



```
render() {  
  return (  
    <React.Fragment>  
      <div className="py-5">  
        <div className="container">  
          <Title name="our" title="product">  
            <div className="row">  
              <ProductConsumer>  
                {(value) => {  
                  console.log(value)  
                }}  
            </ProductConsumer>  
          </div>  
        </div>  
      </React.Fragment>  
    )  
  )  
}
```

# Python Function Presentation

Presented By  
**Rahul Yadav**

# What is a Function ?

- A function in Python is a reusable block of code designed to perform a specific task. Functions take input, process it, and return a result.
- Functions are defined using the `def` keyword, followed by the function name and parentheses.

## Real-World Examples:

- E-commerce
- Banking
- Healthcare

The diagram shows a Python function definition with six numbered annotations and arrows pointing to specific parts of the code:

- 1. `def` keyword
- 2. function name
- 3. function arguments inside ()
- 4. colon ends the function definition
- 5. function code
- 6. function return statement

```
def add(x, y):  
    print(f'arguments are {x} and {y}')  
    return x + y
```

# Why to use function ?

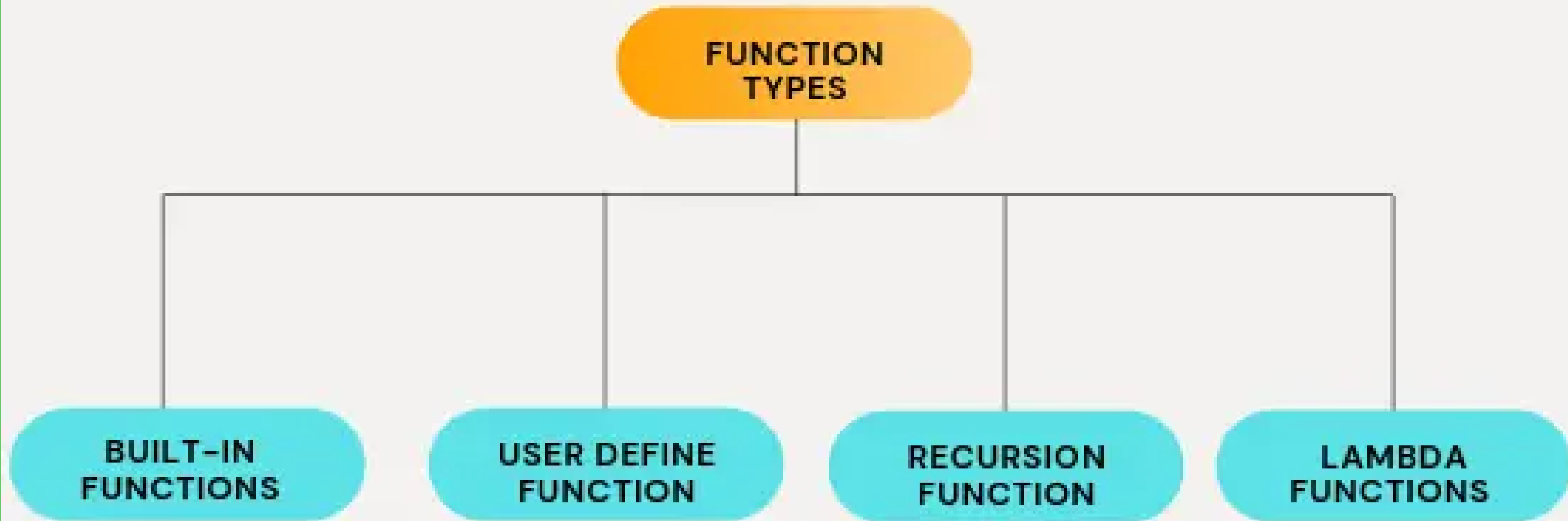
Using Python functions is essential for efficient, clean, and reusable code. Here are some key reasons to use Python functions:

1. Code Reusability
2. Improved Readability
3. Avoiding Redundancy
4. Scalability
5. Modularity
6. Easy Debugging

```
1  def greet(name):
2      """This function greets a person by name."""
3      return f"Hello, {name}!"
4
5  # Reuse the function
6  print(greet("Rahul")) # Output: Hello, Rahul!
7  print(greet("Django")) # Output: Hello, Django!
8  # *****
9  # Without using a function
10 name1 = "Rahul"
11 print(f"Hello, {name1}!")
12
13 name2 = "Django"
14 print(f"Hello, {name2}!")
15
```

# Types of Function :

## PYTHON FUNCTION TYPES



# User defined Function:

User-defined functions in programming are custom functions created by developers to perform specific tasks.

