



# Cheat Sheet

## Functions

Block of reusable code to perform a specific action.

### Reusing Code

Using an existing code without writing it every time we need.

```
def function_name():
```



### Code

PYTHON

```
1 def greet():  
2     print("Hello")  
3  
4 name = input()  
5 print(name)
```

### Input

Teja

### Output

Teja

## Defining a Function

Function is uniquely identified by the

function\_name

```
def function_name():
```

Reusable  
Block of Code

### Code

PYTHON

```
1 def greet():  
2     print("Hello")  
3  
4 name = input()  
5 print(name)
```

### Input

Teja

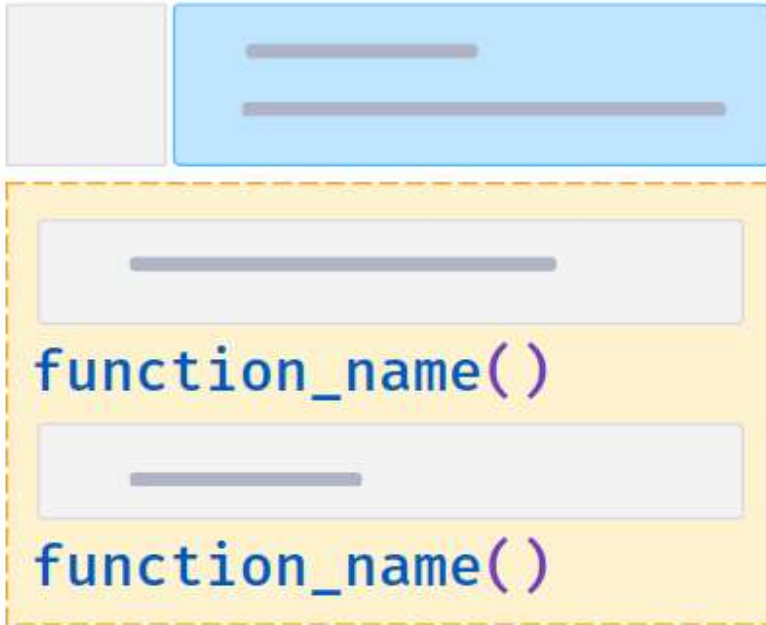
### Output

Teja

## Calling a Function

The functional block of code is executed only when the function is called.

```
def function_name():
```



### Code

PYTHON

```
1 def greet():
2     print("Hello")
3
4 name = input()
5 greet()
6 print(name)
```

### Input

Teja

### Output

```
Hello  
Teja
```

## Defining & Calling a Function

A function should be defined before it is called.

### Code

PYTHON

```
1 name = input()  
2 greet()  
3 print(name)  
4  
5 def greet():  
6     print("Hello")
```

### Input

```
Teja
```

### Output

```
NameError: name 'greet' is not defined
```

## Printing a Message

Consider the following scenario, we want to create a function, that prints a custom message, based on some variable that is defined outside the function. In the below code snippet, we want to access the value in the variable

name at line 2 in place of the ? .

### Code

```
1 def greet():  
2     msg = "Hello " + ?  
3     print(msg)  
4  
5 name = input()  
6 greet()
```

## Input

Teja

## Desired Output

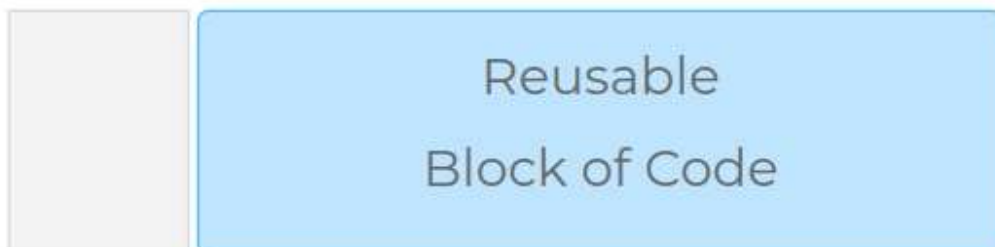
Hello Teja

We use the concept of Function Arguments for these types of scenarios.

## Function With Arguments

We can pass values to a function using an Argument.

```
def function_name(args):
```



## Code

```
1 def greet(word):  
2     msg = "Hello " + word  
3     print(msg)
```

```
4
5 name = input()
6 greet(word=name)
```

## Input

Teja

## Output

Hello Teja

# Variables Inside a Function

A variable created inside a function can only be used in it.

## Code

PYTHON

```
1 def greet(word):
2     msg = "Hello " + word
3
4 name = input()
5 greet(word=name)
6 print(msg)
```

## Input

Teja

## Output

NameError: name 'msg' is not defined

## Returning a Value

To return a value from the function use

return keyword.

**def** function\_name(args):

Reusable  
Block of Code

**return** value

Exits from the function when return statement is executed.

### Code

PYTHON

```
1 def greet(word):
2     msg = "Hello " + word
3     return msg
4
5 name = input()
6 greeting = greet(word=name)
7 print(greeting)
```

### Input

Teja

### Output



```
Hello Teja
```

Code written after

return statement will not be executed.

## Code

PYTHON

```
1 def greet(word):
2     msg = "Hello "+word
3     return msg
4     print(msg)
5
6 name = input()
7 greeting = greet(word=name)
8 print(greeting)
```

## Input

```
Teja
```

## Output

```
Hello Teja
```

## Built-in Functions

We are already using functions which are pre-defined in Python.

Built-in functions are readily available for reuse

- print()
- int()

- `str()`
- `len()`

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