org/github/jakevdp/WhirlwindTourOfPython/blob/master/13-Modules-and-Packages.ipynb

name == main block

- The main block is only run when the file is run directly by Python. When the file is imported, the main block is not run.
- Usage: put the testing code in the main block, so that when you're importing the file, the functions can be used, but the testing is not seen
- File: use print greet.py
 - File: print_greet.py
- File: use print greet main.py
 - File: print greet main.py



name == main block

- 2 ways of executing code
 - execute the file as a Python Script (most common)
 - By importing the necessary code from one Python file to another.
- Python interpreter sets __name__ depending on the way how the code is executed.
 - running the script directly, Python is going to assign "__main__" to __name__
 - __name__ variable helps to check if the <u>file</u> is being run directly or if it has been imported.



name == main block

```
# -*- coding: utf-8 -*-
"""

@author: u0015831

def print_greet( par ):
    print('Greetings My Dear ',
    par)
    return

# test the function
print_greet('all_of_you')

# test the code without if
print_greet('all_of_you')
# -*- coding: utf-8 -*-
"""

# author: u0015831
"""

def print_greet( par ):
    print('Greetings My Dear ',
    par)
    return

# test the function
print_greet('all_of_you')
```

