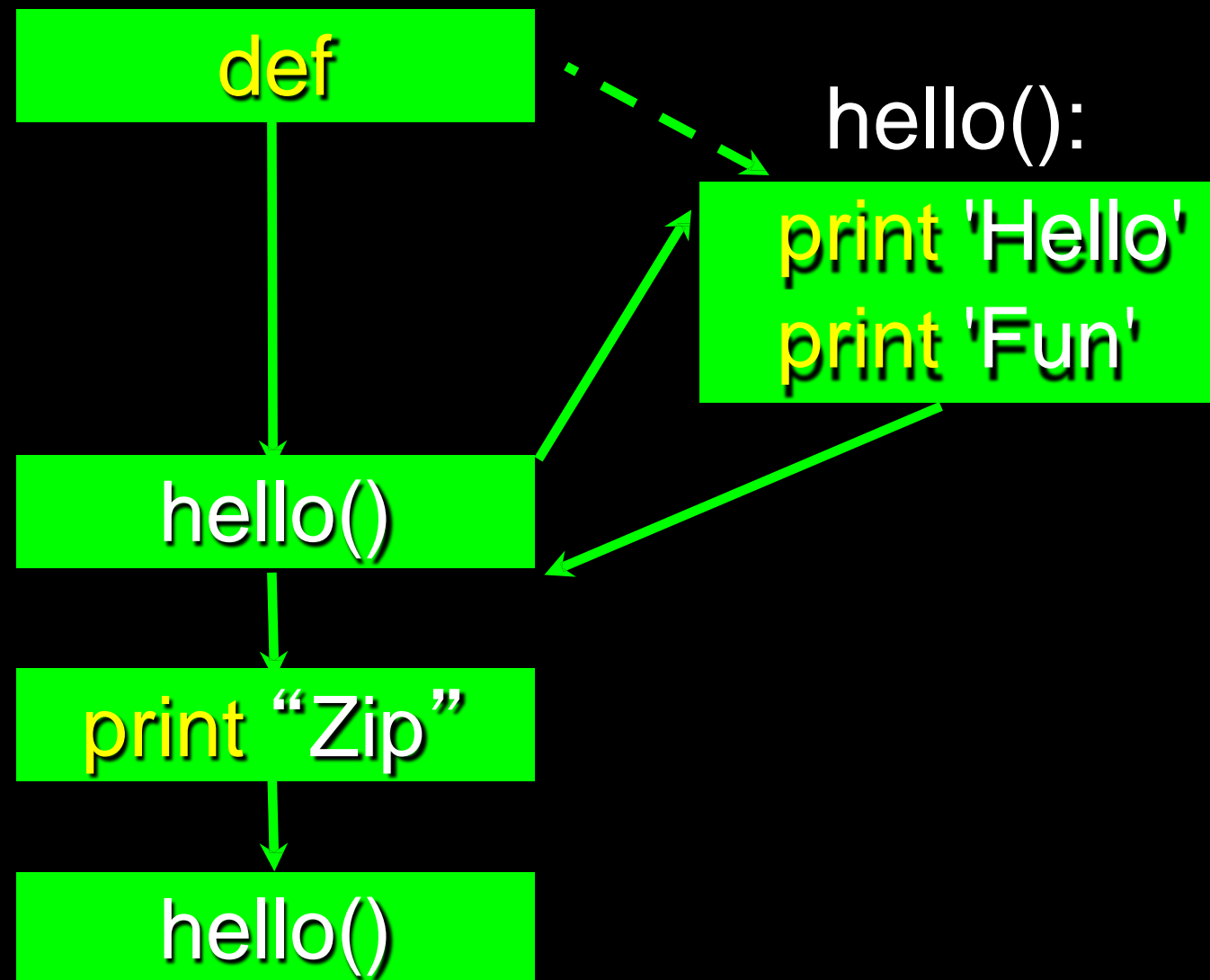


Python - Functions

Stored (and reused) Steps



Program:

```
def hello():  
    print 'Hello'  
    print 'Fun'
```

```
hello()  
print 'Zip'  
hello()
```