## 1. Functions Without Parameters and Without Return Value

- These functions do not accept any parameters and do not return any value.
- They simply execute a set of instructions.

#Function Definition

```
def area_of_circle():
```

```
    r=12
```

```
    a=3.14*r*r
```

```
    print("area of circle",a)
```

#Function Call

```
area_of_circle()
```

## 2. Function with Arguments and No Return Value

- These functions accept input arguments but do not return any value.
- Typically used for operations where inputs modify some external state.

```
#Function Definition
def area_of_circle(radius):
    a=3.14* radius * radius
    print("area of circle",a)

#Function Call
area_of_circle(12)
```



### 3. Function with No Arguments and a Return Value

- These functions do not take any input but return a value.
- Useful for generating data without needing external input.

```
2
3  def return_multiple():
4      return 1, 2, 3
5
6  a, b, c = return_multiple()
7  print(a)
8  print(b)
9  print(c)
0
1  # Returns:
2  # 1
3  # 2
4  # 3
```

## 4. Function with Arguments and a Return Value

- These functions take inputs and return a result.
- Commonly used for performing computations or transformations.

```
def add_numbers(a, b):  
    return a + b  
  
result = add_numbers(3, 5)  
print(result)
```




# 1. \*args (Non-Keyword Variable Arguments)

- Used to pass a variable number of non-keyworded arguments to a function.
- Inside the function, \*args is treated as a tuple of arguments.

# 2. \*\*kwargs (Keyword Variable Arguments)

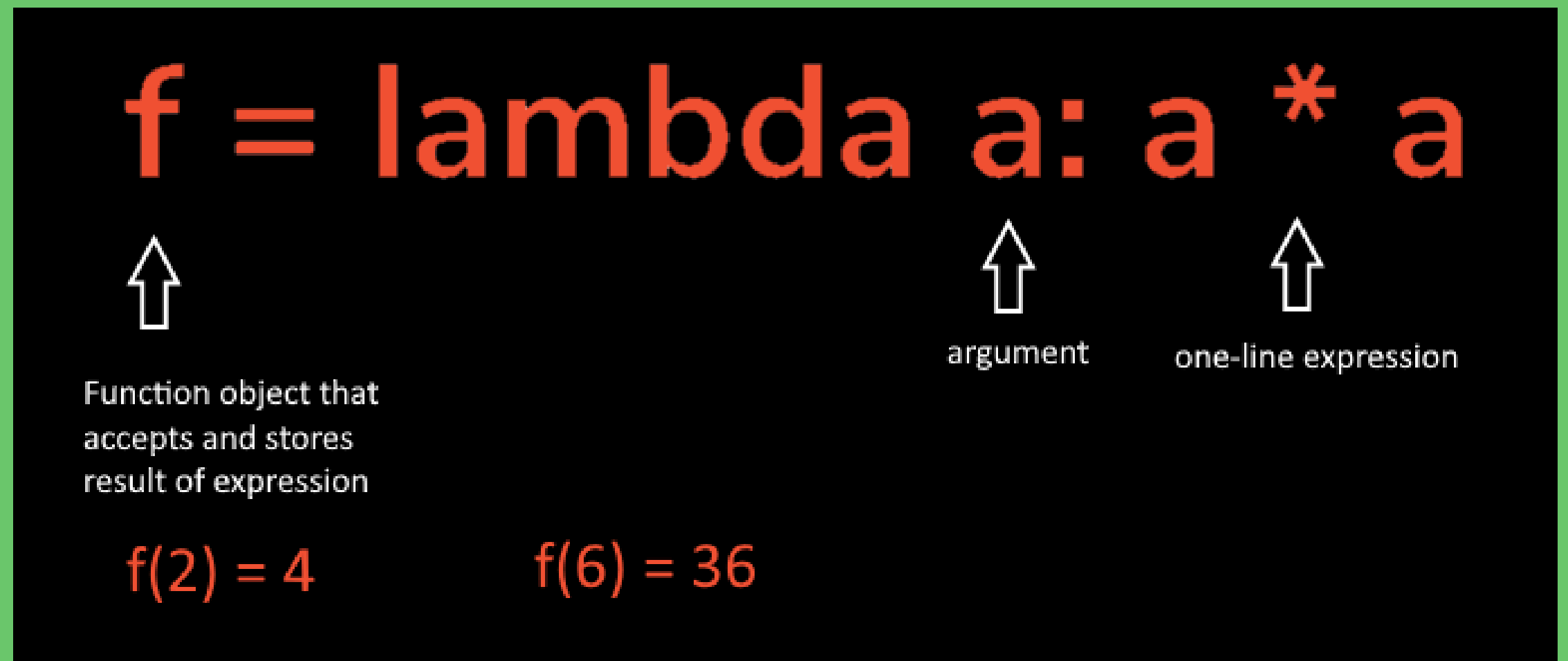
- Used to pass a variable number of keyworded arguments to a function.
- Inside the function, \*\*kwargs is treated as a dictionary.

```
def print_args_kwargs(*args, **kwargs):  
    for arg in args:  
        print(f"Non-keyword argument: {arg}")  
    for key, value in kwargs.items():  
        print(f"Keyword argument: {key}={value}")  
  
print_args_kwargs(1, 2, 3, a=4, b=5, c=6)  
  
-----  
# Non-keyword argument: 1  
# Non-keyword argument: 2  
# Non-keyword argument: 3  
# Keyword argument: a=4  
# Keyword argument: b=5  
# Keyword argument: c=6
```

 @akshay\_pachar

# Lambda function :

- A lambda function in Python is a small, anonymous function that is defined using the lambda keyword.
- It can have any number of arguments, but it can only contain a single expression.
- The result of the expression is returned when the function is called.



# Built-in functions :

- Built-in functions in Python are pre-defined functions that are always available for use without the need for importing any libraries.

## 1. Type Conversion Functions

- `int()`: Converts to an integer.
- `float()`: Converts to a floating-point number.
- `str()`: Converts to a string.
- `bool()`: Converts to a boolean (True or False).
- `list()`, `tuple()`, `set()`, `dict()`: Convert to respective data structures.
- `ord()`: Converts a character to its Unicode code.
- `chr()`: Converts a Unicode code to its character.
- `hex()`, `oct()`, `bin()`: Converts an integer to hexadecimal, octal, or binary.

## 2. Input/Output Functions

- `print()`: Outputs data to the console.
- `input()`: Reads input from the user as a string.
- `open()`: Opens a file for reading or writing.

## 3. Iterables and Sequence Functions

- `len()`: Returns the length of a sequence or collection.
- `max()`, `min()`: Return the maximum or minimum value in an iterable.
- `sum()`: Returns the sum of elements in an iterable.
- `sorted()`: Returns a sorted list from an iterable.
- `reversed()`: Returns a reversed iterator.
- `enumerate()`: Returns an enumerator with index and value pairs.
- `zip()`: Combines multiple iterables element-wise into tuples.

## 4. Logical Functions

- `all()`: Returns True if all elements in an iterable are true.
- `any()`: Returns True if any element in an iterable is true.

