

Functions

Topics (1 of 2)

- Introduction to Functions
- Defining and Calling a Void Function
- Designing a Program to Use Functions
- Local Variables
- Passing Arguments to Functions
- Global Variables and Global Constants
- Turtle Graphics: Modularizing Code with Functions

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Topics (2 of 2)

- Introduction to Value-Returning Functions: Generating Random Numbers
- Writing Your Own Value-Returning Functions
- The `math` Module
- Storing Functions in Modules

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Introduction to Functions (1 of 2)

- Function: group of statements within a program that perform as specific task
 - Usually one task of a large program
 - Functions can be executed in order to perform overall program task
 - Known as *divide and conquer* approach
- Modularized program: program wherein each task within the program is in its own function

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Introduction to Functions (2 of 2)

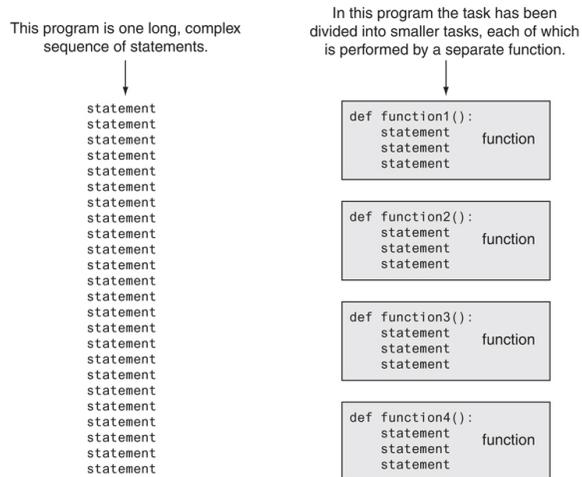


Figure 5-1 Using functions to divide and conquer a large task

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Benefits of Modularizing a Program with Functions

- The benefits of using functions include:
 - Simpler code
 - Code reuse
 - write the code once and call it multiple times
 - Better testing and debugging
 - Can test and debug each function individually
 - Faster development
 - Easier facilitation of teamwork
 - Different team members can write different functions

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Void Functions and Value-Returning Functions

- A void function:
 - Simply executes the statements it contains and then terminates.
- A value-returning function:
 - Executes the statements it contains, and then it returns a value back to the statement that called it.
 - The `input`, `int`, and `float` functions are examples of value-returning functions.

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Defining and Calling a Function (1 of 5)

- Functions are given names
 - Function naming rules:
 - Cannot use keywords as a function name
 - Cannot contain spaces
 - First character must be a letter or underscore
 - All other characters must be a letter, number or underscore
 - Uppercase and lowercase characters are distinct

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Defining and Calling a Function (2 of 5)

- Function name should be descriptive of the task carried out by the function
 - Often includes a verb
- Function definition: specifies what function does

```
def function_name() :  
    statement  
    statement
```

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Defining and Calling a Function (3 of 5)

- Function header: first line of function
 - Includes keyword `def` and function name, followed by parentheses and colon
- Block: set of statements that belong together as a group
 - Example: the statements included in a function

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Defining and Calling a Function (4 of 5)

- Call a function to execute it
 - When a function is called:
 - Interpreter jumps to the function and executes statements in the block
 - Interpreter jumps back to part of program that called the function
 - Known as function return

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Defining and Calling a Function (5 of 5)

- main function: called when the program starts
 - Calls other functions when they are needed
 - Defines the *mainline logic* of the program

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Indentation in Python

- Each block must be indented
 - Lines in block must begin with the same number of spaces
 - Use tabs or spaces to indent lines in a block, but not both as this can confuse the Python interpreter
 - IDLE automatically indents the lines in a block
 - Blank lines that appear in a block are ignored

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Designing a Program to Use Functions

(1 of 3)

- In a flowchart, function call shown as rectangle with vertical bars at each side
 - Function name written in the symbol
 - Typically draw separate flow chart for each function in the program
 - End terminal symbol usually reads `Return`
- Top-down design: technique for breaking algorithm into functions

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Designing a Program to Use Functions

