

# **CMPE 102**

## **Programming Logic and Design**

### **Module 7 – Part II**

### **Python's User-defined Functions**

# Outline

- Local and global variables
- Multiple returned values
- Calling functions with positional and named arguments

# Circle Area – Revisited



```
1: def compute_circle_area(radius):
2:     circle_area = math.pi*radius**2
3:     return circle_area
4:
5: r = float(input("Enter a radius: "))
6: area = compute_circle_area(r)
7: print(f"Area of the circle is {area:.2f}")
```

# Circle Area – Revisited



```
1: def compute_circle_area(radius):
2:     circle_area = math.pi*radius**2
3:     return circle_area
4:
5: r = float(input("Enter a radius: "))
6: area = compute_circle_area(r)
7: print(f"Area of the circle is {area:.2f}")
```

Let's try adding one more line to the above program

What will happen?

```
8: print(circle_area)
```

```
>>> print(circle_area)
```

**NameError: name 'circle\_area' is not defined**

**Why?**

# Circle Area – Revisited



```
1: def compute_circle_area(radius):
2:     circle_area = math.pi*radius**2
3:     return circle_area
4:
5: r = float(input("Enter a radius: "))
6: area = compute_circle_area(r)
7: print(f"Area of the circle is {area:.2f}")
```

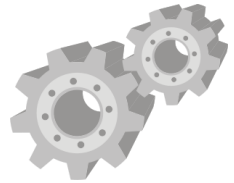
circle\_area is only **locally** known to the function compute\_circle\_area()

```
8: print(circle_area)
```

```
>>> print(circle_area)
```

```
NameError: name 'circle_area' is not defined
```

# Local vs. Global Variables



- In Python, a variable defined inside a function can only be used inside that function
  - **x** at ❶ is called a *local variable* of function1()
  - **x** at ❷ is called a *global variable*
  - These two **x**'s are different variables

```
def function1():  
    ❶ x = 300  
    print(f"Inside function1(): x = {x}")  
  
❷ x = 50  
function1()  
print(f"Outside function1(): x = {x}")
```

```
Inside function1(): x=300  
Outside function1(): x=50
```

# Try it on [pythontutor.com](http://pythontutor.com)



- The web <http://pythontutor.com> provides excellent visualization tool for code execution
- Click "[Start visualizing your code now](#)" and paste the code from the example page in the box

Python 3.6

```
1 def function1():
2     x = 300
3     print(f"Inside function1(): x = {x}")
4
5 x = 50
6 function1()
7 print(f"Outside function1(): x = {x}")
```

[Edit code](#) | [Live programming](#)

→ line that has just executed  
→ next line to execute

Click a line of code to set a breakpoint; use the Back and Forward buttons to jump there.

Print output (drag lower right corner to resize)

Frames      Objects

Global frame

function1 | x | 50

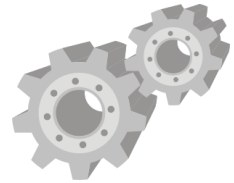
function1

x | 300

function function1()

<< First < Back Step 6 of 8 Forward > Last >>

# Local vs. Global Variables



- A variable referenced, but not defined, inside a function is considered a global variable
  - However, these variables are **read-only** by default

```
def function1():  
    print(f"Inside function1(): x = {x}")  
  
x = 50  
function1()  
x = 80  
function1()
```

This **x** is not assigned  
inside function1()  
before.

- Again, try it on [pythontutor.com](https://pythontutor.com)!

```
Inside function1(): x=50  
Inside function1(): x=80
```



# Task: Flat Washers



- You work for a hardware company that manufactures flat washers. To estimate shipping costs, your company needs a program that computes the weight of a specified quality of flat washers.