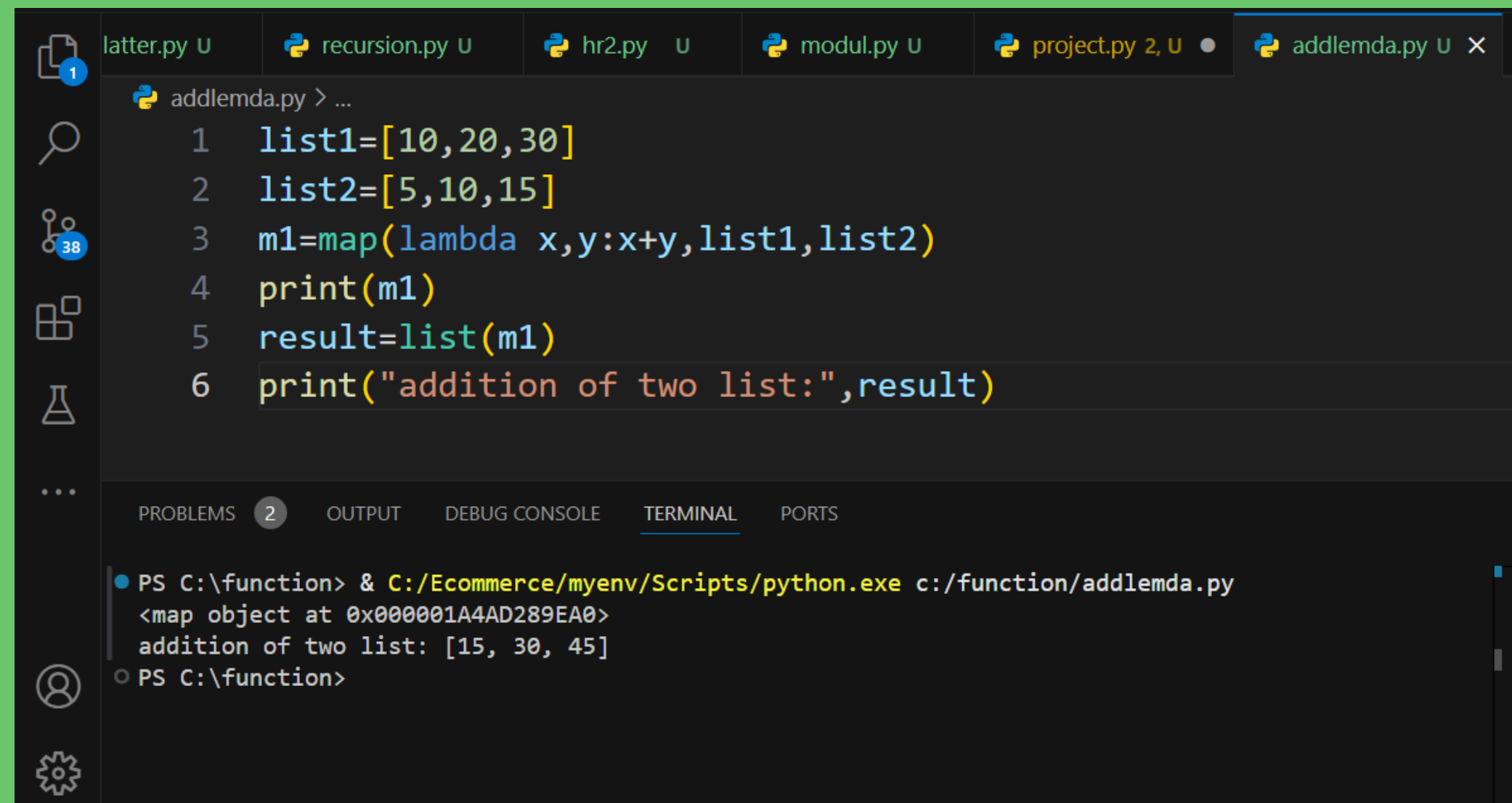
## 5. Object and Attribute Functions

- `type()`: Returns the type of an object.
- `id()`: Returns the unique ID of an object.
- `isinstance()`: Checks if an object is an instance of a class.
- `dir()`: Returns a list of valid attributes for an object.
- `getattr()`, `setattr()`, `hasattr()`: Work with attributes of an object.

# 6.map() function

- The map() function applies a function to every item in an iterable and returns a map object (an iterator).

