



Basic Programming in Python

4. Session: Functions

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Overview

- Recap on methods
- Functions vs. Methods
- How to define Functions
- How to call Functions
- Variable Scope
- Recursive Functions

Math module methods

Method	Description
<u>math.acos()</u>	Returns the arc cosine of a number
<u>math.acosh()</u>	Returns the inverse hyperbolic cosine of a number
<u>math.asin()</u>	Returns the arc sine of a number
<u>math.asinh()</u>	Returns the inverse hyperbolic sine of a number
<u>math.atan()</u>	Returns the arc tangent of a number in radians
<u>math.atan2()</u>	Returns the arc tangent of y/x in radians
<u>math.atanh()</u>	Returns the inverse hyperbolic tangent of a number
<u>math.ceil()</u>	Rounds a number up to the nearest integer
<u>math.comb()</u>	Returns the number of ways to choose k items from n items without repetition and order
<u>math.copysign()</u>	Returns a float consisting of the value of the first parameter and the sign of the second parameter
<u>math.cos()</u>	Returns the cosine of a number
<u>math.cosh()</u>	Returns the hyperbolic cosine of a number
<u>math.degrees()</u>	Converts an angle from radians to degrees
<u>math.dist()</u>	Returns the Euclidean distance between two points (p and q), where p and q are the coordinates of that point

https://www.w3schools.com/python/module_math.asp

String Methods

Method	Description
<u>capitalize()</u>	Converts the first character to upper case
<u>casefold()</u>	Converts string into lower case
<u>center()</u>	Returns a centered string
<u>count()</u>	Returns the number of times a specified value occurs in a string
<u>encode()</u>	Returns an encoded version of the string
<u>endswith()</u>	Returns true if the string ends with the specified value
<u>expandtabs()</u>	Sets the tab size of the string
<u>find()</u>	Searches the string for a specified value and returns the position of where it was found
<u>format()</u>	Formats specified values in a string
format_map()	Formats specified values in a string
<u>index()</u>	Searches the string for a specified value and returns the position of where it was found
<u>isalnum()</u>	Returns True if all characters in the string are alphanumeric
<u>isalpha()</u>	Returns True if all characters in the string are in the alphabet
<u>isdecimal()</u>	Returns True if all characters in the string are decimals
<u>isdigit()</u>	Returns True if all characters in the string are digits
<u>isidentifier()</u>	Returns True if the string is an identifier
<u>islower()</u>	Returns True if all characters in the string are lower case

https://www.w3schools.com/python/python_strings_methods.asp

List Methods

Method	Description
<u>append()</u>	Adds an element at the end of the list
<u>clear()</u>	Removes all the elements from the list
<u>copy()</u>	Returns a copy of the list
<u>count()</u>	Returns the number of elements with the specified value
<u>extend()</u>	Add the elements of a list (or any iterable), to the end of the current list
<u>index()</u>	Returns the index of the first element with the specified value
<u>insert()</u>	Adds an element at the specified position
<u>pop()</u>	Removes the element at the specified position
<u>remove()</u>	Removes the item with the specified value
<u>reverse()</u>	Reverses the order of the list
<u>sort()</u>	Sorts the list

https://www.w3schools.com/python/python_lists_methods.asp

Built in functions

Function	Description
<u>abs()</u>	Returns the absolute value of a number
<u>all()</u>	Returns True if all items in an iterable object are true
<u>any()</u>	Returns True if any item in an iterable object is true
<u>ascii()</u>	Returns a readable version of an object. Replaces none-ascii characters with escape character
<u>bin()</u>	Returns the binary version of a number
<u>bool()</u>	Returns the boolean value of the specified object
<u>bytearray()</u>	Returns an array of bytes
<u>bytes()</u>	Returns a bytes object
<u>callable()</u>	Returns True if the specified object is callable, otherwise False
<u>chr()</u>	Returns a character from the specified Unicode code.
<u>classmethod()</u>	Converts a method into a class method
<u>compile()</u>	Returns the specified source as an object, ready to be executed
<u>complex()</u>	Returns a complex number
<u>delattr()</u>	Deletes the specified attribute (property or method) from the specified object
<u>dict()</u>	Returns a dictionary (Array)
<u>dir()</u>	Returns a list of the specified object's properties and methods

https://www.w3schools.com/python/python_ref_functions.asp

What is a function/method?

- A function is a block of code given a certain name, that performs a specific task.
- A function can take one or more parameters/arguments as an input.
- A function can return one or more variables as an output.
- A function is defined once and can be used many times.
- A function is only executed when it is “called”

Functions Vs. Methods

- A function doesn't need any object and is independent.
- A method is a function that is linked with an object.
- We can directly call the function with its name.
- A method is called by the object's name.

