

Intro to Computer Science

CS-UH 1001, Spring 2022

Lecture 9 – Functions

Functions

- Functions are used to structure your code, improve code readability and make code reusable
- We have used functions already:
 - Built-in functions: like `print()`, `len()`, `type()`, etc
 - Module functions like `random.randint(num1, num2)`, `time.sleep(sec)`, etc
 - Methods are also functions
- We have seen that all functions
 - have a name
 - have a set of arguments defined inside “()”
 - can return a value (if not, None is returned)

Functions Types

- Two types of functions exist:
 - Void functions
 - Fruitful functions
- Void functions do not return a value
- Fruitful functions return a value

Functions Definition

- Syntax:

```
def function_name(arguments):
```

```
    # indented code block
```

```
    return value # return statement is optional
```

- Arguments:

- A function can have as many arguments as desired, separated by commas

- The indented code block is executed when the function is called

- The function exits if the end of the indented code block is reached

- or if a return statement is reached, if present

Function Definition

def print_hello_world(): ← Function without arguments

print("Hello", end=" ")

print("World!")

} Function body

Function Definition

def **measure_distance**(x1, y1, x2, y2): ← function with arguments

"""This function is used to measure the distance between two points (x1,y1) and (x2,y2)

Example: **measureDistance**(0,0,5,5)

Precondition: all input arguments must be either an int or a float"""

distance = ((x2-x1)**2+(y2-y1)**2)**0.5

return **distance**

Specification
(docstring)