Syntax:      map(function, iterable)



The screenshot shows a Python IDE with several tabs at the top: 'latter.py U', 'recursion.py U', 'hr2.py U', 'modul.py U', 'project.py 2, U', and 'addlemda.py U X'. The active tab is 'addlemda.py U'. The code in the editor is as follows:

```
1 list1=[10,20,30]
2 list2=[5,10,15]
3 m1=map(lambda x,y:x+y,list1,list2)
4 print(m1)
5 result=list(m1)
6 print("addition of two list:",result)
```

Below the editor, the 'TERMINAL' tab is selected, showing the execution of the script:

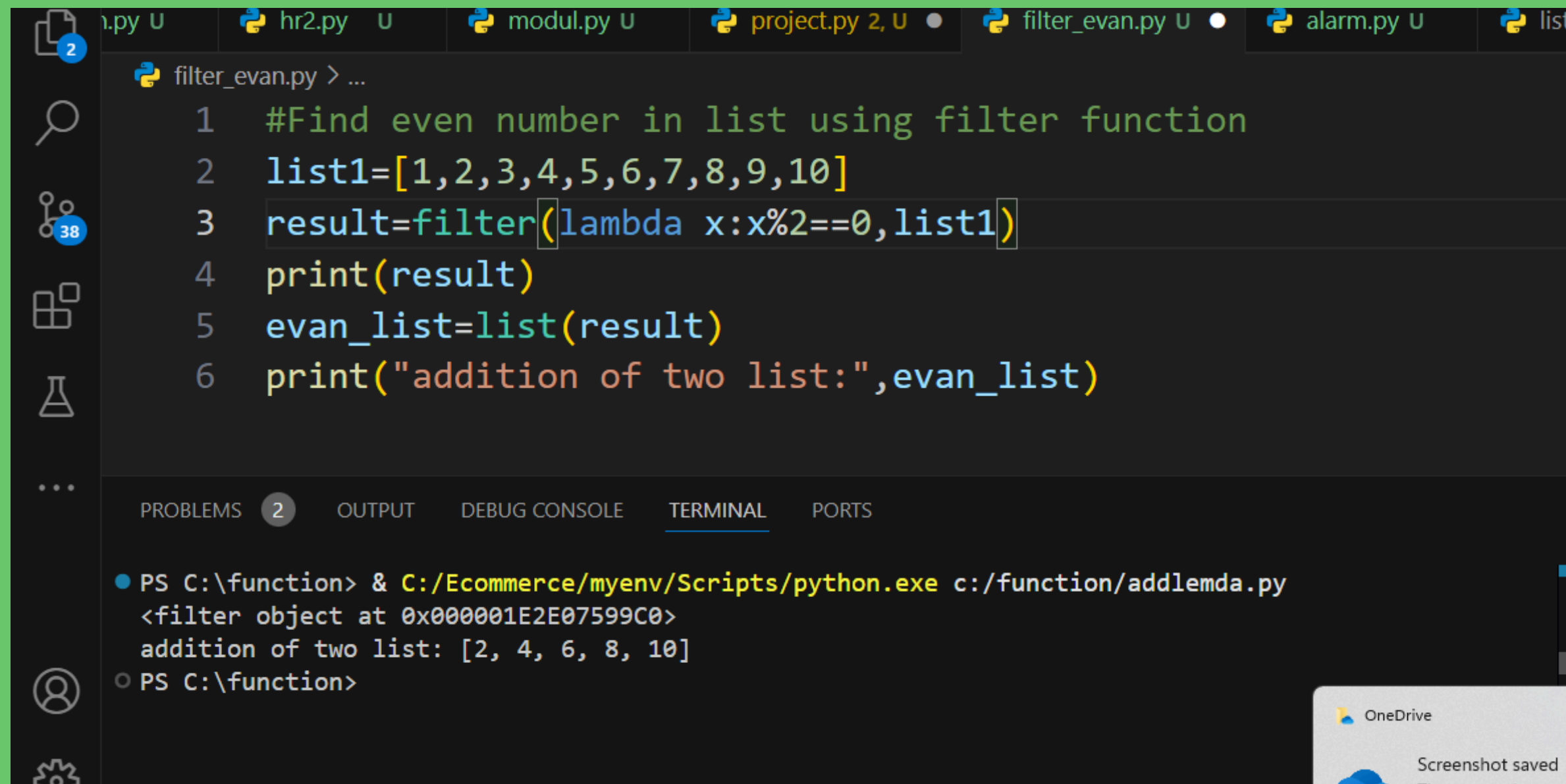
```
PS C:\function> & C:/Ecommerce/myenv/Scripts/python.exe c:/function/addlemda.py
<map object at 0x000001A4AD289EA0>
addition of two list: [15, 30, 45]
PS C:\function>
```