(2 of 3)

- Hierarchy chart: depicts relationship between functions
 - AKA structure chart
 - Box for each function in the program, Lines connecting boxes illustrate the functions called by each function
 - Does not show steps taken inside a function
- Use `input` function to have program wait for user to press enter

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Designing a Program to Use Functions

(3 of 3)

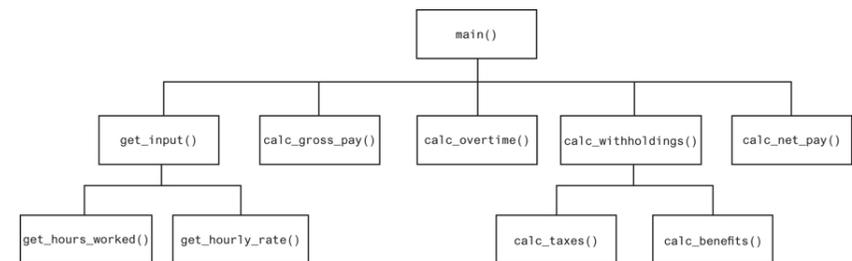


Figure 5-10 A hierarchy chart

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Using the `pass` Keyword

- You can use the `pass` keyword to create empty functions
- The `pass` keyword is ignored by the Python interpreter
- This can be helpful when designing a program

```
def step1():  
    pass  
  
def step2():  
    pass
```

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Local Variables (1 of 2)

- Local variable: variable that is assigned a value inside a function
 - Belongs to the function in which it was created
 - Only statements inside that function can access it, error will occur if another function tries to access the variable
- Scope: the part of a program in which a variable may be accessed
 - For local variable: function in which created

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Local Variables (2 of 2)

- Local variable cannot be accessed by statements inside its function which precede its creation
- Different functions may have local variables with the same name
 - Each function does not see the other function's local variables, so no confusion

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Passing Arguments to Functions (1 of 4)

- Argument: piece of data that is sent into a function
 - Function can use argument in calculations
 - When calling the function, the argument is placed in parentheses following the function name

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Passing Arguments to Functions (2 of 4)

```
def main():  
    value = 5  
    show_double(value)  
  
def show_double(number):  
    result = number * 2  
    print(result)
```



Figure 5-13 The `value` variable is passed as an argument

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Passing Arguments to Functions (3 of 4)

- Parameter variable: variable that is assigned the value of an argument when the function is called
 - The parameter and the argument reference the same value
 - General format:

```
def function_name(parameter):
```
 - Scope of a parameter: the function in which the parameter is used

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Passing Arguments to Functions (4 of 4)

```
def main():  
    value = 5  
    show_double(value)  
  
def show_double(number):  
    result = number * 2  
    print(result)
```

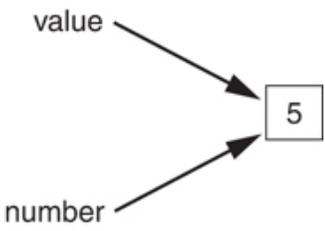


Figure 5-14 The `value` variable and the `number` parameter reference the same value

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Passing Multiple Arguments (1 of 2)

- Python allows writing a function that accepts multiple arguments
 - Parameter list replaces single parameter
 - Parameter list items separated by comma
- Arguments are passed *by position* to corresponding parameters
 - First parameter receives value of first argument, second parameter receives value of second argument, etc.

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Passing Multiple Arguments (2 of 2)

```
def main():
    print('The sum of 12 and 45 is')
    show_sum(12, 45)

def show_sum(num1, num2):
    result = num1 + num2
    print(result)
```

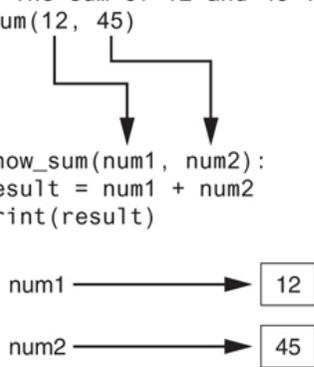


Figure 5-16 Two arguments passed to two parameters

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Making Changes to Parameters (1 of 3)