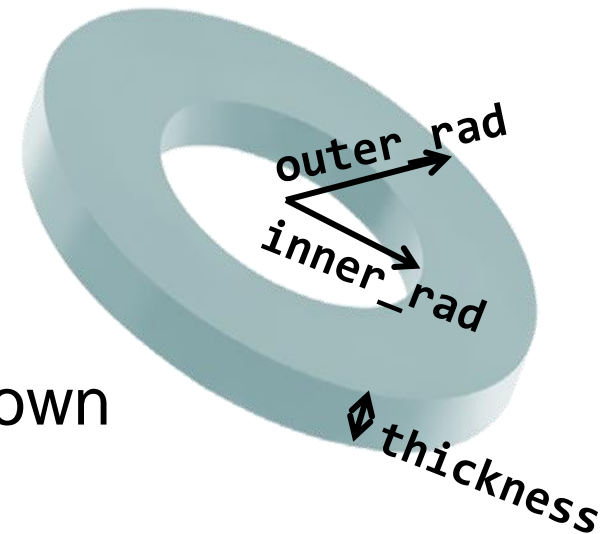


<https://commons.wikimedia.org/wiki/File%3AWashers.agr.jpg>

# Flat Washers - Ideas

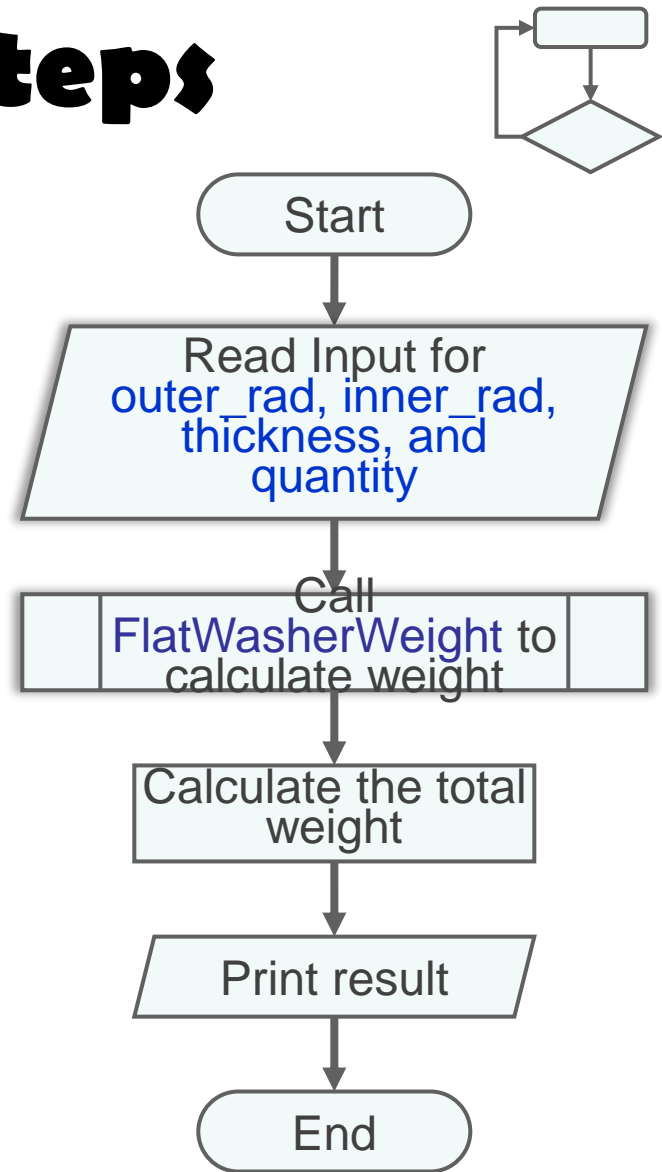


- A flat washer resembles a small donut (see the figure).
- To compute the weight of a single flat washer, you need to know its *rim area*, *thickness*, and *density* of the material
  - Here, we can **reuse** `compute_circle_area()` function
- Requirements:
  - Radius of flat washer and hole
  - Thickness
  - Density
  - Quantity
- We will assume that the material used is aluminum, whose density is well-known



# Flat Washers – Steps

- Get the washer's outer radius, inner radius, thickness, and quantity
- Compute the weight of one flat washer
  - $\text{unit\_weight} = \text{rim\_area} \times \text{thickness} \times \text{density}$
- Compute the weight of batch of washers
  - $\text{total\_weight} = \text{unit\_weight} \times \text{quantity}$
- Print the resulting weight of batch



