



# Functions

**Functions**, Built-In Functions, Commonly Used Modules, Function Definition and Calling the Function, The return Statement and void Function,

```
def ppsession(, , ):
```

```
    ///
```

```
    ///
```

```
ppsession( , ,)
```



You





- You can define functions to provide the required functionality. Here are simple rules to define a function in Python.
  - Function blocks begin with the keyword def followed by the function name and parentheses `()`.
  - Any input parameters or arguments should be placed within these parentheses. You can also define parameters inside these parentheses.
  - The first statement of a function can be an optional statement - the documentation string of the function or docstring.
  - The code block within every function starts with a colon `:` and is indented.
  - The statement `return [expression]` exits a function, optionally passing back an expression to the caller. A return statement with no arguments is the same as `return None`.

- Functions are used when you have a block of statements that needs to be executed multiple times within the program. Rather than writing the block of statements repeatedly to perform the action, you can use a function to perform that action.
- This block of statements are grouped together and is given a name which can be used to invoke it from other parts of the program.
- You write a function once but can execute it any number of times you like.
- Functions also reduce the size of the program by eliminating rudimentary code. Functions can be either Built-in Functions or User-defined functions.

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## A Few Built-in Functions in Python

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Function Name	Syntax	Explanation
<code>abs()</code>	<code>abs(x)</code> where x is an integer or floating-point number.	The <code>abs()</code> function returns the absolute value of a number.
<code>min()</code>	<code>min(arg_1, arg_2, arg_3, ..., arg_n)</code> where arg_1, arg_2, arg_3 are the arguments.	The <code>min()</code> function returns the smallest of two or more arguments.
<code>max()</code>	<code>max(arg_1, arg_2, arg_3, ..., arg_n)</code> where arg_1, arg_2, arg_3 are the arguments.	The <code>max()</code> function returns the largest of two or more arguments.
<code>divmod()</code>	<code>divmod(a, b)</code> where a and b are numbers representing numerator and denominator.	The <code>divmod()</code> function takes two numbers as arguments and return a pair of numbers consisting of their quotient and remainder. For example, if a and b are integer values, then the result is the same as (a // b, a % b). If either a or b is a floating-point number, then the result is (q, a % b), where q is the whole number of the quotient.
<code>pow()</code>	<code>pow(x, y)</code> where x and y are numbers.	The <code>pow(x, y)</code> function returns x to the power y which is equivalent to using the power operator: <code>x**y</code> .
<code>len()</code>	<code>len(s)</code> where s may be a string, byte, list, tuple, range, dictionary or a set.	The <code>len()</code> function returns the length or the number of items in an object.



You





The Python interpreter has a number of functions and types built into it that are always available. They are listed here in alphabetical order.

<https://docs.python.org/3/library/functions.html>

[https://www.w3schools.com/python/python\\_ref\\_functions.asp](https://www.w3schools.com/python/python_ref_functions.asp)

#### Built-in Functions

<a href="#">abs()</a>	<a href="#">delattr()</a>	<a href="#">hash()</a>	<a href="#">memoryview()</a>	<a href="#">set()</a>
<a href="#">all()</a>	<a href="#">dict()</a>	<a href="#">help()</a>	<a href="#">min()</a>	<a href="#">setattr()</a>
<a href="#">any()</a>	<a href="#">dir()</a>	<a href="#">hex()</a>	<a href="#">next()</a>	<a href="#">slice()</a>
<a href="#">ascii()</a>	<a href="#">divmod()</a>	<a href="#">id()</a>	<a href="#">object()</a>	<a href="#">sorted()</a>
<a href="#">bin()</a>	<a href="#">enumerate()</a>	<a href="#">input()</a>	<a href="#">oct()</a>	<a href="#">staticmethod()</a>
<a href="#">bool()</a>	<a href="#">eval()</a>	<a href="#">int()</a>	<a href="#">open()</a>	<a href="#">str()</a>
<a href="#">breakpoint()</a>	<a href="#">exec()</a>	<a href="#">isinstance()</a>	<a href="#">ord()</a>	<a href="#">sum()</a>
<a href="#">bytearray()</a>	<a href="#">filter()</a>	<a href="#">issubclass()</a>	<a href="#">pow()</a>	<a href="#">super()</a>
<a href="#">bytes()</a>	<a href="#">float()</a>	<a href="#">iter()</a>	<a href="#">print()</a>	<a href="#">tuple()</a>
<a href="#">callable()</a>	<a href="#">format()</a>	<a href="#">len()</a>	<a href="#">property()</a>	<a href="#">type()</a>
<a href="#">chr()</a>	<a href="#">frozenset()</a>	<a href="#">list()</a>	<a href="#">range()</a>	<a href="#">vars()</a>
<a href="#">classmethod()</a>	<a href="#">getattr()</a>	<a href="#">locals()</a>	<a href="#">repr()</a>	<a href="#">zip()</a>
<a href="#">compile()</a>	<a href="#">globals()</a>	<a href="#">map()</a>	<a href="#">reversed()</a>	<a href="#">__import__()</a>
<a href="#">complex()</a>	<a href="#">hasattr()</a>	<a href="#">max()</a>	<a href="#">round()</a>	



