

## Writing Your Own Functions

- will describe what your function does
- serve as documentation of your function
- placed in the immediate line after the function header
- write in triple quotation marks (''' ''')

## Default Arguments, Variable-length Arguments and Scope

- part of the program where an object or name may be accessible
- 3 types
  1. global scope - defined in the main body of a script
  2. local scope - defined inside a function (cannot access the variable outside the function)
  3. built-in scope - names in the pre-defined built-ins module

- global scope vs. local scope

```

new_value = 10
def square(value):
    ''' Return the square of a value'''
    new_value = value ** 2
    return new_value

square(3)
#Output:
9

print(new_value)
#Output:
10

'''If the local scope cannot be found, the global scope will be searched'''

#Alter the value of a global name within a function call
new_val = 10
def square(value):
    ''' Return the square of a value'''
    global new_val
    new_val = value ** 2
    return new_val

square(3)
#Output:
100

print(new_val)
#Output:
100

```

## 2. nested functions

```

#Type 1
def mod2plus5(x1, x2, x3):
    """Returns the remainder plus 5 of three values."""

    def inner(x):
        """Returns the remainder plus 5 of a value."""
        return x % 2 + 5

    return (inner(x1), inner(x2), inner(x3))

print(mod2plus5(1, 2, 3))

#Output:
(6, 5, 6)

#Type 2
def raise_val(n):
    """Return the inner function."""

    def inner(x):
        """Raise x to the power of n."""
        raised = x ** n
        return raised

    return inner

square = raise_val(2)
cube = raise_val(3)

print(square(2), cube(4))

#Output:
4 64

```

```
#Type 3 (using nonlocal)
def outer():
    """Prints the value of n."""
    n = 1

    def inner():nonlocal n
        n = 2
        print(n)

    inner()
    print(n)

outer()

#Output:
#the result is 2 because it alter the value of n in inner function and also enclosing scope which is outer function
2
2
```

### 3. sequence of scope searched (LEGB)

1. local scope
2. enclosing functions
3. global scope
4. built-in functions

### 4. function with default argument

```
#pow = 1 is the default argument
def power(number, pow=1):
    """Raise number to the power of pow."""
    new_value = number ** pow
    return new_value

power(9, 2)

#Output:
81

#Output:
power(9, 1)

#output:
9

power(9)

#Output:
9
```

### 5. function with flexible arguments

- \*args (can be used if not sure how many arguments needed to be pass) - tuple

```
def add_all(*args):
    """Sum all values in *args together."""

    # Initialize sum
    sum_all = 0

    # Accumulate the sum
```

```

for num in args:
    sum_all += num

return sum_all

add_all(1)

#Output:
1

add_all(1, 2)

#Output:
3

add_all(5, 10, 15, 20)

#Output:
50

```

- **\*\*kwargs** (arguments proceeded by identifiers) - dictionary

```

def print_all(**kwargs):
    """Print out key-value pairs in **kwargs."""

    # Print out the key-value pairs
    for key, value in kwargs.items():
        print(key + ": " + value)

print_all(name="dumbledore", job="headmaster")

#Output:
job: headmaster
name: dumbledore

```

## Lambda Functions and Error-handling

1. lambda is keyword that allow the user to write the function in a quicker way (no recommended all the time)

```

raise_to_power = lambda x, y: x ** y

raise_to_power(2, 3)

#Output:
8

```

2. anonymous functions

- function map takes two arguments : map(func, seq)
- map() applies the function to all elements in the sequence
- able to pass lambda function without specify the name into the map function and applies to elements which known as anonymous function

```

nums = [48, 6, 9, 21, 1]

square_all = map(lambda num: num ** 2, nums)

#need to print the results in the list else it will only print the object id
print(list(square_all))

```

```
#Output:  
[2340, 36, 81, 441, 1]
```

- filter() is used to filter out the elements from a list that do not satisfy certain criteria
- reduce() is used to return a single value as a result but it is needed to be imported from the functools module

### 3. error handling

- exceptions - caught error during execution by using try-except clause

```
def sqrt(x):  
    """Returns the square root of a number."""  
    try:  
        return x ** 0.5  
    except:  
        print('x must be an int or float')  
  
sqrt(2)  
  
#Output:  
2.0  
  
sqrt(10.0)  
  
#Output:  
3.1622776601683795  
  
sqrt('hi')  
  
#Output:  
x must be an int or float
```

- raise error instead of catch error only'

```
def sqrt(x):  
    """Returns the square root of a number."""  
    if x < 0:  
        raise ValueError('x must be non-negative')  
    try:  
        return x ** 0.5  
    except TypeError:  
        print('x must be an int or float')
```