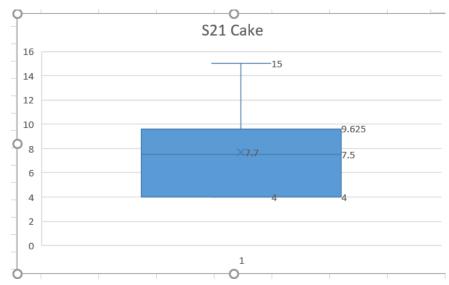
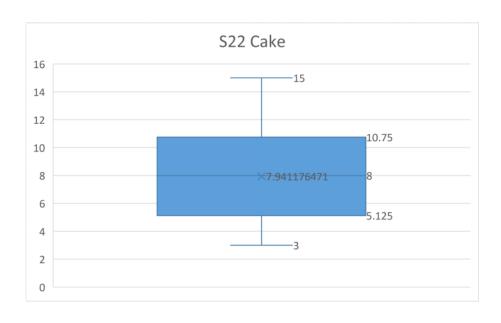
12: functions

Tuesday, February 1, 2022 10:57 PM

Music: def leppard

You will need to plan on paper You will need to checkeyow own work Lyon can show class mates Yow cate)





10:03 PM tunctions! Some are built into P Pr: ~+() input () type () in+() Str ()

others we import import twelle twelle. Turtle()

import Math Math. Sqrt(4)

= itgives you bact >> a returnualize Youhardit Does (might be type 'nore')! 5070 we do n't cove how

But what if you need a Function that doesn't exist? Mate;+!

Build a function: Parameters Code to return do worth value det none (parameters, optional): Statements to do wortr 3 return optional Let leppard (lumps): Print ("you asted for " lumps, " lumps") return ("Sugar" * Lumps) det print-hello(): Print (" hello") 3 #put a comment here describing the function 4 #what the parameters are 5 #what the return is 6 def leppard(lumps): print("you asked for", lumps, "lumps") return("sugar " * lumps)

1 leppard(3) #to call it (will this work?) In chat: will it run? No! You need to define before call (nove: rus) what happened to the Sugar it returned? You need to save it! (of you've dopped it on the ground. 8 tea = leppard(3)

- 8 tea = leppard() #will this work?

- missing argument

10 #arguments are what you send into a parameter

A note on designing: try to mate self Containe d

Breakout rooms: write a function:

- 1 #get a character from the user, then print a
- 2 #rectangle with 50 of the character per row
- **3** #for 10 rows

Below are some examples: print for in person ABCD from next onenote page

```
def print_rectangle(user char):
 7
 8
         for i in range(10):
              print(user char*50)
 9
10
11
    user_char = input("what char? ")
    print rectangle(user char)
12
    def print_rectangle():
 6
        user_char = input("what char? ")
 7
        for i in range(10):
 8
 9
             print(user char*50)
10
11
12
    print_rectangle()
    def print_rectangle():
        user char = input("what char? ")
 7
        rect = ""
 8
        for i in range(10):
 9
             rect = rect + user_char*50 + "\n"
10
11
        return rect
12
13 print(print_rectangle())
ABCD what did your code

More than one way to do
the same function!

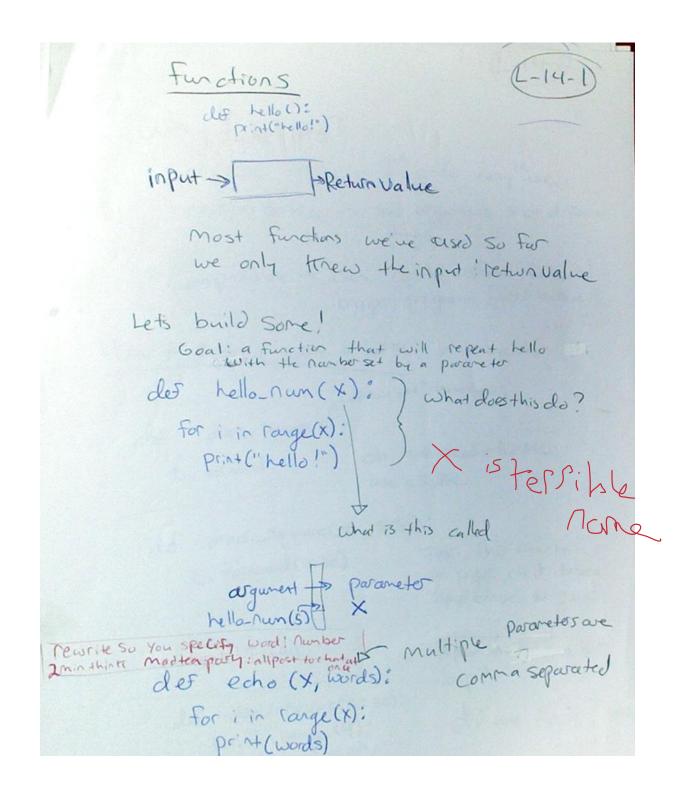
Look the Most lite?
```

there we pros and cons to each version! We'l discuss why you'd do one over the other, but some corres down to style. Cooling has a lot of

down to style. Cooling has a lot of Creativity! More than one way to Solve the Same problem

More than one way to do the same function!

```
6 def print_rectangle(user_char):
 7
 8
        for i in range(10):
 9
            print(user_char*50)
10
user_char = input("what char? ")
12 print_rectangle(user_char)
 6 def print_rectangle():
       user_char = input("what char? ")
       for i in range(10):
9
           print(user_char*50)
10
11
12 print_rectangle()
 6 def print_rectangle():
       user_char = input("what char? ")
       rect = ""
       for i in range(10):
           rect = rect + user_char*50 + "\n"
11
       return rect
13 print(print_rectangle())
```





Turtle review

Tuesday, February 1, 2022

11:18 PM

(Some vocab)

import twitle Amodule

tex = turtle. Turtle ()

Caps is convention For Constructor

tex forward (100)

& object functions are methods use dot notation to ask tex to use it's methods

tal = turtle. Turtle.()

tammy = tex what does this do?

```
import turtle
```

2 tex = turtle.Turtle()

 $regl.;+_{4}^{3}$ tammy = tex

5 tex.forward(100)

tammy.color("red")

7 tammy.forward(100)

tex > Tw-the objection memory tammy

Va	ria	h	es
v u	110	~	

Name Value

<turtle.Turtle object at 0x03FAA5D0> tammy

<turtle.Turtle object at 0x03FAA5D0> tex

Turtle walking

Sunday, January 30, 2022 9:59 PM

```
#1 turtle wander around in 10 different directions
2
3
   #1 import what we need (random, turtle)
4
5
   #1 make a turtle
6
7
       #2 for loop going 10 times
  #1 point the turtle in a random direction
8
9
10 #1 have the turtle walk a random distance
```

breattout rooms 3 min

```
1 #turtle wander around in 10 different directions
 2
 3 #import what we need (random, turtle)
 4
  import turtle
   import random
 6
 7
  #make a turtle
  trixie = turtle.Turtle()
 8
9
10
  #for loop going 10 times
   for i in range(10):
11
       #point the turtle in a random direction
12
       trixie.right(random.randint(0,359))
13
       #have the turtle walk a random distance
14
       trixie.forward(random.randint(10,150))
15
```