```
##################################
## EXAMPLE: combinations of print and return
## Python Tutor link:
http://www.pythontutor.com/visualize.html#code=def%20is_even_with_return(%20i%20%29%3A%0A%20%20
$20$20$22$22$22$20$0A$20$20$20$20Input$3A$20i,$20a$20positive$20int$0A$20$20$20$20Returns$20Tru
e%20if%20i%20is%20even,%20otherwise%20False%0A%20%20%20%20%22%22%0A%20%20%20%20print('with%2
Oreturn'%29%0A%20%20%20%20remainder%20%3D%20i%20%25%202%0A%20%20%20return%20remainder%20%3D%
3D%200%0A%0Ais_even_with_return(3%29%20%0Aprint(is_even_with_return(3%29%20%29%0A%0Adef%20is_ev
en_without_return(%20i%20%29%3A%0A%20%20%20%20%22%22%20%0A%20%20%20%20Input%3A%20i,%20a%20po
sitive%20int%0A%20%20%20%20Does%20not%20return%20anything%0A%20%20%20%20%22%22%2A%20%20%20%20%20%20
Oprint('without%20return'%29%0A%0Ais_even_without_return(3%29%0Aprint(is_even_without_return(3%
29%20%29%0A&cumulative=false&curInstr=0&heapPrimitives=false&mode=display&o
rigin=opt-frontend.js&py=3&rawInputLstJSON=%5B%5D&textReferences=false
#############
#############
def is_even_with_return( i ):
    Input: i, a positive
int
    Returns True if i is even, otherwise False
   print('with
return')
   remainder = i % 2
    return remainder == 0
is_even_with_return(3)
print(is_even_with_return(3) )
def is_even_without_return( i ):
Input: i, a positive int
   Does not return anything
   print('without
return')
   remainder = i % 2
is_even_without_return(3)
print(is_even_without_return(3) )
Simple is_even function definition
def is_even( i ):
    Input: i, a
positive int
   Returns True if i is even, otherwise False
remainder = i % 2
   return remainder == 0
# Use the is_even function later on in the
print("All numbers between 0 and 20: even or not")
for i in range(20):
    if
is_even(i):
        print(i, "even")
    else:
        print(i,
"odd")
#############################
## EXAMPLE: applying functions to repeat same task
many times
```

#############################

Input: x, an integer

def bisection_cuberoot_approx(x, epsilon):

```
Uses bisection to approximate the cube root of
x to within epsilon
   Returns: a float approximating the cube root of x
   low = 0.0
   high = x
   guess = (high + low)/2.0
   while
abs(guess**3 - x) >= epsilon:
       if quess**3 < x:
           low = guess
else:
           high = guess
       guess = (high + low)/2.0
   return guess
x = 1
while x
<= 10000:
   approx = bisection_cuberoot_approx(x, 0.01)
   print(approx, "is close
to cube root of", x)
   x *= 10
#########################
## EXAMPLE: functions as
arguments
## Python Tutor link:
http://www.pythontutor.com/visualize.html#code=def%20func_a(%29%3A%0A%20%20%20%20print('inside%
20func_a'\$29\0A\0A\def\$20func_b(y\$29\$3A\0A\$20\$20\$20\print('inside\$20func_b'\$29\$0A\$20\$20\$20\print(')
eturn%20y%0A%0Adef%20func_c(z%29%3A%0A%20%20%20%20print('inside%20func_c'%29%0A%20%20%20retu
rn%20z(%29%0A%0Aprint(func_a(%29%29%0Aprint(5%2Bfunc_b(2%29%29%0Aprint(func_c(func_a%29%29%0A&a
mp;cumulative=false&curInstr=0&heapPrimitives=false&mode=display&origin=opt-fro
ntend.js&py=3&rawInputLstJSON=%5B%5D&textReferences=false
#############################
def func_a():
   print('inside func_a')
def func_b(y):
   print('inside func_b')
   return
def func_c(z):
   print('inside func_c')
   return
z()
print(func a())
print(5+func_b(2))
print(func_c(func_a))
#############################
EXAMPLE: returning function objects
## Python Tutor link:
A%0A%20%20%20%20%20%20%20%20return%20a%2Bb%0A%20%20%20%20return%20x%0A%20%20%20%20%0Ava1%20%3D%
20f(%29(3,4%29%0Aprint(val%29%0A&cumulative=false&curInstr=0&heapPrimitives=false&a
mp; mode=display&origin=opt-frontend.js&py=3&rawInputLstJSON=%5B%5D&textReferenc
es=false
##############################
def f():
   def x(a, b):
       return a+b
   return x
# the first part, f(), returns a function object
```