- Changes made to a parameter value within the function do not affect the argument
 - Known as *pass by value*
 - Provides a way for unidirectional communication between one function and another function
 - Calling function can communicate with called function

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Making Changes to Parameters (2 of 3)

```
def main():
    value = 99
    print(f'The value is {value}.')
    change_me(value)
    print(f'Back in main the value is {value}.')

def change_me(arg):
    print('I am changing the value.')
    arg = 0
    print(f'Now the value is {arg}.')
```

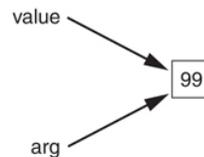


Figure 5-17 The value variable is passed to the change_me function

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Making Changes to Parameters (3 of 3)

- Figure 5-18
 - The value variable passed to the change_me function cannot be changed by it

```
def main():
    value = 99
    print(f'The value is {value}.')
    change_me(value)
    print(f'Back in main the value is {value}.')

def change_me(arg):
    print('I am changing the value.')
    arg = 0
    print(f'Now the value is {arg}.')
```

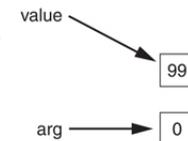


Figure 5-18 The value variable is passed to the change_me function

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Keyword Arguments

- Keyword argument: argument that specifies which parameter the value should be passed to
 - Position when calling function is irrelevant
 - General Format:
 - `function_name(parameter=value)`
- Possible to mix keyword and positional arguments when calling a function
 - Positional arguments must appear first

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Global Variables and Global Constants

(1 of 2)

- Global variable: created by assignment statement written outside all the functions
 - Can be accessed by any statement in the program file, including from within a function
 - If a function needs to assign a value to the global variable, the global variable must be redeclared within the function
 - General format: `global variable_name`

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Global Variables and Global Constants

(2 of 2)

- Reasons to avoid using global variables:
 - Global variables making debugging difficult
 - Many locations in the code could be causing a wrong variable value
 - Functions that use global variables are usually dependent on those variables
 - Makes function hard to transfer to another program
 - Global variables make a program hard to understand

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Global Constants

- Global constant: global name that references a value that cannot be changed
 - Permissible to use global constants in a program
 - To simulate global constant in Python, create global variable and do not re-declare it within functions

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Introduction to Value-Returning Functions: Generating Random Numbers

- void function: group of statements within a program for performing a specific task
 - Call function when you need to perform the task
- Value-returning function: similar to void function, returns a value
 - Value returned to part of program that called the function when function finishes executing

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Standard Library Functions and the `import` Statement (1 of 3)

- Standard library: library of pre-written functions that comes with Python
 - *Library functions* perform tasks that programmers commonly need
 - Example: `print`, `input`, `range`
 - Viewed by programmers as a “black box”
- Some library functions built into Python interpreter
 - To use, just call the function

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Standard Library Functions and the `import` Statement (2 of 3)

- Modules: files that stores functions of the standard library
 - Help organize library functions not built into the interpreter
 - Copied to computer when you install Python
- To call a function stored in a module, need to write an `import` statement
 - Written at the top of the program
 - Format: `import module_name`

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Standard Library Functions and the `import` Statement (3 of 3)



Figure 5-19 A library function viewed as a black box

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Generating Random Numbers (1 of 5)

- Random numbers are useful in a lot of programming tasks
- random module: includes library functions for working with random numbers
- Dot notation: notation for calling a function belonging to a module
 - Format: `module_name.function_name()`

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Generating Random Numbers (2 of 5)

- randint function: generates a random number in the range provided by the arguments
 - Returns the random number to part of program that called the function
 - Returned integer can be used anywhere that an integer would be used
 - You can experiment with the function in interactive mode

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Generating Random Numbers (3 of 5)

