## CPSC 231 - Lab

**FUNCTIONS** 

## Functions in Python

## Calling functions

```
def hello():
    print("Hi there!")
    print("I'm a function!")
print("Good morning")
print("Welcome to class")
hello()
print("And now we're done.")
```

```
sepehr@WNLab-OptiPlex-9020:~/Do
Good morning
Welcome to class
Hi there!
I'm a function!
And now we're done.
```

# Calling functions inside functions

```
def main():
    print("Hey, I have a massage for you!")
    message()
    print("Goodbye!")
def message():
    print("This is a message!")
#Hey, I have a massage for you!
#This is a message!
#Goodbye!
```

```
global_variable = 1
def increase():
    local_variable = global_variable + 1
    print (local_variable)
def decrease():
    local_variable = global_variable - 1
    print (local_variable)
print (global_variable)
increase()
decrease()
```

#### Passing Argument to a Function

```
def square(num):
    print(num ** 2)
square(5) # output 25
square()
#TypeError: square() missing 1 required
#positional argument: 'num'
```

#### Passing multiple Arguments to a Function

```
def average(num1, num2, num3):
    print((num1+num2+num3)/3)
average(1,2,4) # output 2
avarage()
#TypeError: average() missing 3 required
#positional arguments: 'num1', 'num2', and 'num3'
```

```
def change me(v):
    print ("function got:", v)
    v = 10
    print ("argument is now:", v)
myvar = 5
print ("starting with:", myvar)
change me(myvar)
print ("ending with:", myvar)
starting with: 5
function got: 5
argument is now: 10
ending with: 5
```

#### Returning a value

```
def average(num1, num2, num3):
    return (num1+num2+num3)/3
print(average(1,2,4)) # output 2
```

#### Returning multiple values

```
def find_min_and_max(num1,num2):
    if num1 < num2:</pre>
        return num1, num2
    if num2 < num1:
        return num2, num1
min, max = find_min_and_max(3,5)
#min = 3 max = 5
```

#### eval()

The eval function lets a Python program run Python code within itself.

```
eval("print(\"hi\")")
```

You should import math package if you want to use math functions

```
from math import *
eval("sin(30)"))
```