# Flat Washer

```
Enter the outer radius (cm.): 15
Enter inner radius (cm.): 10
Enter thickness (cm.): 3
Enter the quantity (pieces): 10
Weight of the batch is 31808.63 grams
```

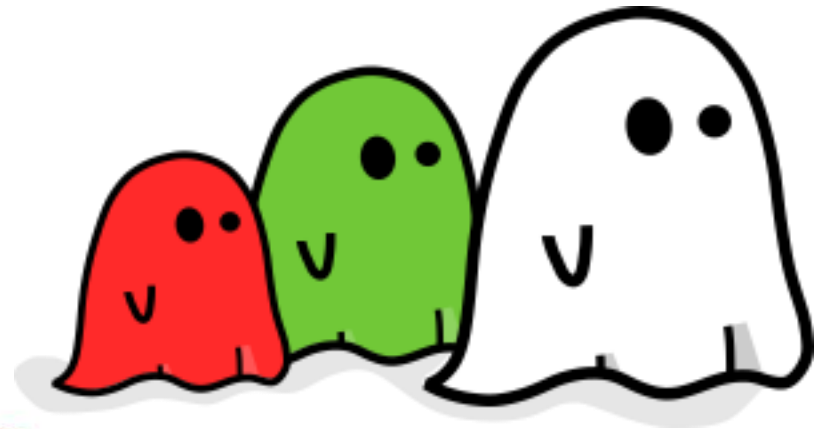
Notice how the variable  
**MATERIAL\_DENSITY** is defined and used  
as a global variable

```
1: import math
2:
3: MATERIAL_DENSITY = 2.70
4:
5: def compute_circle_area(radius):
6:     return math.pi*radius**2;
7:
8: def flat_washer_weight(outer_r,inner_r,thickness):
9:     rim_area=compute_circle_area(outer_r)-compute_circle_area(inner_r)
10:    return rim_area*thickness*MATERIAL_DENSITY
11:
12: outer_rad = float(input('Enter the outer radius (cm.): '))
13: inner_rad = float(input('Enter inner radius (cm.): '))
14: thickness = float(input('Enter thickness (cm.): '))
15: quantity = int(input('Enter the quantity (pieces): '))
16: unit_weight = flat_washer_weight(outer_rad,inner_rad,thickness)
17: total_weight = unit_weight * quantity
18: print(f'Weight of the batch is {total_weight:.2f} grams')
```

# Task: Average of Three



- Program will ask three integer input values from the user, calculate the average of those three values, and then print the result to screen.



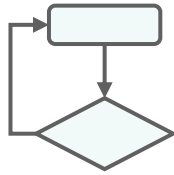
# Average of Three - Ideas



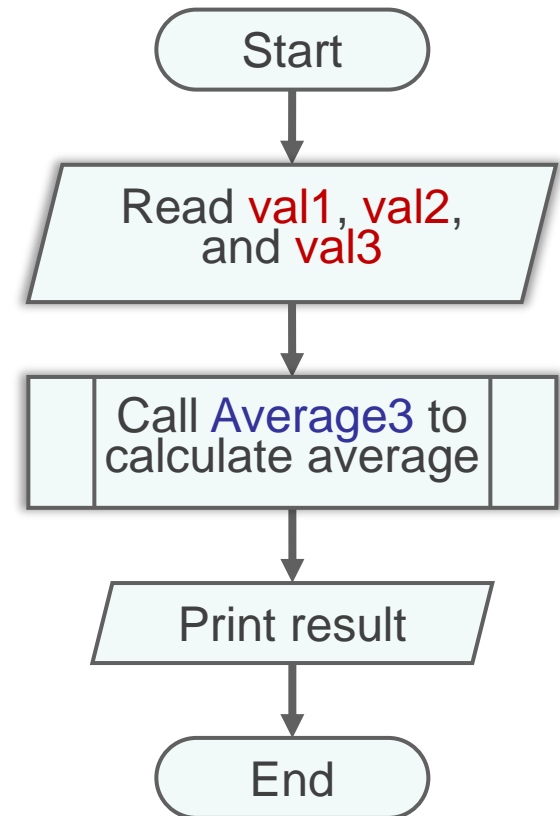
- Need to know the three integer values, i.e., val1, val2, val3
- Compute the average
  - $\text{average} = (\text{val1} + \text{val2} + \text{val3})/3$
- Show the result to screen