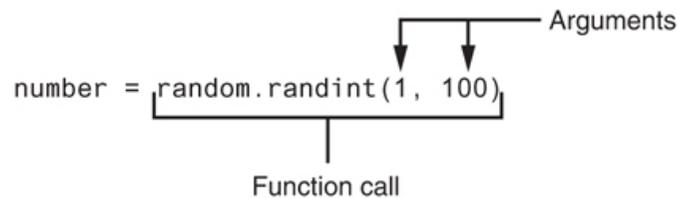


Figure 5-20 A statement that calls the random function

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Generating Random Numbers (4 of 5)

The diagram shows the code `number = random.randint(1, 100)`. A curved arrow labeled "Some number" points from the function call `random.randint(1, 100)` to the variable `number` on the left.

```
number = random.randint(1, 100)
```

A random number in the range of 1 through 100 will be assigned to the number variable.

Figure 5-21 The random function returns a value

The diagram shows the code `print(random.randint(1, 10))`. A curved arrow labeled "Some number" points from the function call `random.randint(1, 10)` to the `print` function.

```
print(random.randint(1, 10))
```

A random number in the range of 1 through 10 will be displayed.

Figure 5-22 Displaying a random number

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Generating Random Numbers (5 of 5)

- randrange function: similar to `range` function, but returns randomly selected integer from the resulting sequence
 - Same arguments as for the `range` function
- random function: returns a random float in the range of 0.0 and 1.0
 - Does not receive arguments
- uniform function: returns a random float but allows user to specify range

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Random Number Seeds

- Random number created by functions in `random` module are actually pseudo-random numbers
- Seed value: initializes the formula that generates random numbers
 - Need to use different seeds in order to get different series of random numbers
 - By default uses system time for seed
 - Can use `random.seed()` function to specify desired seed value

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Writing Your Own Value-Returning Functions (1 of 2)

- To write a value-returning function, you write a simple function and add one or more `return` statements
 - Format: `return expression`
 - The value for `expression` will be returned to the part of the program that called the function
 - The expression in the `return` statement can be a complex expression, such as a sum of two variables or the result of another value-returning function

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Writing Your Own Value-Returning Functions (2 of 2)

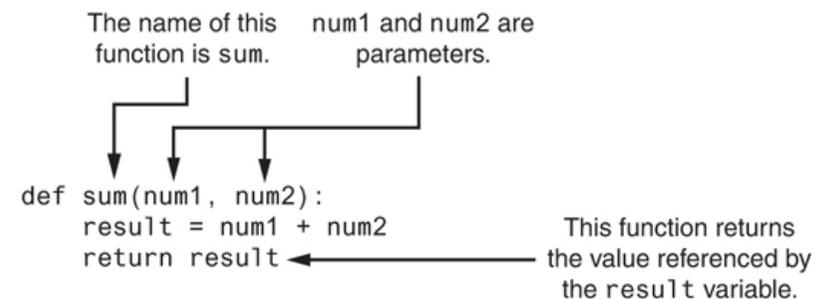


Figure 5-23 Parts of the function

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How to Use Value-Returning Functions

- Value-returning function can be useful in specific situations
 - Example: have function prompt user for input and return the user's input
 - Simplify mathematical expressions
 - Complex calculations that need to be repeated throughout the program
- Use the returned value
 - Assign it to a variable or use as an argument in another function

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Using IPO Charts (1 of 2)

- IPO chart: describes the input, processing, and output of a function
 - Tool for designing and documenting functions
 - Typically laid out in columns
 - Usually provide brief descriptions of input, processing, and output, without going into details
 - Often includes enough information to be used instead of a flowchart

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Using IPO Charts (2 of 2)

The get_regular_price Function		
Input	Processing	Output
None	Prompts the user to enter an item's regular price	The item's regular price

The discount Function		
Input	Processing	Output
An item's regular price	Calculates an item's discount by multiplying the regular price by the global constant DISCOUNT_PERCENTAGE	The item's discount

Figure 5-25 IPO charts for the getRegularPrice and discount functions

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Returning Strings

- You can write functions that return strings
- For example:

```
def get_name():  
    # Get the user's name.  
    name = input('Enter your name:')  
    # Return the name.  
    return name
```