Function body

Optional return statement

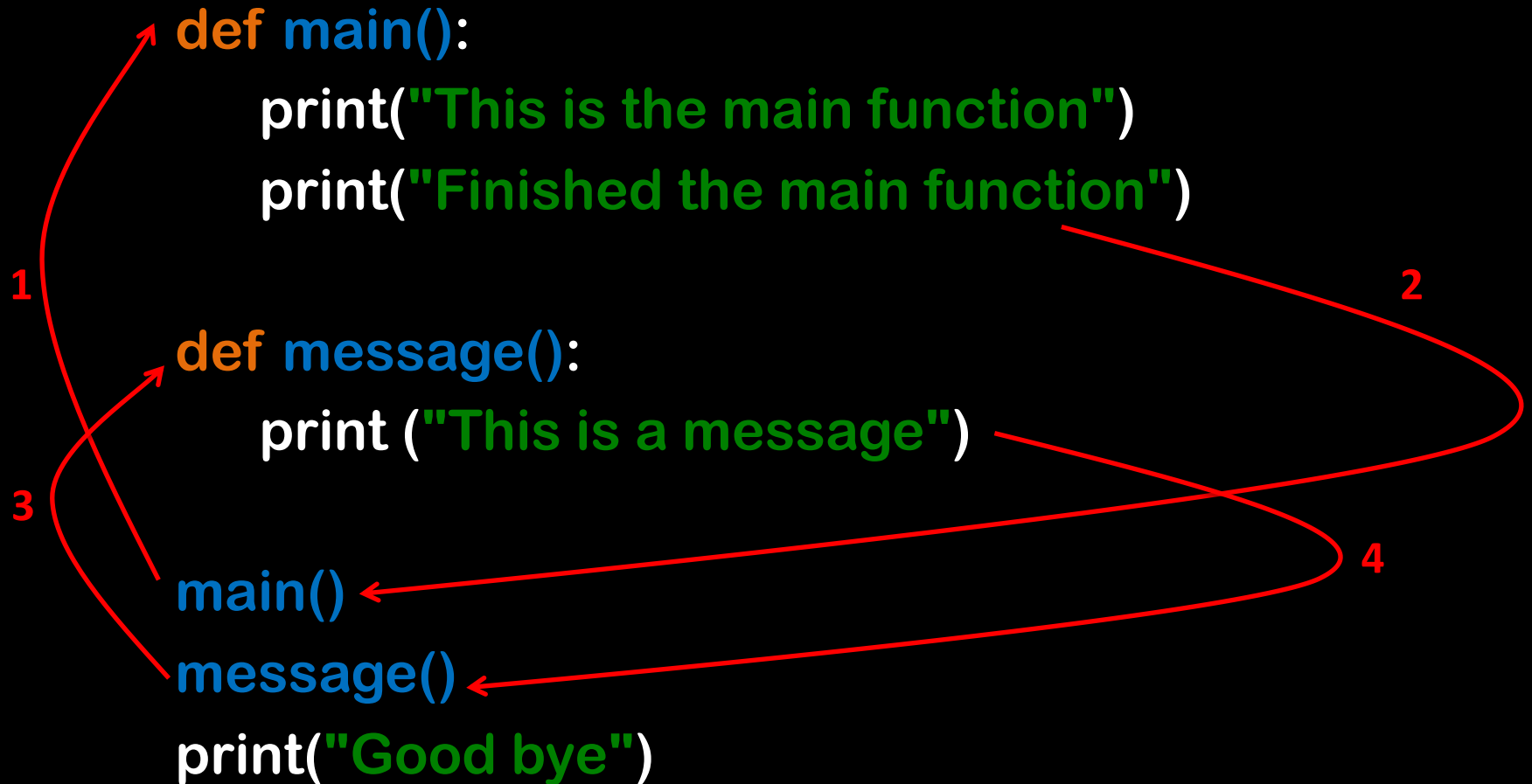
Functions Definition

- Function definition specifies what a function does:
 - It **does not** cause the function to execute
- If you want the function to execute you need to **call** the function:
 - You can call the function by writing the function name followed by “**()**”

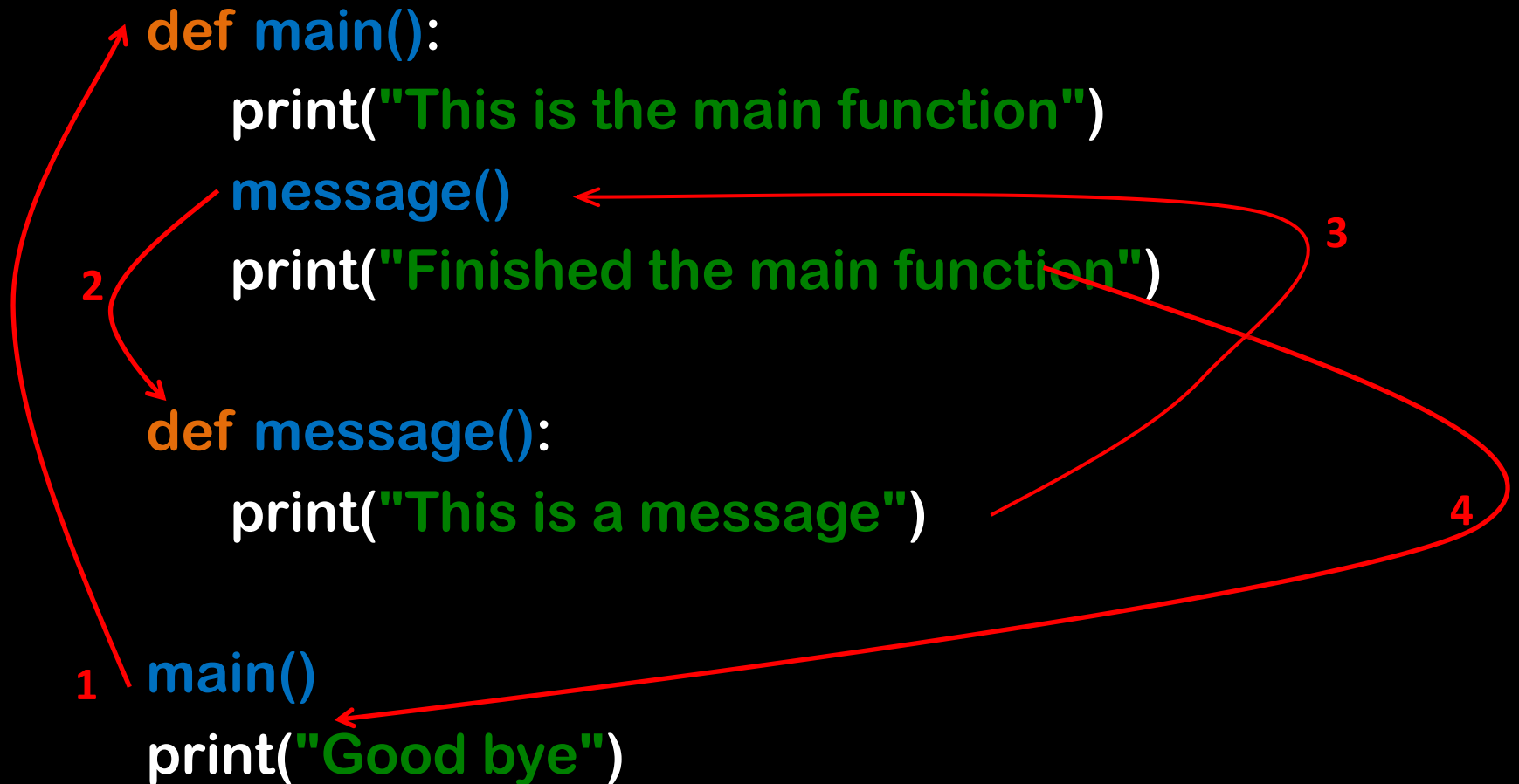
Functions Flow

- When you write a program with functions, **always** add the function definition to the beginning of your program:
 - You cannot use functions before they are defined
- When you call a function, the Python interpreter
 - jumps to the function definition
 - executes the function body
 - jumps back to the line that called the function

