

CS101: Intro to Computing

Fall 2015

Lecture 5

Administrivia

- Homework 3 is due ***tonight***
- Homework 4 assigned (due on Monday)
 - It's ***much*** longer!
 - **Don't wait till the last minute!**
- No lab this week
 - Labs resume next week

REVIEW

```
s="%"+ "i"
```

```
i=3/6
```

```
x=float(s%i)*2
```

What is the value of x?

a) 0.0

b) "%i%i"

c) 1.0

d) "1.0"

e) None of the above.

```
s="TACO TUESDAY"[2:6]
```

```
t=int(3.7)
```

```
x=s[-1]+s[t-2]
```

What is the value of x?

a) "O "

b) "UO"

c) "TC"

d) "TO"

```
s="TACO TUESDAY"[2:6]
```

```
0123456789...
```

```
s=    CO TH
```

```
s="CO T"
```

```
t=int(3.7)
```

```
t=3
```

```
x=s[-1]+s[t-2]
```

```
x="T"+s[1]
```

```
x="TO"
```

```
i=len("TACO TUESDAY")  
c=(1.0+2.0j)*(-i)  
x=abs(min(c.real,-13))
```

What is the value of x?

- a) 0
- b) 11
- c) 12
- d) 13

FUNCTIONS

Functions

- A small program we can run ***within*** Python
 - Saves us from having to rewrite code
 - Don't reinvent the wheel!
- **ANALOGY**: Functions are ***verbs*** in Python.
- Also called a ***subroutine*** or ***procedure***

Function calls

- When we want to execute a function, we ***call*** it or ***invoke*** it
- Use name of the function with parentheses
 - Example: `help()`
- Many functions are part of the Python language
 - We call them ***built-in functions***

User input

- `raw_input()` is a built-in function
- Argument: string printed to user
- Return value: string user typed before hitting “ENTER”

Goal

- Purpose of a program is to ***achieve a goal!***
- Let's write a quadratic equation solver!

```
print "QUADRATIC SOLVER"  
print "ax^2+bx+c=0"
```

```
a_str=raw_input("Please enter a:")  
b_str=raw_input("Please enter b:")  
c_str=raw_input("Please enter c:")
```

```
a=float(a_str)  
b=float(b_str)  
c=float(c_str)
```

```
square_root=(b**2-4*a*c)**.5  
denominator=2*a
```

```
answer1=(-b+square_root)/denominator  
answer2=(-b-square_root)/denominator
```

```
print "Solution 1: %f" % answer1  
print "Solution 2: %f" % answer2
```

METHODS

Methods

- Like attributes, ***functions*** can be stored inside the type, too.
- Use ***attribute operator*** on the value.

`"STOP SHOUTING!".lower()`

`(1+1j).conjugate()`

Value is treated like an argument.

String methods

```
"GATTACA".count("A")
```

```
"MVEMJSUN".find("J")
```

```
"ABACAB".replace("AB", "G")
```

```
"  HAM  ".strip()
```

```
"clint barton".title()
```

```
"wEiRd".swapcase()
```



```
s="TACO TUESDAY"  
x=s[0:s.find(" ")]  
x=x.lower()  
x=x.title().swapcase()
```

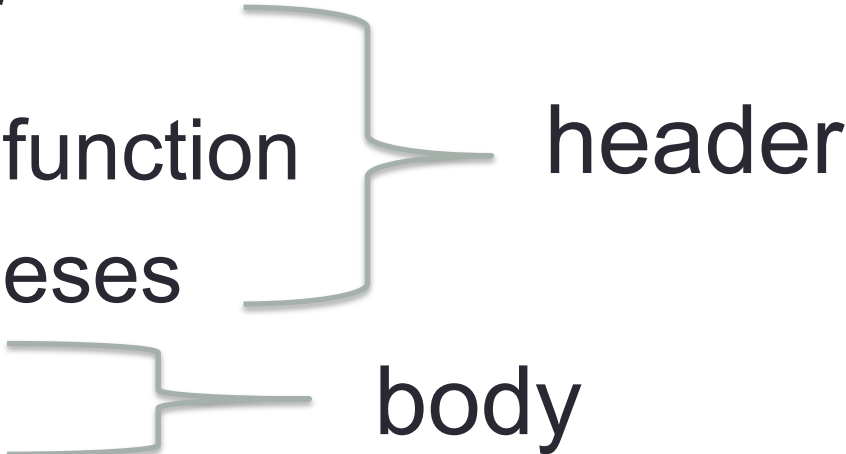
What is the value of x?

- a) "tACO"
- b) "tuesdaY"
- c) "Taco "
- d) "TUESDAY"

WRITING FUNCTIONS

Defining functions

- We **define** a function by typing:

1. the keyword **def**
 2. the name of our function
 3. a pair of parentheses
 4. a **block** of code
- 
- header
- body

```
def greetings():
```

header

```
    print "Hola!"
```

```
    print "Bonjour!"
```

```
    print "Ni hao!"
```

```
    print "Hello!"
```

```
    print "Shalom!"
```

```
    print "Guten tag!"
```

```
    print "Konnichiwa!"
```

```
    print "As-salamu alaykum!"
```

body

Block

- A section of code grouped together
- Begins with a colon :
- Contents of the block are *indented*
 - “Tabbed in”

```
def hello():  
    print "hello"
```

Scope

- Variables declared *inside* a block can be independent of variables *outside* the block.
- Variables inside a block *might not exist* outside the block.
- Blocks are their own little world!
- Blocks are *isolated* from the rest of our code.

Return

- Our function can *return* a value (output).
- We use the keyword *return*.

```
def three():  
    return 3
```

- Return *immediately* exits the function.

```
def hello():  
    return 0  
    print "hello"
```

Parameters

- Our function can take ***input*** (arguments) as well.
- Parameters are variables declared in function header.

```
def print_message(message):  
    print message
```

- Multiple parameter are separated by commas.


```
def quadratic(a,b,c):  
    s=(b**2-4*a*c)**.5  
    d=2*a  
    return (-b+s)/d
```