■ Function

```
x=[1,2,3,4,5]
print(len(x))
```

5

```
x=[1,2,3,4,5]
print(x.len())
```

```
-----
AttributeError                                Traceback (most recent call last)
Cell In[9], line 2
      1 x=[1,2,3,4,5]
----> 2 print(x.len())
```

AttributeError: 'list' object has no attribute 'len'

■ Method

```
y="HeLLo"
print(lower(y))
```

```
-----
NameError                                     T
Cell In[7], line 2
      1 y="HeLLo"
----> 2 print(lower(y))
```

NameError: name 'lower' is not defined

```
y="Hello"
print(y.lower())
```

hello

User defined functions

```
def FunctionName(#optional set or parameters):  
    #code
```

■ Defining a function

```
def HelloWorld():  
    print("This is my first function")  
    print("Hello world")
```

```
def MySum(x,y):  
    print(x+y)
```

■ Calling a function

```
HelloWorld()
```

```
This is my first function  
Hello world
```

```
MySum(2,3)
```

```
5
```

```
a=4  
b=5  
MySum(a,b)
```

```
9
```

```
MySum(y=7,x=2)
```

```
9
```

Return value

- A function can either perform a block of code without returning a value, or it can return one or more values
- There is a difference between printing a value within a function and returning a value

```
def MySum(x,y):  
    return x+y  
  
print("Calling a function which returns a value")  
MySum(2,3)  
print("Do you see an output?")
```

Calling a function which returns a value
Do you see an output?

```
print(MySum(5,6))  
print("How about now?")
```

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How about now?

Return many values

- A function can return more than a value.
- All values can be used when calling, according to the required task

```
def ReturnMany():  
    x=3  
    y=4  
    z=5  
    return x,y,z
```

```
print(ReturnMany())
```

(3, 4, 5)

```
a,b,c=ReturnMany()  
print(a,b,c)
```

3 4 5

Return Note

- Return statement terminates the function and returns the value.
- I.e., a code written after return will not be executed (unless within a condition)

```
def MySum():  
    return 2+3  
    print("A statement after return")
```

```
print(MySum())
```

5

```
def MySum(x,y):  
    if x==2:  
        return x+y  
    else:  
        return "A statement after return"
```

```
print(MySum(4,5))
```

A statement after return

Print vs. return

```
def ReturnSum():  
    return 2+3
```

```
def PrintSum():  
    print(2+3)
```

```
print("Calling ReturnSum:")  
x=ReturnSum()  
print("x=: ",x)  
print("Calling PrintSum:")  
y=PrintSum()  
print("y=: ",y)
```

```
Calling ReturnSum:  
x=: 5  
Calling PrintSum:  
5  
y=: None
```

Default arguments

- Default arguments are used in case the user didn't input parameter values.

```
def MySum(x,y):  
    print(x+y)
```

```
MySum()
```

TypeError

Traceback (most recent call last)

Cell In[29], line 4

```
1 def MySum(x,y):  
2     print(x+y)  
----> 4 MySum()
```

TypeError: MySum() missing 2 required positional arguments: 'x' and 'y'

```
def MySum(x,y):  
    print(x+y)
```

```
MySum(5)
```

TypeError

Traceback (most recent call last)

Cell In[30], line 4

```
1 def MySum(x,y):  
2     print(x+y)  
----> 4 MySum(5)
```

TypeError: MySum() missing 1 required positional argument: 'y'

Default arguments

- Default arguments are used in case the user didn't input parameter values.

```
def MySum(x,y=3):  
    print(x+y)
```

```
MySum(5)
```

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```
def MySum(x=1,y=3):  
    print(x+y)
```

```
MySum()
```

4

```
def MySum(x=2,y):  
    print(x+y)
```

```
MySum(5)
```

```
Cell In[31], line 1
```

```
def MySum(x=2,y):
```

^

SyntaxError: non-default argument follows default argument

Variable scope (local vs. global)

- Variable scope determines which part of the program it's defined and can be used at.
- A variable which is created inside a function, is only defined within the function.

■ Local variable

```
def my_sum():  
    x=5  
    y=7  
    print(x+y)
```

```
my_sum()  
print(x,y)
```

12

```
NameError  
Cell In[8], line 2  
      1 my_sum()  
----> 2 print(x,y)
```

NameError: name 'x' is not defined

■ Global variable

```
x=5  
y=7  
def my_sum():  
    print(x+y)
```

```
my_sum()  
print(x,y)
```

12
5 7

global keyword

The global keyword is used to define a global variable that is defined throughout the program.

```
def my_sum():  
    global x  
    x=5  
    y=7  
    print(x+y)
```

```
my_sum()  
print(x)  
print(y)
```

```
12  
5
```

```
NameError  
Cell In[4], line 3  
      1 my_sum()  
      2 print(x)  
----> 3 print(y)
```

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

Recursive functions

- A recursive function is a function that calls itself inside its body.
- A recursive function can be considered as a loop. Hence, a condition must be specified to stop execution.