# Average of Three - Steps



- Get input three input integer values from the user
- Calculate the average
  - $\text{average} = (\text{val1} + \text{val2} + \text{val3}) / 3$
- Print the resulting average





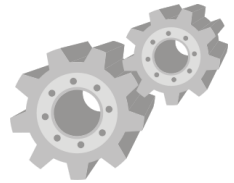
# Average of Three – Program#1

```
1: def average3(x, y, z):
2:     return (x+y+z)/3;
3:
4: # read three integers
5: val1 = int(input('1st value: '))
6: val2 = int(input('2nd value: '))
7: val3 = int(input('3rd value: '))
8:
9: # compute and output their average
10: average = average3(val1, val2, val3)
11: print(f'average is {average:.4f}')
```

```
1st value: 15
2nd value: 20
3rd value: 25
average is 20.0000
```



# Returning Multiple Values

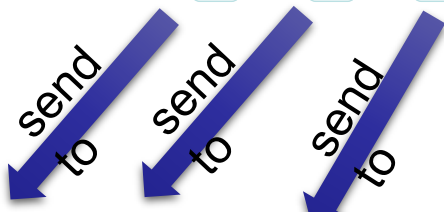


- A function can return multiple values by separating them by comma sign
  - Values must be assigned the same number as the return values

```
def Read3Integers():
```

```
...
```

```
return x, y, z
```



```
val1, val2, val3 = Read3Integers()
```

# Average of Three – Program#2



```
1: def read_3integers():
2:     # read three integers
3:     a1 = int(input("1st value: "))
4:     a2 = int(input("2nd value: "))
5:     a3 = int(input("3rd value: "))
6:     return a1, a2, a3
7:
8: def average3(x, y, z):
9:     return (x+y+z)/3
10:
11: val1, val2, val3 = read_3integers()
12: # compute and output their average
13: print(f"average is {average3(val1, val2, val3):.4f}")
```

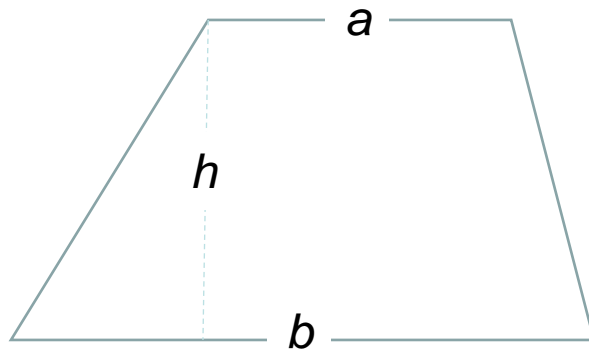
```
1st value: 15
2nd value: 20
3rd value: 25
average is 20.0000
```

# Task: Trapezoid



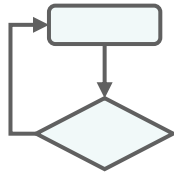
- In Euclidean geometry, a convex quadrilateral with at least one pair of parallel sides is referred to as a **trapezoid**.

(ref: <https://en.wikipedia.org/wiki/Trapezoid>)