Functions Flow



Functions Flow



Function Arguments

- Usually you want to send data into your function
 - So that the function can use them to do something
 - For example, if you want a function to check if a number is odd or even, you need to pass the number to the function
- Arguments are used to pass data to functions
 - You can define how many arguments the function takes
 - You also define the order of the arguments

Function Argument

```
def is_num_even_or_odd(number):  
    if number%2 == 0:  
        print("Number is even")  
    else:  
        print("Number is odd")
```

is_num_even_or_odd(3) Number is odd
is_num_even_or_odd(40) Number is even

A diagram consisting of two green curved arrows. The first arrow originates from the number '3' in the function call 'is_num_even_or_odd(3)' and points to the parameter 'number' in the function definition 'def is_num_even_or_odd(number)'. The second arrow originates from the number '40' in the function call 'is_num_even_or_odd(40)' and also points to the parameter 'number' in the function definition.

Functions and Multiple Arguments

```
def power(number, exponent):  
    print(number**exponent)
```

```
power(2, 4) 16
```

```
power(exponent=4, number=2)
```

Notice here the order of the arguments have changed by using explicitly the keyword argument

Hands-on Session

Using functions



Temperature Converter (ex_9.1.py)

Write a python function that takes a temperature value argument and converts it to the other scale. Then it prints the converted temperature value. The conversion should be done in a function.

Example conversions:

40 C => 104 F

or

104 F => 40 C

The function should have 2 arguments:
`convert_temp(value, unit)`

Example:

`convert_temp(104, 'F')`

Hint: use $F = (C * 9/5) + 32$

Default arguments

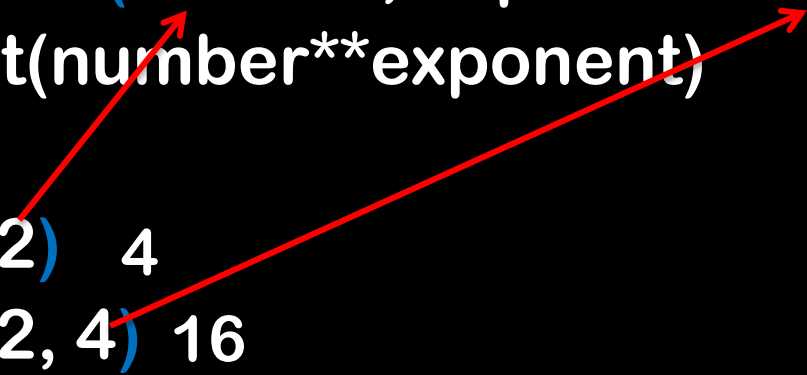
- Python allows function arguments to have default values
 - If the function is called without the argument, the argument gets its default value

- Example:

```
def power(number, exponent = 2):  
    print(number**exponent)
```

`power(2)` 4

`power(2, 4)` 16



Temperature Converter (ex_9.1.py)

Modify the previous exercise so that the default value is Celsius

Example:

`convert_temp(40)` => 104 F

Note:

`convert_temp(104, 'F')` should still work!

Functions and Local Variables

- If an immutable variable is assigned a value anywhere within the function's body, it is a **local** function variable
- A **local** function variable **cannot** be accessed outside the function they are defined in
- Consequently, you can have the same variable name in different functions

Local Variable Examples

```
def calc_square(value):  
    number = value**2
```

```
calc_square(5)  
print(number)
```

**NameError: name
'number' is not defined**

```
def calc_square(value):  
    number = value**2
```

```
number = 5  
calc_square(number)  
print(number)    5
```

Variables Outside Functions

- Immutable variables that are defined outside functions
 - can be accessed inside a function
 - can not be changed inside a function
- If you use an assignment statement inside the function with the same variable name you are creating a **local** variable

Variables Outside Functions

```
def calc_square():  
    print(number**2) 25
```

```
number = 5
```

```
calc_square()  
print(number) 5
```

```
def calc_square():  
    number = 10  
    print(number**2) 100
```

```
number = 5  
calc_square()  
print(number) 5
```