## 7. filter() function

- The filter() function filters items in an iterable based on a condition and returns an iterator.

Syntax:     filter(function, iterable)



The screenshot shows a Python IDE with several tabs at the top: `1.py U`, `hr2.py U`, `modul.py U`, `project.py 2, U`, `filter_evan.py U` (active), `alarm.py U`, and `list`. The active tab `filter_evan.py` contains the following code:

```
1 #Find even number in list using filter function
2 list1=[1,2,3,4,5,6,7,8,9,10]
3 result=filter(lambda x:x%2==0,list1)
4 print(result)
5 evan_list=list(result)
6 print("addition of two list:",evan_list)
```

The bottom panel of the IDE shows the `TERMINAL` output:

```
● PS C:\function> & C:/Ecommerce/myenv/Scripts/python.exe c:/function/addlemda.py
<filter object at 0x000001E2E07599C0>
addition of two list: [2, 4, 6, 8, 10]
○ PS C:\function>
```

A OneDrive notification in the bottom right corner states: "Screenshot saved".



# Recursion function:

- A recursion function in Python is a function that calls itself in order to solve a problem.
- Recursion is a technique where the solution to a larger problem depends on solutions to smaller instances of the same problem.

## Key Characteristics of Recursive Functions

- Base Case: A condition to stop the recursion and avoid infinite loops.
- Recursive Case: The part of the function where the function calls itself.

# Example:

```
def factorial(x):  
    if x == 0 or x == 1:  
        return 1  
    else:  
        fact = x * factorial(x-1)  
        return fact  
  
n = int(input("Enter a number:"))  
print(f"Factorial of number {n}! is {factorial(n)}")
```

Name of the function

Recursive function call

n=5

Factorial of number 5 ! is 120

# What is a Decorator?

In Python, a decorator is a function that modifies or extends the behavior of another function or method without permanently modifying it.

Decorators are often used for:

