

TCSS 142 – Introduction to Programming

**Autumn 2014
Day 09**

Day 9 Overview

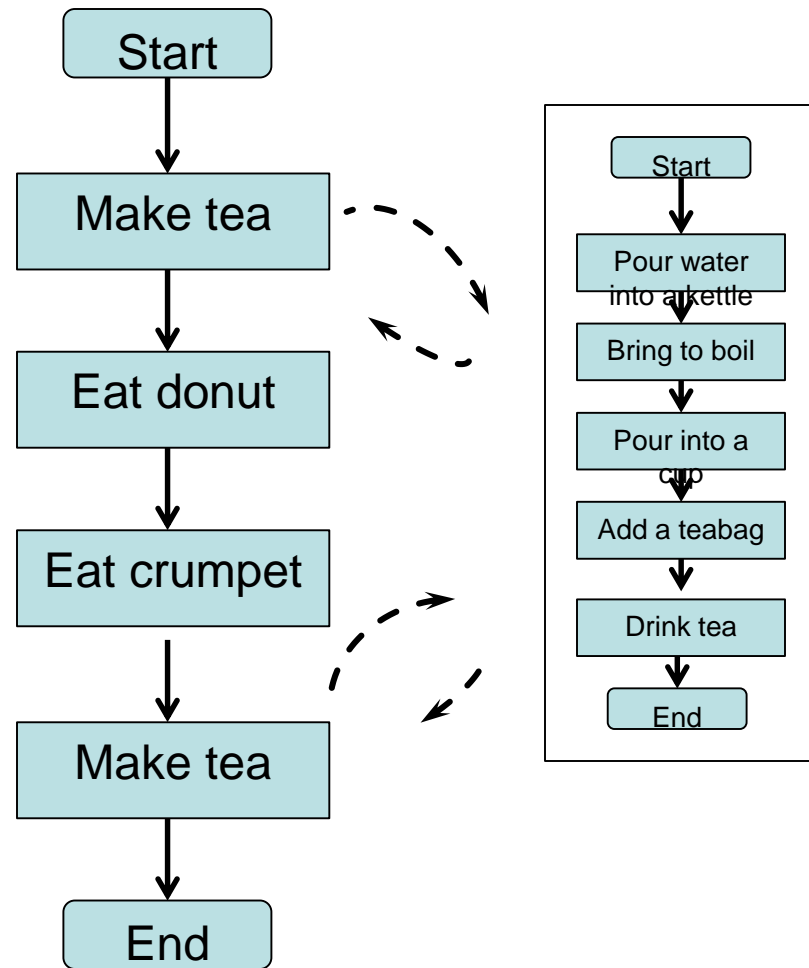
- Python Commandments
- Modularization
- Function definitions and calls

Functions

- Function: a group of statements within a program that performs a specific task
- Function definition: specifies what function does

```
def function_name() :  
    statement  
    statement
```

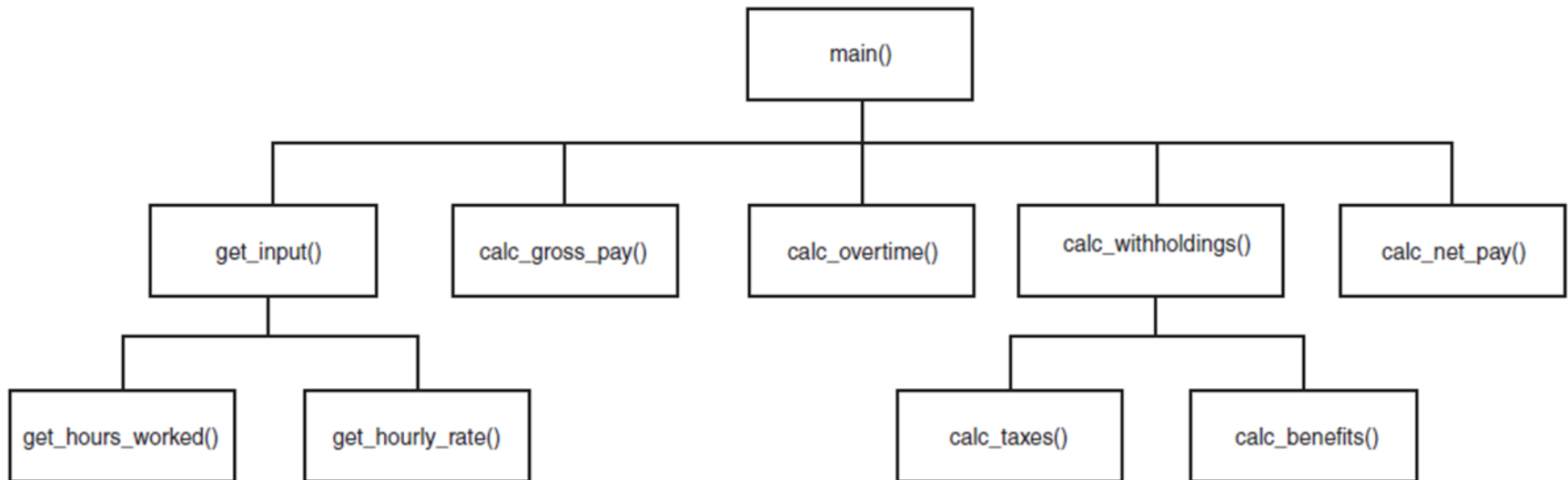
- A function name has to follow identifier naming rules (same as with variables)