Global Variables

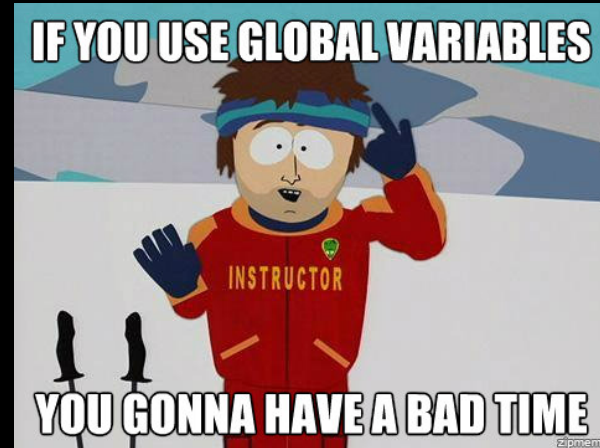
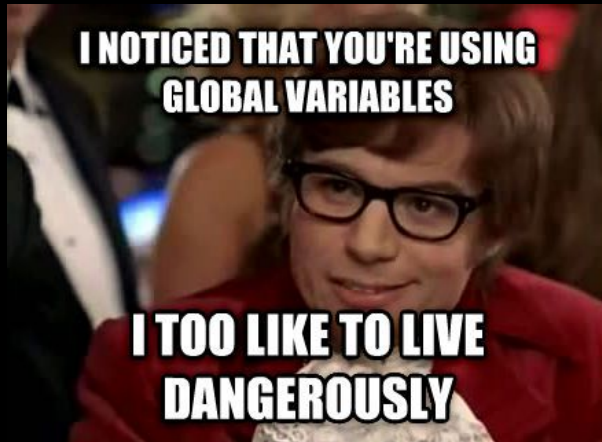
- The **global** keyword allows to modify a variable outside of the current scope
- It is used to create/modify a global variable from a non-global scope (inside a function)
- Note: There is no need to use the **global** keyword outside functions!

Global Variables Example

```
def calc_square():  
    global number  
    number = 10  
    print(number**2)    100
```

```
number = 5  
calc_square()  
print(number)    10
```

Just a Minute: Global Variables are Evil! 😊



- As few as possible, as many as necessary
- Lots of global variables lead to "Spaghetti" code
- Remember:
global variables \neq global constant variables

Fruitful Functions

- There is a more elegant way:
 - Fruitful functions
- Fruitful functions are functions that return a value back to the caller using the **return** keyword
- Note: Functions can have multiple return statements, but the function exits after one is reached!

Local Variable vs. Fruitful Function

```
def calc_square(value):
```

```
    number = value**2
```

```
    return number
```



```
number = 5
```

```
result = calc_square(number)
```

```
print(result)      25
```

```
print(number)     5
```

Local Variable vs. Fruitful Function

```
def calc_square(value):
```

```
    number = value**2
```

```
    return number
```



```
number = 5
```

```
number = calc_square(number)
```

```
print(number)    25
```

Multiple Return Values

- What if the function should return multiple variables?
- Option 1:
 - return a, b, c
 - x, y, z = **function()**
- Option 2:
 - return [a, b, c]
 - values = **function()**

Example: Multiple Return Values

```
import random
```

```
def three_random_numbers():
```

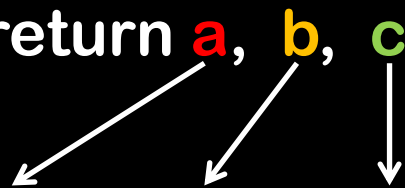
```
    a = random.randint(0,10)
```

```
    b = random.randint(0,10)
```

```
    c = random.randint(0,10)
```

```
    return a, b, c
```

```
num1, num2, num3 = three_random_numbers()
```

A diagram with three white arrows pointing downwards from the return statement to the assignment statement. The first arrow starts under the variable 'a' and points to 'num1'. The second arrow starts under the variable 'b' and points to 'num2'. The third arrow starts under the variable 'c' and points to 'num3'.

```
graph TD; a[a] --> num1[num1]; b[b] --> num2[num2]; c[c] --> num3[num3];
```

```
print(num1)
```

```
print(num2)
```

```
print(num3)
```

Example: Multiple Return Values

```
import random
```

```
def three_random_numbers():
```

```
    a = random.randint(0,10)
```

```
    b = random.randint(0,10)
```

```
    c = random.randint(0,10)
```

```
    return [a, b, c]
```

```
numbers = three_random_numbers()
```

```
print(numbers[0])
```

```
print(numbers[1])
```

```
print(numbers[2])
```

Hands-on Session

Using functions II



Check for Even Number (ex_9.2.py)

Write a function that checks whether a number is even.

The function should return True if the number is even.

For example:

```
result = check_even(3)
```

```
print(result) => False
```

or

```
print(check_even(20)) => True
```


Reverse String (ex_9.3.py)

Write a function to reverse a string.

For example:

```
my_string = "abcdef"
```

```
my_string = reverse_string(my_string)
```

```
print(my_string) => fedcba
```

Unique List (ex_9.4.py)

Write a function that takes a list as an argument and returns a new list with unique elements of the list.

For example:

```
my_list = [1,2,2,3,3,3,4,4,4,4]
```

```
print(unique_list(my_list)) => [1,2,3,4]
```