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Returning Boolean Values

- Boolean function: returns either `True` or `False`
 - Use to test a condition such as for decision and repetition structures
 - Common calculations, such as whether a number is even, can be easily repeated by calling a function
 - Use to simplify complex input validation code

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Returning Multiple Values

- In Python, a function can return multiple values
 - Specified after the `return` statement separated by commas
 - Format: `return expression1, expression2, etc.`
 - When you call such a function in an assignment statement, you need a separate variable on the left side of the `=` operator to receive each returned value

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Returning None From a Function

- The special value `None` means “no value”
- Sometimes it is useful to return `None` from a function to indicate that an error has occurred

```
def divide(num1, num2):
    if num2 == 0:
        result = None
    else:
        result = num1 / num2
    return result
```

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The `math` Module (1 of 3)

- `math` module: part of standard library that contains functions that are useful for performing mathematical calculations
 - Typically accept one or more values as arguments, perform mathematical operation, and return the result
 - Use of module requires an `import math` statement

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The math Module (2 of 3)

Table 5-2 Many of the functions in the `math` module

math Module Function	Description
<code>acos(x)</code>	Returns the arc cosine of x , in radians.
<code>asin(x)</code>	Returns the arc sine of x , in radians.
<code>atan(x)</code>	Returns the arc tangent of x , in radians.
<code>ceil(x)</code>	Returns the smallest integer that is greater than or equal to x .
<code>cos(x)</code>	Returns the cosine of x in radians.
<code>degrees(x)</code>	Assuming x is an angle in radians, the function returns the angle converted to degrees.
<code>exp(x)</code>	Returns e^x .
<code>floor(x)</code>	Returns the largest integer that is less than or equal to x .
<code>hypot(x, y)</code>	Returns the length of a hypotenuse that extends from (0, 0) to (x , y).
<code>log(x)</code>	Returns the natural logarithm of x .
<code>log10(x)</code>	Returns the base-10 logarithm of x .
<code>radians(x)</code>	Assuming x is an angle in degrees, the function returns the angle converted to radians.
<code>sin(x)</code>	Returns the sine of x in radians.
<code>sqrt(x)</code>	Returns the square root of x .
<code>tan(x)</code>	Returns the tangent of x in radians.

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The math Module (3 of 3)

- The `math` module defines variables `pi` and `e`, which are assigned the mathematical values for π and e
 - Can be used in equations that require these values, to get more accurate results
- Variables must also be called using the dot notation
 - Example:

```
circle_area = math.pi * radius**2
```

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Storing Functions in Modules (1 of 2)

- In large, complex programs, it is important to keep code organized
- Modularization: grouping related functions in modules
 - Makes program easier to understand, test, and maintain
 - Make it easier to reuse code for multiple different programs
 - Import the module containing the required function to each program that needs it

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Storing Functions in Modules (2 of 2)

- Module is a file that contains Python code
 - Contains function definition but does not contain calls to the functions
 - Importing programs will call the functions
- Rules for module names:
 - File name should end in `.py`
 - Cannot be the same as a Python keyword
- Import module using `import` statement

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Menu Driven Programs

- Menu-driven program: displays a list of operations on the screen, allowing user to select the desired operation
 - List of operations displayed on the screen is called a *menu*
- Program uses a decision structure to determine the selected menu option and required operation
 - Typically repeats until the user quits

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Conditionally Executing the `main` Function (1 of 3)

- It is possible to create a module that can be run as a standalone program or imported into another program
- Suppose *Program A* defines several functions that you want to use in *Program B*
- So, you import *Program A* into *Program B*
- However, you do not want *Program A* to execute its main function when you import it

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Conditionally Executing the `main` Function (2 of 3)

- In the aforementioned scenario, you write each module so it executes its `main` function only when the module is being run as the main program
 - When a source code file is loaded into the Python interpreter, a special variable called `__name__` is created
 - If the source code file has been imported as a module, the `__name__` variable will be set to the name of the module.
 - If the source code file is being executed as the main program, the `__name__` variable will be set to the value `'__main__'`.

