

Module 6: Function



1

Summary

- Functions:
 - Def
 - Return
 - execution
- Scope:
 - Local scope vs global scope
- Sequence:
 - Putting functions together
 - Nested functions
 - Multiple returns

2

Functions

Create function
(required)

Function inputs: here there are
two and order matters. (optional)

```
def times(x,y):
    product = x*y
    return product
```

Inside the function
(local scope)

Object that function gives back. (optional)

The code inside the function is never executed unless you call the function!

3

Scope

- Python scopes are the places where variables are defined and looked up.
- Local Scope
 - Variables created with a function, i.e., inside of a def.
 - Variables inside of a def will not clash with variables outside even if they have the same name.
- Global Scope
 - Variable created outside of a function.

When outside of a function, python **only sees variables in the global scope.**

4

Scope

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- Local Scope
 - Variables created with a function, i.e., inside of a def.
 - Variables inside of a def will not clash with variables outside even if they have the same name.
- Global Scope
 - Variable created outside of a function.

When inside of a function, python **first searches the local scope and then searches the global.**

5

Stringing Functions Together

```
def Add(x,y):
    return x+y
```

```
def Check_Mult_Two(x):
    if x %2==0:
        print("Yes, %d is a mulitple of 2" %x)
    else:
        print("No, %d is not mulitple of 2" %x)
```

```
num_one = 10
num_two = 15
→ sum_one_two = Add(num_one,num_two)
  Check_Mult_Two(sum_one_two)
```

No, 25 is not mulitple of 2

6

Nested Functions

```
def Count_Vowels(name):
    total=0
    vowels = ['a','e','i','o','u']
    for i in name.lower():
        if i in vowels:
            total+=1
    return total
```

Count number of vowels in name

```
def Percent_Vowels(name):
```

```
    num_vowels = Count_Vowels(name)
    percent = num_vowels/len(name)
    return percent
```

Computes percentage of vowels in name

```
Percent_Vowels("jake")
```

7

Back to Scope

```
def ChangeElement(Q):
    Q[0]=4
    return Q
```

```
L=[1,2,3]
print(L)
M = ChangeElement(L)
print(L)
```

```
[1, 2, 3]
[4, 2, 3]
```

Local scope:

Q = [4, 2, 3]

Global scope:

L= [4, 3, 2]
M = [4, 2, 3]

8

Back to Scope

```
def ChangeElement(Q):
    Q[0]=4
    return Q
```

```
L=[1,2,3]
print(L)
M = ChangeElement(L)
print(L)
```

```
[1, 2, 3]
[4, 2, 3]
```

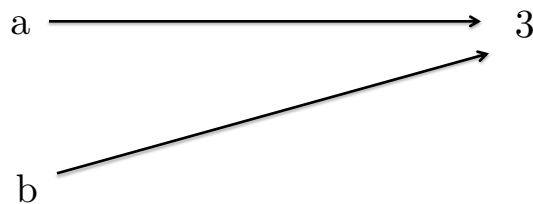
Q: Why did a global variable get changed when I changed a local variables?

A: We have to better understand how variables are assigned in Python. We'll come back to this example later.

9

Variable Assignment

```
a=3
b=a
b=5
```



10

Variable Assignment

```
a=3  
b=a  
b=5
```

a → 3

b → 5

Anytime you set a variable equal to a new object, its pointer will now point to the new object.

11

Variable Assignment

```
L1=[1,2,3]  
L2=L1  
L1[0]=4
```

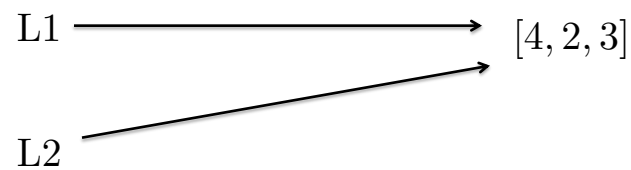
L1 → [1, 2, 3]

L2 → [1, 2, 3]

12

Variable Assignment

```
L1=[1,2,3]
L2=L1
→ L1[0]=4
```



13

Example Where This Matters

```
def GetMedianIndex(l):
    l.sort()
    index = int(len(l) / 2)
    return index
```

```
→ l = [4,3,1,4,2,6,7]
middle = GetMedianIndex(l)
l
```

Local scope:

Global scope:

l → [4,3,1,4,2,6,7]

14

Copy

```
import copy
L1=[1,2,3]
→ L2=copy.copy(L1)   akin to L2 = [1,2,3]
L1[0]=4
```

L1 → [1, 2, 3]

L2 → [1, 2, 3]

15

Copy

```
import copy
L1=[1,2,3]
L2=copy.copy(L1)
→ L1[0]=4
```

L1 → [4, 2, 3]

L2 → [1, 2, 3]

16