Lecture 13: **Functions II**

CPSC230 Computer Science I

Dr. Trudi Qi

Fowler School of Engineering



Agenda

- Final Project
- Functions: Default arguments
- In-Class Exercise

Final Project: Adventure Game

- Final Project takes ~50% of "Assignments", which takes
 25% of the overall
- Details refer to "Final_Project_Guideline" on Canvas
- Submission due: November 30th (Sunday) 23:59 PM
 - NO Extension would be administered.
- Final Presentation: December 1st (Monday), in-class

Final Project: Best Practice

- Start earlier, start earlier, start earlier!
- Divide and Conquer
 - Divide the big project into modules
 - Handle module by module (puzzle)
 - ensure each module (function) works as expected:
 - If you have an input, ask yourself what the output should be.
 - Compare that with your code's outcome.
 - Once each module works as expected, connect them together and work on the logic of the overall.

Final Presentation

- Randomly draw names to decide the presentation order
- Must use the slides submitted to Canvas
- 5 minutes max per person
- Skip excessive details
 - Summarize technical methods briefly
 - Avoid walking through code
 - Highlight key takeaways or unique solutions
- Highlight challenges
 - Share 1 2 major challenges you faced and how you tackled them
- Discuss improvements
 - Reflect on changes you'd make
 - Propose new features to make the game more fun



Functions II

Default arguments

Recap: Python Functions

You must define a function before using it.

```
# Define a function to calculate the area of a rectangle
    # input parameters: length and width
    # output: area

def calculate_area(length, width):
    area = length * width # output of the function
    return area

# Use the function to calculat the area of rectangle1: 5(L) x 3(W)
length1 = 5
width1 = 3
area1 = calculate_area(length=length1, width=width1)
print("Area of rectangle 1 is", area1)
Invoke (use) a
function
```

Recap: Python Functions

- Define a function: Inputs are called parameters
- Invoke a function: inputs are called arguments specific values plugged into function parameters

Default Arguments

- Default arguments allow functions to have default values for parameters within the function definition.
- When invoking the function, default arguments will be used if no arguments are plugged in.

Default Arguments

• Example:

"Guest" is the **default argument** for the parameter *name*

```
def greet(name = "Guest"):
    print("Welcome,", name, "!")

greet()  # Output: Welcome, Guest!
greet("Nicole")  # Output: Welcome, Nicole!
```

When invoking a function,

- If no argument is plugged in, the default argument will be used.
- If an argument is plugged in, that argument will be used.

Multiple Default Arguments

 A function can have none, one, or multiple default arguments.

```
def calculate_area(length=1, width=1):
    area = length * width
    return area

print(calculate_area())  # Output: 1
print(calculate_area(length=5))  # Output: 5
print(calculate_area(length=5, width=3))  # Output: 15
```

- Both 'width' and 'length' have a default value of 1
- You can provide both, one, or neither of them when calling the function.
- Good Practice: parameter = argument when invoking a function for clarity, e.g., calculate_area(length=5, width=3)

Multiple Default Arguments

 However, if NOT ALL parameters have default arguments, ensure the ones with default arguments are put at last.

```
def calculate_area(length, width=1):
    area = length * width
    return area
```



```
def calculate_area(length = 1, width):
    area = length * width
    return area
```



In-Class Exercise

- Download the code from GitHub: <u>https://github.com/trudiQ/cpsc230-Fall25-Qi</u>
- Open Lectures -> Download
 Functions_ForLoops_13_BLANK.py
- Save the file to a folder named "cpsc230" on your desktop