Modularization

- Modularized program: program wherein each task within the program is in its own function

Figure 5-10 A hierarchy chart



Procedural Decomposition

- **top-down design:** technique for breaking algorithm into functions
- **procedural decomposition:** dividing a problem into tasks
- **stepwise refinement:** the process of producing a program in stages, adding new functionality at each step

Using Functions

1. Design the algorithm.

- Look at the structure, and which commands are repeated.
- Decide what are the important overall tasks.

2. **Declare** (write down) the functions.

- Arrange statements into groups and give each group a name.

3. **Call** (run) the functions.

- So far, we have been writing the code line by line, now our main part of the program will be in a function called main, which will execute other functions, if any

Design of an algorithm

Step 1: Make the cake batter.

```
print("Mix the dry ingredients.")  
print("Cream the butter and sugar.")  
print("Beat in the eggs.")  
print("Stir in the dry ingredients.")  
print()
```

Step 2a: Bake cookies (first batch).

```
print("Set the oven temperature.")  
print("Set the timer.")  
print("Place a batch of cookies into the oven.")  
print("Allow the cookies to bake.")  
print()
```

Step 2b: Bake cookies (second batch).

```
print("Set the oven temperature.")  
print("Set the timer.")  
print("Place a batch of cookies into the oven.")  
print("Allow the cookies to bake.")  
print()
```

Step 3: Decorate the cookies.

```
print("Mix ingredients for frosting.")  
print("Spread frosting and sprinkles.")
```

Final cookie program

Step 1: Make the cake batter.

```
def makeBatter():  
    print("Mix the dry ingredients.")  
    print("Cream the butter and sugar.")  
    print("Beat in the eggs.")  
    print("Stir in the dry ingredients.")  
    print()
```

Step 2: Bake cookies.

```
def bakeCookies():  
    print("Set the oven temperature.")  
    print("Set the timer.")  
    print("Place a batch of cookies into the oven.")  
    print("Allow the cookies to bake.")  
    print()
```


Final cookie program

Step 3: Decorate the cookies.

```
def decorateCookies():  
    print("Mix ingredients for frosting.")  
    print("Spread frosting and sprinkles.")  
    print()
```

```
def main():  
    makeBatter()  
    bakeCookies()  
    bakeCookies()  
    decorateCookies()
```

```
main()
```

Calling a Function

Executes the function's code

- Syntax:

name ()

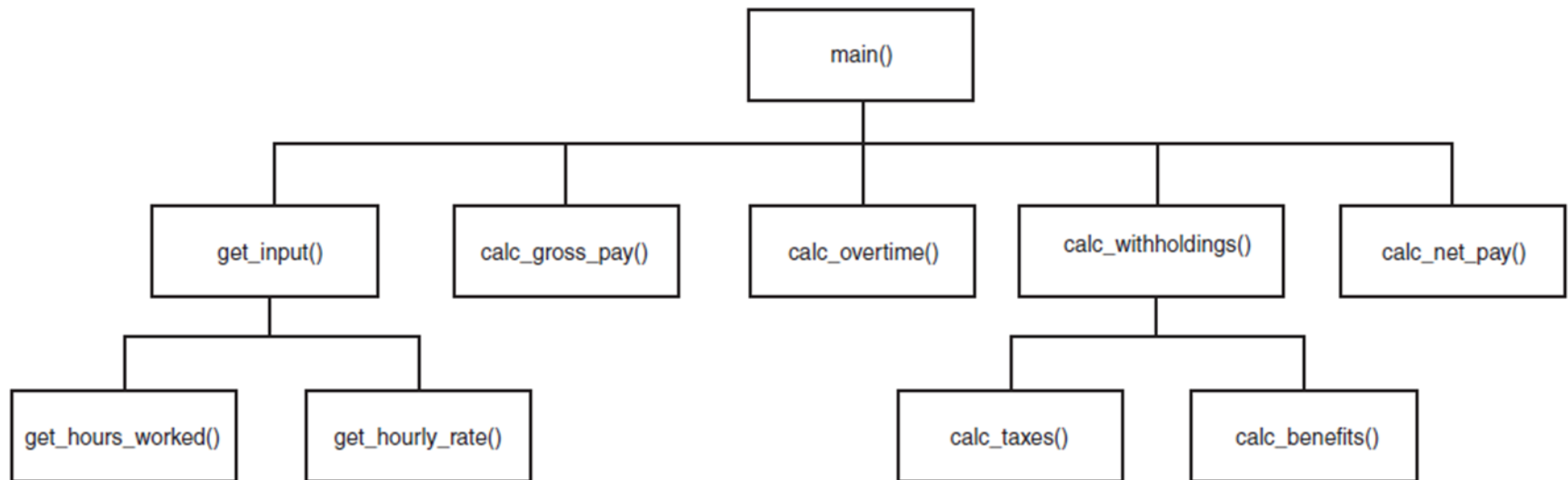
- You can call the same function many times if you like
- One function can call other functions
- It can even call itself (recursion)