```
def MyFunction():  
    MyFunction()
```

Recursive factorial

- $n! = n \times n - 1 \times n - 2 \times \dots \times 1$
- $n! = n \times (n - 1)!$

```
def RecFact(n):  
    return n*(RecFact(n-1))
```

```
RecFact(5)
```

```
-----  
RecursionError                                Traceback (most recent c  
Cell In[41], line 1  
----> 1 RecFact(5)
```

```
Cell In[40], line 2, in RecFact(n)  
      1 def RecFact(n):  
----> 2     return n*(RecFact(n-1))
```

```
Cell In[40], line 2, in RecFact(n)  
      1 def RecFact(n):  
----> 2     return n*(RecFact(n-1))
```

```
[... skipping similar frames: RecFact at line 2 (2970 times)]
```

```
Cell In[40], line 2, in RecFact(n)  
      1 def RecFact(n):  
----> 2     return n*(RecFact(n-1))
```

```
RecursionError: maximum recursion depth exceeded
```

Recursive factorial

- $n! = n \times n - 1 \times n - 2 \times \dots \times 1$
- $n! = n \times (n - 1)!$

```
def RecFact(n):  
    if n==1:  
        return 1  
    return n*(RecFact(n-1))
```

```
print(RecFact(5))
```

120

- Tracing:

$RecFact(5) = 120$

Is $n==1$? No

$RecFact(5) = 5 \times RecFact(4)$

Is $n==1$? No

$RecFact(4) = 4 \times RecFact(3)$

Is $n==1$? No

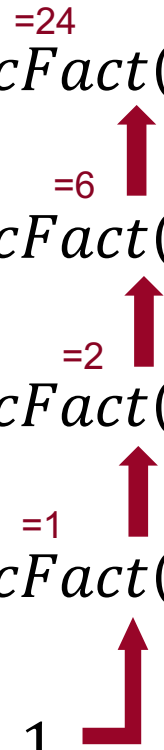
$RecFact(3) = 3 \times RecFact(2)$

Is $n==1$? No

$RecFact(2) = 2 \times RecFact(1)$

Is $n==1$? Yes

$RecFact(1) = 1$



Recursive factorial Notes

- $n! = n \times n - 1 \times n - 2 \times \dots \times 1$
- $n! = n \times (n - 1)!$

```
def RecFact(n):  
    if n==1:  
        return 1  
    return n*(RecFact(n-1))
```

```
print(RecFact(5))
```

120

Notes:

- Can you see the difference between print and return?
- What would happen if we replace return with print?
- Can you modify the function so that it only accepts positive numbers?
- Does the order within the function matter?
- What would happen if we switch the order of if statement and return?

Print vs. return

- Print: only prints certain values/messages to the user.
- Print doesn't return an actual value. I.e., printed values are not usable.
- return: returns an actual value that can be used in any operation.
- Using return replaces the entire function with the returned value

```
def RecFact(n):  
    if n==1:  
        print(1)  
    print(n*(RecFact(n-1)))
```

```
RecFact(5)
```

```
1
```

```
-----  
RecursionError  
Cell In[47], line 1  
----> 1 RecFact(5)
```

Traceback (most recent c

```
Cell In[46], line 4, in RecFact(n)  
      2 if n==1:  
      3     print(1)  
----> 4 print(n*(RecFact(n-1)))
```

```
Cell In[46], line 4, in RecFact(n)  
      2 if n==1:  
      3     print(1)  
----> 4 print(n*(RecFact(n-1)))
```

[... skipping similar frames: RecFact at line 4 (2969 times)]

```
Cell In[46], line 4, in RecFact(n)  
      2 if n==1:  
      3     print(1)  
----> 4 print(n*(RecFact(n-1)))
```

```
Cell In[46], line 2, in RecFact(n)  
      1 def RecFact(n):  
----> 2     if n==1:  
      3         print(1)  
      4         print(n*(RecFact(n-1)))
```

RecursionError: maximum recursion depth exceeded in comparison

Order of code

- When switching orders, the function keeps looping and never executes the if statement.

```
def RecFact(n):  
    return n*(RecFact(n-1))  
    if n==1:  
        return 1
```

```
RecFact(5)
```

```
-----  
RecursionError                                Traceback (most recent call first)  
Cell In[45], line 1  
----> 1 RecFact(5)  
  
Cell In[44], line 2, in RecFact(n)  
      1 def RecFact(n):  
----> 2     return n*(RecFact(n-1))  
      3     if n==1:  
      4         return 1  
  
Cell In[44], line 2, in RecFact(n)  
      1 def RecFact(n):  
----> 2     return n*(RecFact(n-1))  
      3     if n==1:  
      4         return 1  
  
[... skipping similar frames: RecFact at line 2 (2970 times)]  
  
Cell In[44], line 2, in RecFact(n)  
      1 def RecFact(n):  
----> 2     return n*(RecFact(n-1))  
      3     if n==1:  
      4         return 1  
  
RecursionError: maximum recursion depth exceeded
```

QUESTIONS?