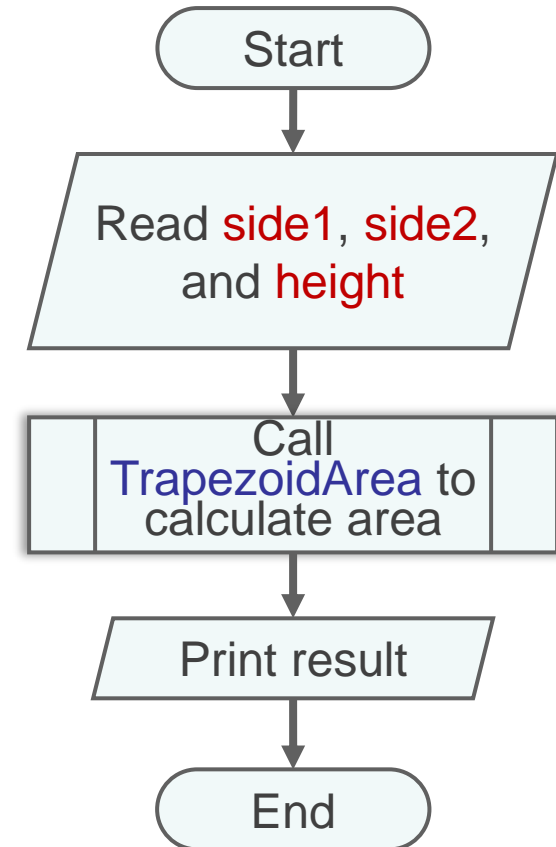


$$area = \frac{a + b}{2} h$$

# Trapezoid – Steps



- Get three double values from the user:
  - (parallel) side1
  - (parallel) side2
  - height
- Calculate the trapezoid area
  - $\text{area} = ((\text{side1} + \text{side2})/2) \times \text{height}$
- Print the resulting area



# Trapezoid

```
Enter the properties of your trapezoid.  
Length of parallel side 1: 10  
Length of parallel side 2: 15  
Height: 13  
Trapezoid's area is 162.50
```

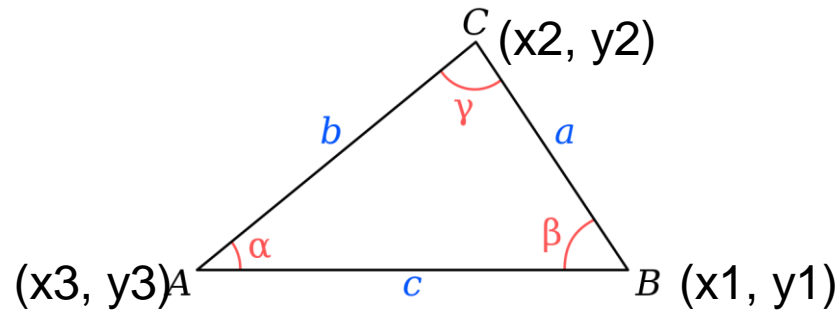
```
1: def read_trapezoid():  
2:     print("Enter the properties of your trapezoid.")  
3:     a = float(input("Length of parallel side 1: "))  
4:     b = float(input("Length of parallel side 2: "))  
5:     h = float(input("Height: "))  
6:     return a,b,h  
7:  
8: def trapezoid_area(a,b,h):  
9:     return 0.5*(a+b)*h  
10:  
11: # main program  
12: a,b,h = read_trapezoid()  
13: area = trapezoid_area(a,b,h)  
14: print(f"Trapezoid's area is {area:.2f}")
```

# Task: Triangle Area (Heron)



- In geometry, **Heron's formula** (sometimes called Hero's formula), named after [Hero of Alexandria](#), gives the area of a triangle by requiring no arbitrary choice of side as base or vertex as origin, contrary to other formulas for the area of a triangle, such as half the base times the height or half the norm of a cross product of two sides.

(ref: [https://en.wikipedia.org/wiki/Heron's\\_formula](https://en.wikipedia.org/wiki/Heron's_formula))



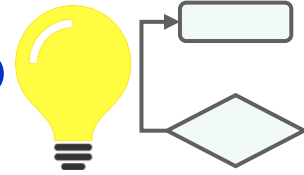
- Heron's formula states that the area of a triangle whose sides have lengths  $a$ ,  $b$ , and  $c$  is

$$area = \sqrt{s(s-a)(s-b)(s-c)},$$

where  $s$  is the [semiperimeter](#) of the triangle; that is,

$$s = \frac{a + b + c}{2}$$

# Triangle Area (Heron) - Ideas + Step



- Get the x-y coordinate of the triangle's 3 vertices
- Calculate the length of the lines  $a$ ,  $b$ , and  $c$  which are connected to those 3 vertices
- Calculate the semiperimeter
- Calculate the triangle's area using the Heron's formula
- Print the resulting area



