

## function :-

i) user defined

ii) Built in function

Ex:- Print(), sum(), type()  
len()

type() :- This function return types of object or data type of variable

Ex:-

list\_fruits = ('apple', 'banana', 'Cherry',  
'mango')  
print(type(list\_of\_fruits))

O/P

<class 'tuple'>

abs() :- This function return absolute value of the specified number.

Ex:-

negative\_number = -676

print(abs(negative\_number))

O/P

676 (If it removes '-' sign change it into +ve).

pow() → It return the calculated value of  $x$  to the power of  $y$  i.e.  $x^y$

Ex:-  $x = \text{pow}(3, 4)$   
print(x)

O/P

81

round() → It returns rounded value  
of a specified floating point value

Ex : round(88.764)  
O/P  
88

→ user defined function:- The function which we define yourself in a program is known as user defined function.

→ Keywords are not used, as the name of function.

→ In python we define UDF by using keyword `'def'` followed by the function name.

Syn:-

def name-of-func () :  
Statement

UD functions are of 4 types:-

1) functions without return and without parameters

1) " " " " " with " "

1) " " " " " with " " " " " out " "

1) " " " " " with " " " " " " "

I) func without return and without parameter

Ex:-

def sum():

    print("enter two number")

    a = float(input())

    b = "

    s = a + b

    print("Sum is:", s)

II) func with parameter and without return

Ex: def sum(a, b):

    s = a + b

    print("Sum is:", s)

    print("enter two numbers")

    a = int(input())

    b = "

    sum(a, b)

III) func without parameters and with return

Ex

def sum():

    print("enter two numbers")

    a = int(input())

    b = "

    s = a + b

    return s

c = sum()

print("Sum is:", c)

iv) func's with parameter and with return:

```
def sum(a, b):
```

```
    s = a + b
```

```
    return s
```

```
print ("enter two number")
```

```
a = int (input ())
```

```
b = int (" ")
```

```
c = sum(a, b)
```

```
print ("sum is", c)
```

## Scope :-

The variable is only available from inside the region it is created. This is called scope or local variable.

### Ex:-

```
def myfunc():
    x = 300
    print(x)
```

```
myfunc()
```

→ Function inside another function - local scope.

```
def myfunc():
    x = 300
    def myinnerfunc():
        print(x)
    myinnerfunc()
myfunc()
```

## Global Scope :-

The variable created in the main body of the python code is called global variable and belongs to the global scope.

Global variable scope is both global and local.

Or variable created outside the func is used in func or outside also.

Ex:-

$$x = 300$$

def myfunc():

    print(x)

myfunc()

print(x)

→ global Keyword :-

If we want to use a local variable of a func as a global variable then we have to use 'global' keyword :-

Syn :- global variable name.

Ex:-

def my\_func():  
    global x  
    x = 300

myfunc()  
print(x)

→ Lambda func :-

A lambda func is uses to write func in a single line

Syn:-

lambda arguments : expression

Ex:- lambda x=400 : print(x)

In lambda func their can be more than 1 argument but only one expression.

Ex:-

Add 10 to argument a, and return result.

# lambda function argument  
y = lambda a: a+10 → expression  
print(y(5))

Ex:-

print("Enter value of a & b")  
a = int(input())

b = int(input())  
x = lambda a, b: a \* b  
print(x(a, b))

→ lambda function is also called anonymous function. It is also used inside other functions or it is used as a inner function.

→ If there is function that takes one argument and that argument will be multiplied with an unknown number

def my\_func(n):  
 return lambda a: a \* n

Ex:-

```
def my_func(n):
```

return lambda a: a \* n

my\_doubler = my\_func(2)

print(my\_doubler(11))

Q2:-

```
def my_func(n):  
    return lambda a: a*n
```

```
print ("enter the value of n")
```

```
n = int(input())
```

```
print ("enter the value of a")
```

```
a = int(input())
```

```
my_result = my_func(n)
```

```
print (my_result(a))
```

→ we have to  
pass lambda argument value.

→ Recursion or Recursive function :-

When function call itself  
then this is called recursion or recursive  
function.

```
def recurse(i):
```

```
    recurse(i+1)
```

```
recurse(1)
```

$$5! = 5 \times 4 \times 3 \times 2 \times 1$$

$$5! = 5 \times 4!$$

$$= 5 \times 4 \times 3!$$

Ex:-

function to find factorial of entered number

```
def factorial(num):
```

```
    if num == 1:
```

```
        return 1
```

```
    else:
```

```
        return num * factorial(num - 1)
```

```
print ("enter number")
```

num = int(input())  
print("factorial of", num, "is", factorial(num))

x:- def myfun(x,y=50):  
    print("x:", x)  
    print("y:", y)

myfun(10)

myfun(10,20)

O/P : x: 10

y: 50 → It print the value which is pass

→ O/P : x: 10  
y: 20 → It will change the previously assigned value with new passed value.

Arbitrary Arguments, \*args :- (by using this we can pass variable number of argument in a func we don't need to define the number of arguments passed.)

Ex:-

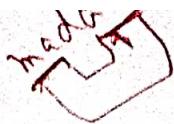
def mykids(\*args):

    print("the youngest child is", args[0])

mykids('Emil', 'Masis', 'Larus')

O/P:-

The youngest child is Larus



Reverse of string without using reverse function

print("Enter string : ")

str1 = input()

len1 = len(str1)

for j in range(-1, -(len(str1)+1), -1):  
 print(str[j], end="")

If we use this than not need to find length of string.

**Kwarg , Arbitrary keyword arguments:-** This way of argument will receive a dictionary of arguments that is to store data with key and its attributes or value.

Syntax :- def func-name (\*\* variable argument name):

Ex :- def myfun2(\*\*kwarg):

print("His father name is ", kwarg["fname"])

myfun2(fname='abc', lname='S')

Decorator function :- Python decorators are a powerful tool that allow to modify the behaviour of previously defined `func()` or `method()`.

A decorator is a function that takes another function as an argument and returns a new modified behaviour of the original function. The new function is called 'decorated' function.

Syn:-

`@decorator function name`

Ex:- `@ greet`

`def oldfunctionname():`

`@ greet`

`@ add`

`def name():`

`print("my name is rehanka")`

`name()`

`def add(z):`

`def add1():`

`print("I live in kolkata")`

`z()`

`print("Thankyou")`

`return add1`

O/P

I live in saltlake kolkata

My name is rehanka

Thankyou

To use '\*' args' and '\*\*kwargs' in  
 Decorator :-

```
@greet1
```

```
def sub(a,b):
```

```
    print(a-b)
```

```
Sub(4,2)
```

```
def greet1(x):
```

```
def greet2(*args, **args):
```

```
    print("Good morning")
```

```
x(*args, **args)
```

```
print("thankyou")
```

```
return greet2
```