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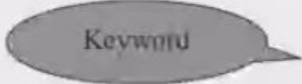
# Built-In Functions

```
>>> abs(-3)
3
>>> min(1, 2, 3, 4, 5)
1
>>> max(4, 5, 6, 7, 8)
8
>>> divmod(5, 2)
(2, 1)
>>> divmod(8.5, 3)
(2.0, 2.5)
>>> pow(3, 2)
9
>>> len("Japan")
5
```

The divmod() function takes two numbers as arguments and return a pair of numbers consisting of their quotient and remainder.



## Commonly Used Modules

- Modules in Python are reusable libraries of code having *.py* extension, which implements a group of methods and statements. Python comes with many built-in modules as part of the standard library.
- To use a module in your program, import the module using *import* statement. All the *import* statements are placed at the beginning of the program.
- The syntax for import statement is,  *import module\_name*  
For example, you can import the *math* module as
- 1. `>>>import math`



## dir()

- The built-in function dir() returns a sorted list of comma separated strings containing the names of functions, classes and variables as defined in the module.

1. >>> dir(math)

```
['__doc__', '__loader__', '__name__', '__package__', '__spec__', 'acos',  
'acosh', 'asin', 'asinh', 'atan', 'atan2', 'atanh', 'ceil', 'copysign', 'cos', 'cosh',  
'degrees', 'e', 'erf', 'erfc', 'exp', 'expm1', 'fabs', 'factorial', 'floor', 'fmod',  
'frexp', 'fsum', 'gamma', 'gcd', 'hypot', 'inf', 'isclose', 'isfinite', 'isinf',  
'isnan', 'ldexp', 'lgamma', 'log', 'log10', 'log1p', 'log2', 'modf', 'nan', 'pi',  
'pow', 'radians', 'sin', 'sinh', 'sqrt', 'tan', 'tanh', 'tau', 'trunc']
```

```
>>> print(math.sqrt(4))
```



You



● REC

```
help()
```

- Another built-in function you will find useful is the *help()* function which invokes the built-in help system.

```
>>> help(math.gcd)
```

Help on built-in function gcd in module math:

gcd(...)

gcd(x, y) -> int

greatest common divisor of x and y



You





# Random module

Another useful module in the Python standard library is the *random* module which generates random numbers.

- The syntax for *random.randint()* function is *random.randint(start, stop)* which generates an integer number between start and stop argument numbers (including both)

```
>>> import random  
>>> print(random.random())  
0.2551941897892144  
>>> print(random.randint(5,10))  
9
```



You



## Import()

The syntax for using a function defined in a module is,

**module\_name.function\_name()**

The module name and function name are separated by a dot.

Here we list some of the functions supported by *math* module.

```
>>> import math
```

```
>>> print(math.ceil(5.4))
```

```
6
```

```
>>> print(math.sqrt(4))
```

```
2.0
```

```
>>> print(math.pi)
```

```
3.141592653589793
```



You



● REC

pip

Below code shows a simple usage of arrow module.

```
C:\> pip install arrow
```

```
>>> import arrow
```

```
>>> a = arrow.utcnow()
```

```
>>> a.now()
```

```
<Arrow [2017-12-23T20:45:14.490380+05:30]>
```



You





# Function Definition and Calling the Function

- You can create your own functions and use them as and where it is needed. User-defined functions are reusable code blocks created by users to perform some specific task in the program.
- The syntax for function definition is,