When to Use Functions

- Place statements into a function if:
 - The statements are related structurally, and/or
 - The statements are repeated.
- You should not create functions for:
 - An individual print statement.
 - Only blank lines. (Put blank print in main.)
 - Unrelated or weakly related statements.
(Consider splitting them into two smaller functions.)

Functions Calling Functions

Figure 5-10 A hierarchy chart



Functions Calling Functions

```
def main():  
    message1()  
    message2()  
    print("Done with main.")  
  
def message1():  
    print("This is message1.")  
  
def message2():  
    print("This is message2.")  
    message1()  
    print("Done with message2.")  
  
main()
```

Control flow

- When a function is called, the program's execution...
 - "jumps" into that function, executing its statements, then
 - "jumps" back to the point where the function was called.

```
def main():
```

```
    message1()
```

```
    message2()
```

```
    print("Done with main.")
```

```
    ...
```

```
message1():
```

```
    print("This is message1.")
```

```
}
```

```
message2():
```

```
    print("This is message2.")
```

```
    message1()
```

```
    print("Done with message2.")
```

Control flow

- When a method is called, the program's execution...
 - "jumps" into that function, executing its statements, then
 - "jumps" back to the point where the function was called.

```
def main():
```

```
    message1()
```

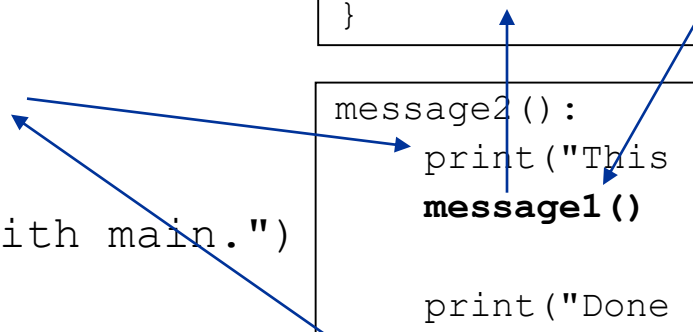
```
    message2()
```

```
    print("Done with main.")
```

```
    ...
```

```
message1():  
    print("This is message1.")  
}
```

```
message2():  
    print("This is message2.")  
    message1()  
  
    print("Done with message2.")
```



Exercise

- Download the program `fightSong.py`. Run it to see the output produced by the program. The program has poor structure and redundancy. Create a copy of the program called `fightSongBetter.py` and restructure it by adding `main` and at least two other functions.
- Can you do better? `main` + 3 functions

Local Variables

- Local variable: variable that is assigned a value inside a function
 - Belongs to the function in which it was created
 - Only statements inside that function can access it, error will occur if another function tries to access the variable
- Local variable cannot be accessed by statements inside its function which precede its creation.
- Different functions may have local variables with the same name
 - Each function does not see the other function's local variables, so no confusion

Scope Implications

- **scope:** The part of a program where a variable is visible

```
def main():  
    size = 4          # size variable local to main  
    func1()  
    func2()  
  
def func1():  
    for var in range(size):  
        # ERROR: size not visible  
        ...
```

Scope Implications

```
def func2():  
    size = 18    # size variable local to func2  
    for z in range(size):  
        # ok, refers to local size  
        print(message)  
        # ERROR: message not created yet  
  
    message = "I will crash your program"  
    # message variable local to func2
```

- Problem: so what do we do if we want a variable visible in a function?

Last Slide 😊

- Read chapter 5 and complete the quiz by the next class meeting on Tuesday.
- Class ends at 17:10