# Triangle Area (Heron) - Program



```
1: import math
2:
3: def line_length(x1, y1, x2, y2):
4:     """
5:     Given X-Y coordinates of 2 points, compute the line length that
6:     joins them
7:     """
8:     return math.sqrt((x1-x2)**2+(y1-y2)**2);
9:
10: def triangle_area(x1, y1, x2, y2, x3, y3):
11:     """
12:     Given the 3 vertices, compute triangle area using Heron's Formula
13:     """
14:     a = line_length(x1, y1, x2, y2)
15:     b = line_length(x2, y2, x3, y3)
16:     c = line_length(x3, y3, x1, y1)
17:     s = (a+b+c)/2
18:     return math.sqrt(s*(s-a)*(s-b)*(s-c))
```

*(The code continues on the next page)*

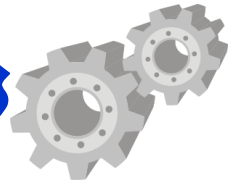


# Triangle Area

```
Enter X-Y coordinates of the three vertices of triangle:
1st vertex:
x? 1
y? 1
2nd vertex:
x? 3
y? 2
3rd vertex:
x? 2
y? 3
area of the triangle is 1.50
```

```
19: def read_coordinates():
20:     x = float(input("x? "))
21:     y = float(input("y? "))
22:     return x,y
23:
24: def read_triangle():
25:     """
26:     Read X-Y co-ordinates of 3 vertices of a triangle
27:     """
28:     print("Enter X-Y coordinates of the three vertices of triangle:")
29:     print("1st vertex:")
30:     x1,y1 = read_coordinates()
31:     print("2nd vertex:")
32:     x2,y2 = read_coordinates()
33:     print("3rd vertex:")
34:     x3,y3 = read_coordinates()
35:     return x1,y1,x2,y2,x3,y3
36:
37: x1,y1,x2,y2,x3,y3 = read_triangle()
38: area = triangle_area(x1,y1,x2,y2,x3,y3)
39: print(f"area of the triangle is {area:.2f}")
```

# Positional & Named Arguments



- When you call a function, you need to know the parameters that the function take, i.e. the number of arguments as well as the order
  - In addition, you may need to know the unit, i.e. `sin()/cos()` use radians, not degrees
- Don't remember? No problem—use help
  - Still remember about Docstring?
- So far, when we call a function, arguments are arranged in the order according to the parameters—  
***positional arguments***

# Trapezoid - Recall



```
def trapezoid_area(a, b, h):  
    return 0.5*(a+b)*h;
```

- The above function is currently called as
  - Notice that the positions of arguments match the positions of parameters — ***positional arguments***

```
area = trapezoid_area(side1,side2,height)
```

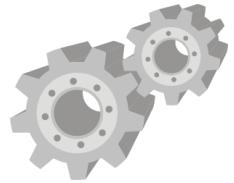
- **Named arguments** can be used so that positions do not need to match

```
area = trapezoid_area(h=height,a=side1,b=side2)
```

# Conclusion

- Local variables are known only within the function definition
- Global variables are known throughout the program, but are read only unless keyword *global* is used
- Functions can return multiple values and therefore should be assigned accordingly
- Arguments of a function can either be positional or named

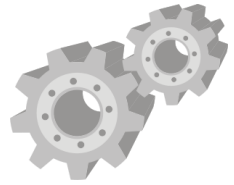
# Syntax Summary



- Returning multiple values from functions

```
def function_name()  
    ...  
    ...  
    return val1, val2, ..., valn  
  
v1, v2, ..., vn = function_name()
```

# Syntax Summary



- Positional arguments, i.e. *val1* corresponds to *arg1*, ...

```
function_name(val1, val2, ..., valn)
```

- Named arguments

```
function_name(argn=valn, arg1=val1, ...)
```

# References



- Python standard library  
<https://docs.python.org/3/library/index.html>
- Keyword (named) arguments in Python  
<https://docs.python.org/3/tutorial/controlflow.html#keyword-arguments>