

# IST 1025

Introduction to Programming

Defining Functions

# What Is a Function?

A function is a chunk of code that can be called by name wherever we want to run that code

```
def sqr(n):                # Definition
    return n ** 2

...

print(sqr(2))              # Call: Displays 4

print(sqr(33))             # Call: Displays 1089

print(sqr(etc))            # Call: Displays whatever
```

# Using Functions: Combination

Functions can be used to compute values, wherever operand expressions are expected

```
a = sqr(4)
b = sqr(3)
c = math.sqrt(a + b)
```

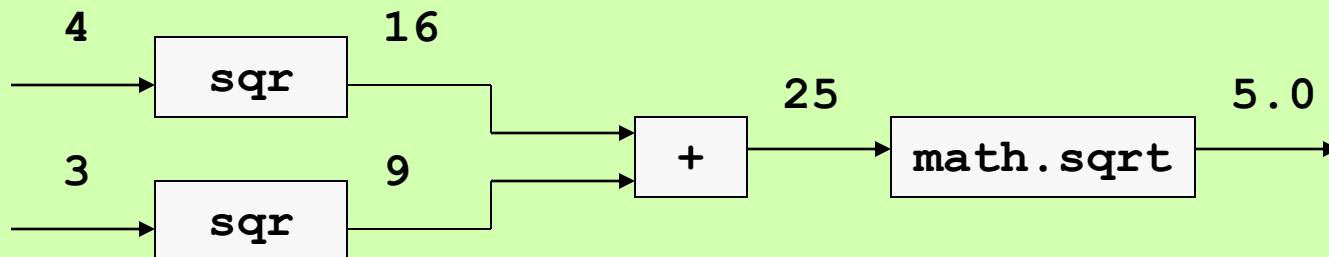
# Using Functions: Combination

Functions can be used to compute values, wherever operand expressions are expected

```
a = sqr(4)
b = sqr(3)
c = math.sqrt(a + b)
```

# Or use function calls as operands:

```
c = math.sqrt(sqr(4) + sqr(3))
```



# Arguments and Return Values

- A function can receive data from its caller (arguments)
- A function can return a single value to its caller



```
y = math.sqrt(2)
```

# Programmer-Defined Functions

- A function allows the programmer to define a general algorithm in one place and use it in many other places (avoid repetitive patterns)
- A function replaces many lines of code with a single name (abstraction principle)

# Function Definition Syntax: Parameters and **return** Statements

The *function header* includes 0 or more *parameter names*

```
def sqr(n):                                # Definition
    return n * n
```

```
def <function name>(<param name>, ..., <param name>):  
    <sequence of statements>
```

The **return** statement exits the function call with a value

# return Statements

If you do not include a **return** statement, your function returns the value **None**

```
def sqr(n):                                # Definition
    n * n
```

```
>>> print(sqr(33))
None
```



# A General Input Function

Define a function that obtains a valid input integer from the user

The function expects a string prompt and the lower and upper bounds of the range of valid integers as arguments

The function continues to take inputs until a valid number is entered; if an invalid integer is entered, the function prints an error message

The function returns the valid integer

# Example Use

Pretend that the function has already been defined  
and imagine its intended use

```
>>> rate = getValidInteger("Enter the rate: ", 1, 100)
Enter the rate: 120
Error: the number must range from 1 through 100
Enter the rate: 99
>>> rate
99
```

```
>>> size = getValidInteger("Enter the size: ", 1, 10)
Enter the size: 15
Error: the number must range from 1 through 10
Enter the size: 5
>>> size
5
```

# Definition

```
def getValidInteger(prompt, lower, upper):  
    """Repeatedly inputs an integer until that  
    integer is within the given range."""
```

A function definition should include a *docstring*

**help(getValidInteger)** displays this information

# Definition

```
def getValidInteger(prompt, lower, upper):  
    """Repeatedly inputs a integer until that  
    integer is within the given range."""  
    while True:  
        number = int(input(prompt))  
        if number < lower or number > upper:  
            print("Error: the number must range from " + \  
                  str(lower) + " through " + str(upper))  
        else:  
            return number
```

The **return** statement exits both the loop and the function call

The \ symbol is used to break a line of Python code

# Good Programming Practice

- Try to limit the names used in a function to its parameters (data) and other function calls
- Each function should perform a single, coherent task (described in its docstring)
- Try to aim for general methods, using parameters for special cases

# Data Encryption Revisited

```
>>> print(encrypt("Exam Friday!"))  
69 120 97 109 32 70 114 105 100 97 121 33
```

```
def encrypt(source):  
    """Builds and returns an encrypted version of  
    the source string."""  
    code = ""  
    for ch in source:  
        code = code + str(ord(ch)) + " "  
    return code
```

**source** is a *parameter* and **code** and **ch** are *temporary variables*

They are visible only within the body of the function

# Data Decryption Revisited

```
>>> print(decrypt(encrypt("Exam Friday!")))
Exam Friday!
```

```
def decrypt(code):
    """Builds and returns a decrypted version of
    the code string."""
    source = ""
    for word in code.split():
        source = source + chr(int(word))
    return source
```

# Organize Code with a **main** Function

```
import math

def main():
    radius = float(input('Enter the radius: '))
    area = math.pi * radius ** 2
    print('The area is', area, 'square units')

main()    # run this function when this module is imported
          # or launched as a script
```



# Example: Is It a Script?

- Run a Python module as a script
- Import it as a module but don't execute the **main** function
- Need to ask a question and then take action depending on the answer

# The `circlearea` Script

```
import math

def main():
    radius = float(input('Enter the radius: '))
    area = math.pi * radius ** 2
    print('The area is', area, 'square units')

main()    # run this function when this module is imported
          # or launched as a script
```

# The `circlearea` Script

```
import math

def main():
    radius = float(input('Enter the radius: '))
    area = math.pi * radius ** 2
    print('The area is', area, 'square units')

if __name__ == '__main__':
    main()
```

Each module includes a built-in `__name__` variable

This variable is automatically set to `'__main__'` if the module is run as a script

Otherwise, this variable is set to the module's name