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Conditionally Executing the `main` Function (3 of 3)

- To prevent the `main` function from being executed when the file is imported as a module, you can conditionally execute `main`

```
def main():
    statement
    statement

def my_function():
    statement
    statement

if __name__ == '__main__':
    main()
```

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Turtle Graphics: Modularizing Code with Functions (1 of 6)

- Commonly needed turtle graphics operations can be stored in functions and then called whenever needed.
- For example, the following function draws a square. The parameters specify the location, width, and color.

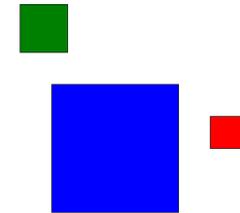
```
def square(x, y, width, color):
    turtle.penup()           # Raise the pen
    turtle.goto(x, y)       # Move to (X,Y)
    turtle.fillcolor(color) # Set the fill color
    turtle.pendown()        # Lower the pen
    turtle.begin_fill()     # Start filling
    for count in range(4):  # Draw a square
        turtle.forward(width)
        turtle.left(90)
    turtle.end_fill()       # End filling
```

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Turtle Graphics: Modularizing Code with Functions (2 of 6)

- The following code calls the previously shown `square` function to draw three squares:

```
square(100, 0, 50, 'red')
square(-150, -100, 200,
'blue')
square(-200, 150, 75, 'green')
```



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Turtle Graphics: Modularizing Code with Functions (3 of 6)

- The following function draws a circle. The parameters specify the location, radius, and color.

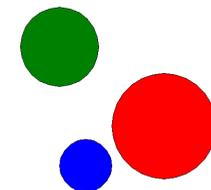
```
def circle(x, y, radius, color):
    turtle.penup()           # Raise the pen
    turtle.goto(x, y - radius) # Position the turtle
    turtle.fillcolor(color)  # Set the fill color
    turtle.pendown()        # Lower the pen
    turtle.begin_fill()     # Start filling
    turtle.circle(radius)   # Draw a circle
    turtle.end_fill()       # End filling
```

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Turtle Graphics: Modularizing Code with Functions (4 of 6)

- The following code calls the previously shown `circle` function to draw three circles:

```
circle(0, 0, 100, 'red')
circle(-150, -75, 50, 'blue')
circle(-200, 150, 75, 'green')
```



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Turtle Graphics: Modularizing Code with Functions (5 of 6)

- The following function draws a line. The parameters specify the starting and ending locations, and color.

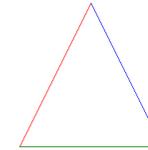
```
def line(startX, startY, endX, endY, color):
    turtle.penup()           # Raise the pen
    turtle.goto(startX, startY) # Move to the starting point
    turtle.pendown()         # Lower the pen
    turtle.pencolor(color)    # Set the pen color
    turtle.goto(endX, endY)   # Draw a square
```

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Turtle Graphics: Modularizing Code with Functions (6 of 6)

- The following code calls the previously shown `line` function to draw a triangle:

```
TOP_X = 0
TOP_Y = 100
BASE_LEFT_X = -100
BASE_LEFT_Y = -100
BASE_RIGHT_X = 100
BASE_RIGHT_Y = -100
line(TOP_X, TOP_Y, BASE_LEFT_X, BASE_LEFT_Y, 'red')
line(TOP_X, TOP_Y, BASE_RIGHT_X, BASE_RIGHT_Y, 'blue')
line(BASE_LEFT_X, BASE_LEFT_Y, BASE_RIGHT_X, BASE_RIGHT_Y, 'green')
```



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Summary (1 of 2)

- This chapter covered:
 - The advantages of using functions
 - The syntax for defining and calling a function
 - Methods for designing a program to use functions
 - Use of local variables and their scope
 - Syntax and limitations of passing arguments to functions
 - Global variables, global constants, and their advantages and disadvantages

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Summary (2 of 2)

- Value-returning functions, including:
 - Writing value-returning functions
 - Using value-returning functions
 - Functions returning multiple values
- Using library functions and the `import` statement
- Modules, including:
 - The `random` and `math` modules
 - Grouping your own functions in modules
- Modularizing Turtle Graphics Code

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