

2.4 FUNCTIONS



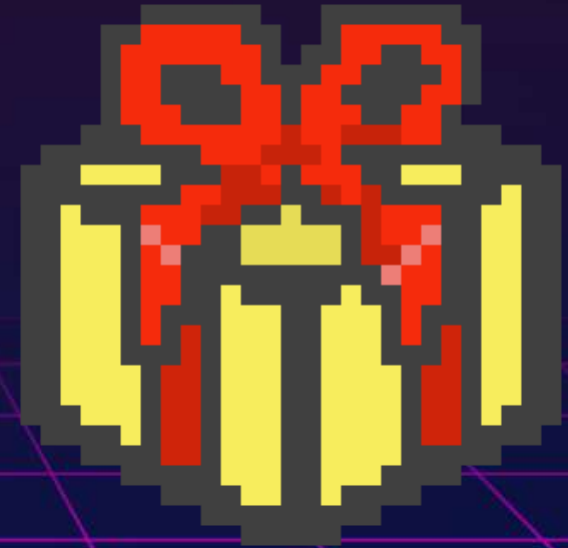
unlock complex features





2.4 FUNCTIONS

- A **function** is a chunk of code that we can use in our programs by **calling its name**.
- They are handy because we can use functions over and over again.
- Python is popular because it comes with a lot of **built-in functions** and we already used a few.
- We will learn how to **define and use our custom functions** to enrich functionality in our programs.





BUILT-IN FUNCTIONS

Python comes with a lot of ____ **built-in** functions to make your life easier.

We used functions that enable us to **print** ____ and accept **input** ____.

We can import ____ **modules** make use of a variety of built-in functions.



POWER-UPS UNLOCKED



PRINT FUNCTIONS

You will find that there are countless ways to use `print()`.



VARIABLE TYPE CONVERSIONS

Most useful when using the `input()` to prepare data for processing.



MORE STRING AND LIST FUNCTIONS

We already have seen a few, but there are more!



IMPORTING MODULES

To create games quickly we need to import various modules.



USE BUILT-IN FUNCTIONS

"Output"

return

Some functions give a result which we can store in a variable.

```
beg = input("Enter start: ")
end = input("Enter end: ")
for count in range(beg, end):
    print(count)
```

parameter

Data we pass in so that the function does something with it.

function call

Use a function by writing the name and () which may include parameters.

Function Docs

◆ standard **range(beg, end)**

→ Returns a sequence of numbers in a list.

◆ standard **print(s)**

→ Displays a given string to the console.

WHAT YOU GONNA CALL?

Make the right function call for code snippet and sample output given.

function call

>>> "functions are fun".count("fun")

2



Fill in the Blanks

Function Docs

- ◆ string `string.count(s)`
Counts a given pattern in a string.
- ◆ string `string.index(s)`
Returns index of a pattern in a string.
- ◆ string `string.replace(S)`
Replaces pattern with another.



WHAT YOU GONNA CALL?

Make the right function call for code snippet and sample output given.

```
>>> name = "Jamie"
```

```
>>> print(f"Hey there {name}, ready?")
```

```
Hey there Jamie, ready?
```



format



Fill in the Blanks

Function Docs

◆ Standard `input(prompt)`
Function Docs
Reads keyboard input as a string.

◆ standard `str(object)`
Converts something into a string.

◆ standard `print(s)`
Displays a given string to the console.



WHAT YOU GONNA CALL?

Make the right function call for code snippet and sample output given.

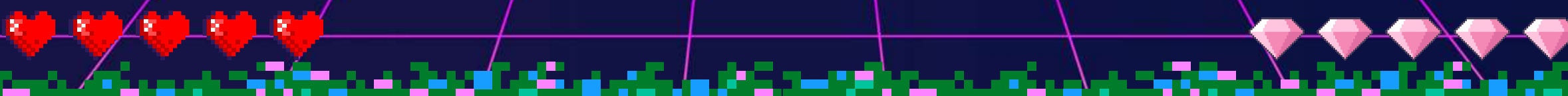
```
>>> guess_in = input("Enter a number: ")
>>> guess = _____(guess_in)
>>> if guess == random_number:
>>>     print("Wow you guessed!")
```

Enter a number: 6



Fill in the Blanks

Function Docs

- ◆ Standard `float(object)`
Converts something into a float.
 - ◆ standard `str(object)`
Converts something into a string.
 - ◆ standard `int(object)`
Converts something in an integer.
- 

WHAT YOU GONNA CALL?

Make the right function call for code snippet and sample output given.

```
>>> guess_in = input("Enter a number: ")
>>> guess = _____(guess_in)
>>> if guess == random_number:
>>>     print("Wow you guessed!")
```

Enter a number: 6



Fill in the Blanks

Function Docs

- ◆ Standard `float(object)`
Converts something into a float.
- ◆ standard `str(object)`
Converts something into a string.
- ◆ standard `int(object)`
Converts something in an integer.

WHAT YOU GONNA CALL?

Make the right function call for code snippet and sample output given.

```
>>> countdown = ["one", "two", "three"]  
>>> countdown.reverse()  
>>> for c in countdown  
>>>     print(c + "...")
```

```
three  
two  
one
```

 Fill in the Blanks

Function Docs

- ◆ list `list.append(object)`
Add an item to the end of the list.
- ◆ list `list.remove(object)`
Remove the first matching object.
- ◆ list `list.reverse()`
Reverse data elements in place.



What do you think?



There are so many functions that I could not quite decide what we should use. Which ones should we practice first?



Word Cloud





Word Cloud submissions

playcanvas **reverse** string
input leo yyds
nothing, i am a genius int **print** list.append
str class **list.reverse** float
append turtle remove list.remove
penup() classes
pendown()



LESSON CHALLENGE

- Time to put the theory into practice.
- You will continue to build a small component of a word search game.
- You must use all you learned so far.
- Find your tasks!