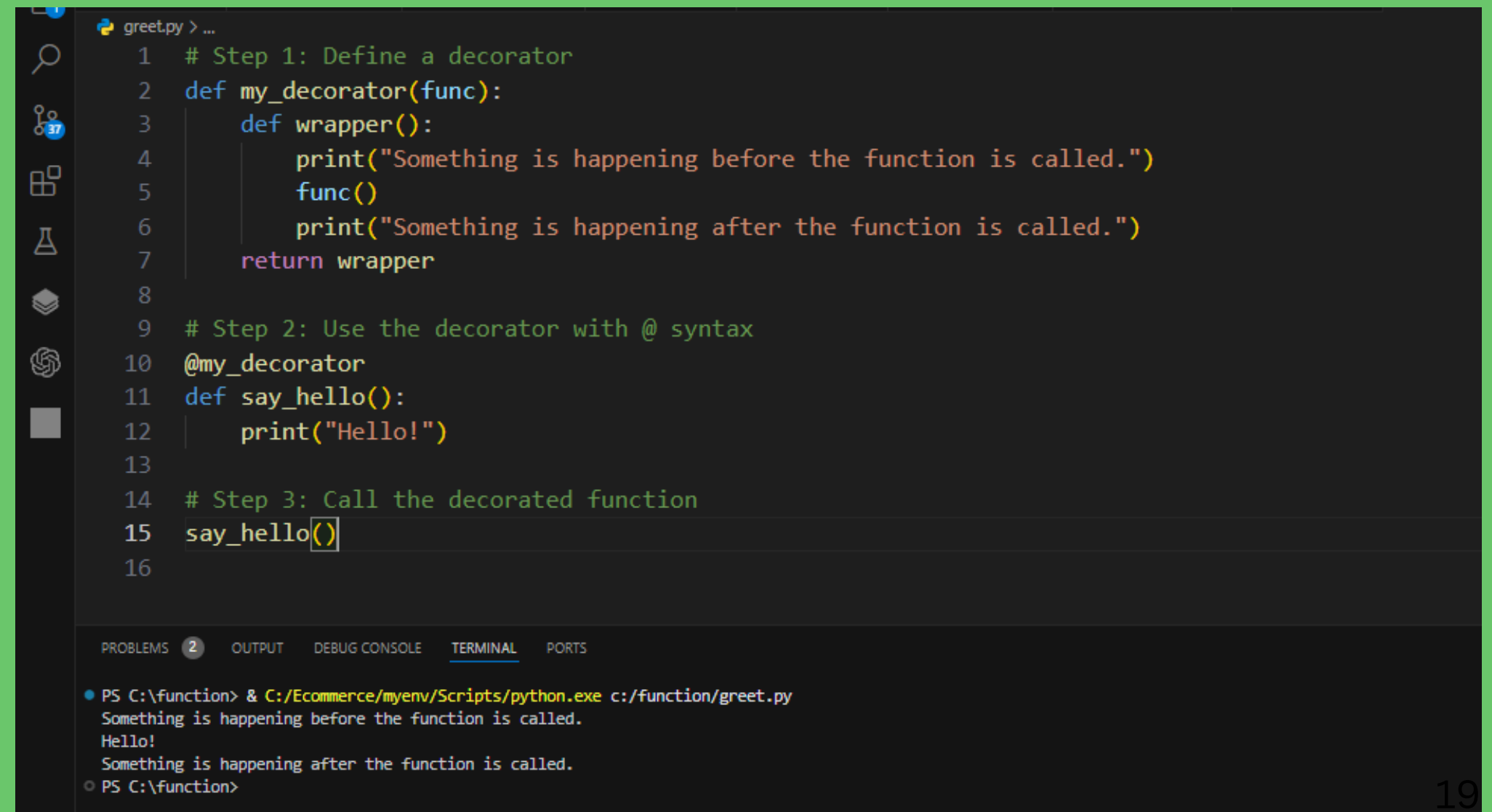
- Logging
- Access control (authentication/authorization)
- Memoization (caching)
- Input validation
- Timing execution

# How Decorators Work (Step-by-Step)

- A decorator is a callable (usually a function) that takes a function as an argument.
- It wraps the original function with additional behavior and returns a new function (or the original function).

## Built-in Decorators:

- @staticmethod
- @classmethod
- @property



```
greet.py > ...
1 # Step 1: Define a decorator
2 def my_decorator(func):
3     def wrapper():
4         print("Something is happening before the function is called.")
5         func()
6         print("Something is happening after the function is called.")
7     return wrapper
8
9 # Step 2: Use the decorator with @ syntax
10 @my_decorator
11 def say_hello():
12     print("Hello!")
13
14 # Step 3: Call the decorated function
15 say_hello()
16
```

PROBLEMS 2 OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
PS C:\function> & C:/Ecommerce/myenv/Scripts/python.exe c:/function/greet.py
Something is happening before the function is called.
Hello!
Something is happening after the function is called.
PS C:\function>
```

# Conclusion :

- Purpose of Functions:
  - Simplify code by breaking it into reusable blocks.
  - Enhance readability, scalability, and debugging.
- Features of Python Functions:
  - Support dynamic inputs through parameters (\*args, \*\*kwargs).
  - Allow default arguments for flexibility.
  - Facilitate higher-order operations and decorators.
- Best Practices:
  - Use meaningful names and add docstrings for clarity.
  - Keep functions focused on a single task.
  - Handle errors gracefully with exception handling.



# Thank You