then apply that function with parameters 3

```
and 4
val = f()(3,4)
print(val)
## EXAMPLE: shows accessing
variables outside scope
##############################
def f(y):
   x = 1
   x += 1
   print(x)
= 5
f(x)
print(x)
def g(y):
   print(x)
   print(x+1)
x = 5
g(x)
print(x)
def h(y):
pass
   #x += 1 #leads to an error without line `global x` inside h
x =
5
h(x)
print(x)
##########################
## EXAMPLE: hader scope example from slides
##
Python Tutor link:
http://www.pythontutor.com/visualize.html#code=def%20g(x%29%3A%0A%20%20%20%20def%20h(%29%3A%0A%
20%20%20%20%20%20%20%20%20x%20%3D%20'abc'%0A%20%20%20%20%3D%20x%20%2B%201%0A%20%20%20%20print(
'in%20g(x%29%3A%20x%20%3D',%20x%29%0A%20%20%20%20h(%29%0A%20%20%20%20return%20x%0A%0Ax%20%3D%20
3%0Az%20%3D%20g(x%29&cumulative=false&curInstr=0&heapPrimitives=false&mode=disp
lay&origin=opt-frontend.js&py=3&rawInputLstJSON=%5B%5D&textReferences=false
#######################
def g(x):
   def h():
       x = 'abc'
   x = x + 1
   print('in
g(x): x = ', x
   h()
   return x
x = 3
z = q(x)
#############################
## EXAMPLE:
complicated scope, test yourself!
## Python Tutor link:
%0A%20%20%20print('in%20f(x%29%3A%20x%20%3D',%20x%29%0A%20%20%20return%20x%0A%0Ax%20%3D%203%0Az
%20%3D%20f(x%29%0Aprint('in%20main%20program%20scope%3A%20z%20%3D',%20z%29%0Aprint('in%20main%2
Oprogram%20scope%3A%20x%20%3D',%20x%29%0A%0Adef%20g(x%29%3A%0A%20%20%20%20def%20h(x%29%3A%0A%20
$20$20$20$20$20$20$20x$20x$20$3D$20x$2B1$0A$20$20$20$20$20$20$20$20print($22in$20h(x$29$3A$20x$20$3
D%20%22,%20x%29%0A%20%20%20%20x%20%3D%20x%20%2B%201%0A%20%20%20%20print('in%20g(x%29%3A%20x%20%
3D$20', $20x$29$0A$20$20$20$20h(x$29$0A$20$20$20$20return$20x$0A$0Ax$20$3D$203$0Az$20$3D$20g(x$2
9%0Aprint('in%20main%20program%20scope%3A%20x%20%3D%20',%20x%29%0Aprint('in%20main%20program%20
scope%3A%20z%20%3D%20',%20z%29%0A&cumulative=false&curInstr=0&heapPrimitives=false&
amp; mode=display&origin=opt-frontend.js&py=3&rawInputLstJSON=%5B%5D&textReferen
ces=false
```

```
##########################
def f(x):
   x = x + 1
   print('in f(x): x = ', x)
return x
x = 3
z = f(x)
print('in main program scope: z =', z)
print('in main program scope: x
=', x)
def g(x):
    def h(x):
        x = x+1
        print("in h(x): x = ", x)
x = x + 1
    print('in g(x): x = ', x)
    h(x)
   return x
x = 3
z = g(x)
print('in main
program scope: x = ', x)
print('in main program scope: z = ', z)
```