In [ ]:
```
# function is a block of code used to do some task in repetitive manner
#reusability

# def function_name([parameters]):
#     body
#     pass
#     [return]

# functionname()

# def function_name():
#     pass

# types of functions
# 1)user defined----we create
# 2)inbuilt function---python already created we just have to use that
```

In [ ]:
```
# Types of user defined Functions
# 1)Function with no parameter and no return value
# 2)Function with parameter and no return value
# 3)Function with parameter and return value
# 4)function with no parameter but with return value
```

In [12]:
```
# 1)Function with no parameter and no return value
def fun1():
    num1=10
    num2=20
    sum1=num1+num2
    print(sum1)

fun1()
# print(num1)
# print(sum1)
```

```
30
```

In [19]:
```
# 2)Function with parameter and no return value
def fun2(num1,num2,num3):
    multiply=num1*num2
    print(multiply) #function definition

a=10
b=40
fun2(10,20,30)#function calling
# fun2(a,b)
```

```
200
```

In [28]:
```
# 3)Function with parameter and return value
def fun3(num1,num2):  #parameter
    division=num1/num2
    b="hello"
    return division

answer=fun3(50,5) #arguments
print(answer)
# print(division)
```

```
Alka
```

In [31]:
```
# 4)function with no parameter but with return value
```

```
def fun4():
    num1=int(input("Enter Number1 :"))
    num2=int(input("Enter Number2: "))
    sub=num1-num2
    return "wow"

var1=fun4()
print(var1)
```

```
Enter Number1 :5
Enter Number2: 2
wow
```

In [ ]:
```
# 1 _ a-z A-Z
# remaing a-z A-Z 0-9 _
# keywords(reserved words)
```

In [41]:
```
str1="10+20"
print(str1)
str2="85*25"
print(eval(str2))
```

```
10+20
2125
```

In [43]:
```
def oddeven(num):  #num=99
    if num%2==0:
        print("Number is Even")
    else:
        print("Number is odd")

val=int(input("Enter Number to check Odd or Even: ")) #1val=99
oddeven(val) #oddeven(99)
```

```
Enter Number to check Odd or Even: 99
Number is odd
```

In [ ]: