

## CoGrammar

Programming with Functions (Part One)





#### **Data Science Lecture Housekeeping**

- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly.
   (FBV: Mutual Respect.)
- No question is daft or silly ask them!
- There are Q&A sessions midway and at the end of the session, should you
  wish to ask any follow-up questions. Moderators are going to be
  answering questions as the session progresses as well.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Open Classes.
   You can submit these questions here: <u>Open Class Questions</u>

#### Data Science Lecture Housekeeping cont.

- For all non-academic questions, please submit a query:
   www.hyperiondev.com/support
- Report a safeguarding incident:
   <u>www.hyperiondev.com/safeguardreporting</u>
- We would love your feedback on lectures: <u>Feedback on Lectures</u>

## Lecture Objectives

- Understanding both built-in and creating our own functions.
- Calling functions and understanding function scope.

#### What are functions?

- ★ It is a reusable and organised block of code.
- **★** Sometimes it's called, a 'method'.
- ★ Similar to functions is maths f(x) takes an input of x and produces an output.
- **★** Also useful for abstraction.
  - Abstraction the concept of defining complex functionality by using a single term. Great for defining high-level bits of functionality.

#### **Functions in Python**

- **★** Python does come with built-in functions bundled alongside it. For example :
  - o print()
  - input()
  - Both of these are staple examples of built-in functions that come with python.

#### **More Python Functions**

- ★ There are many more functions that we can use in Python and it does not stop with what is built-in.
- ★ We can use something called Pip (python package manager) to install various packages that contain modules.
  - Note: Some packages come preinstalled, such as the math module.
- **★** These modules can be imported into our scripts using the import statement.

#### Importing modules

```
# Remember to always import your modules before you begin.
# It'd be awkward if you call a module that you have not referenced yet.
import math
x = math.sqrt(64.25673)
print(x)
```

#### **Importing Modules**

```
# We could also import we'd like to use specifically from the modules
# As such :

from math import sqrt

x = sqrt(64.2537835)
print(x)
```

#### **Importing Modules**

```
# We can even give the module an alias to make it easier to reference.
import math as m

x = m.sqrt(64.2354)
print(x)
```



#### **Creating our own Functions**

```
# To define our own functions we use the def keyword to 'define' our function
# Then simply add logic within and to return a final value or output from
   our function, we use the 'return keyword'
def addition(x, y): # We have created a function called 'addition'
   # Logic goes here
   value = x + y
   return value
1.1.1
Return will simply hold a value for us, but to see it, we still need to use a
    print function.
```

### **Important Terminology**

- **★** Function A block of code that performs an action.
- ★ Method A function defined or owned by an object. Not quite the same as functions but very similar for our purposes.
- $\bigstar$  Parameters The defined input of a function.
- \* Arguments The values passed to the parameters.

#### Why Functions?

- ★ Reusable code Sometimes we'll need to do the same thing multiple times.
- ★ Error checking / validation Makes this process easier, as the logic is placed in one place that is easy to find.
- **★** Dividing code up into manageable chunks Makes our code easier to read and understand.
- **★** Rapid development The same functionality does not need to be defined again.

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### **Q & A SECTION**

Please use this time to ask any questions relating to the topic, should you have any.

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Thank you for joining!