Output:

```
Hello  
Fun  
Zip  
Hello  
Fun
```

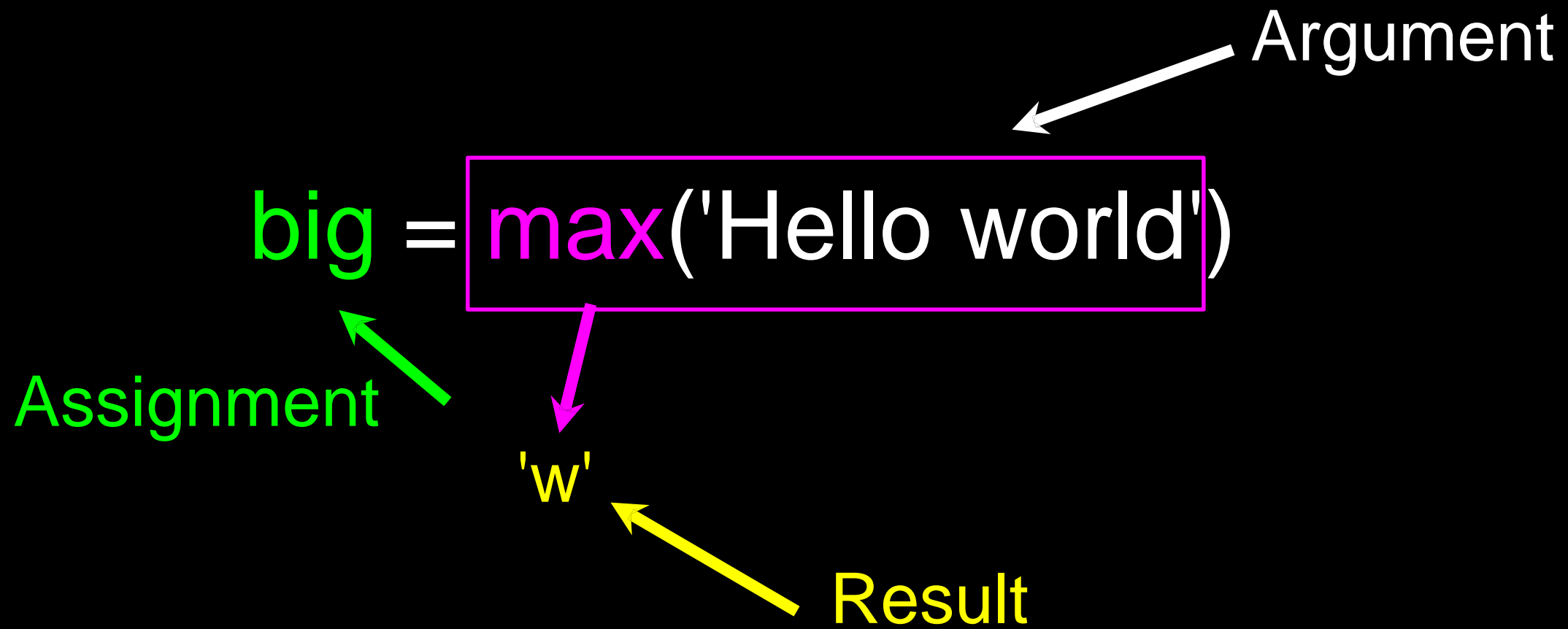
These reusable pieces of code are called “functions”.

Python Functions

- There are two kinds of **functions** in Python
- **Built-in functions**, which are provided by Python - `raw_input()`, `type()`, `float()`, `int()` ...
- **Functions**, which are user-**defined**
- Built-in **function** names treated as “new” **reserved words**

Function Definition

- In Python, a **function** is reusable code, which takes **arguments(s)** as input does some computation and then returns a result(s)
 - Define a **function** using the **def** reserved word
 - Call/invoke the **function** by using the function name, parenthesis and **arguments** in an expression

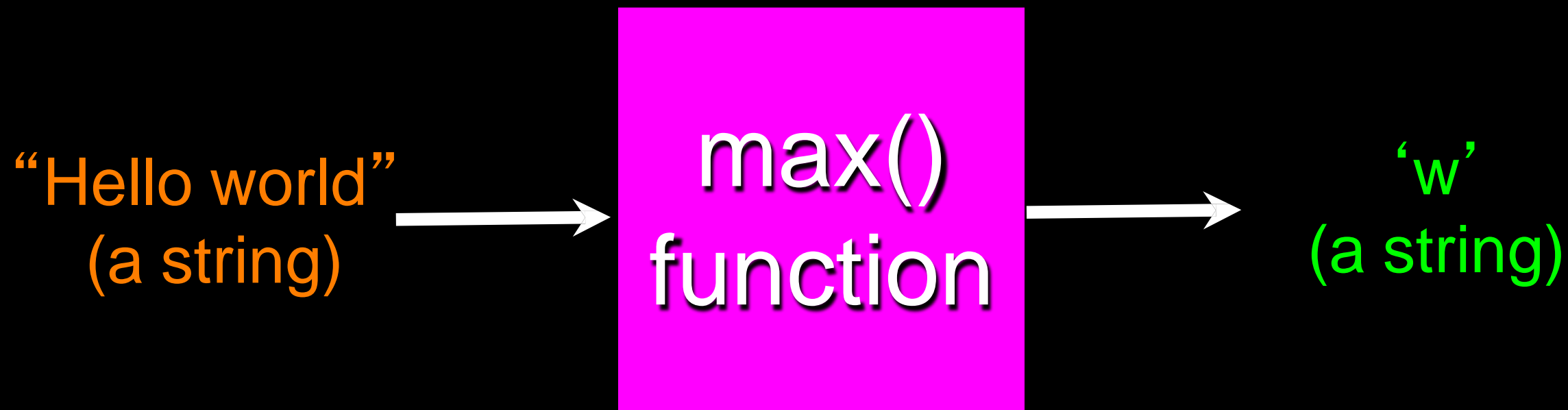


```
>>> big = max('Hello world')
>>> print big
w
>>> tiny = min('Hello world')
>>> print tiny
\ \
```

Max Function

```
>>> big = max('Hello world')  
>>> print big  
'w'
```

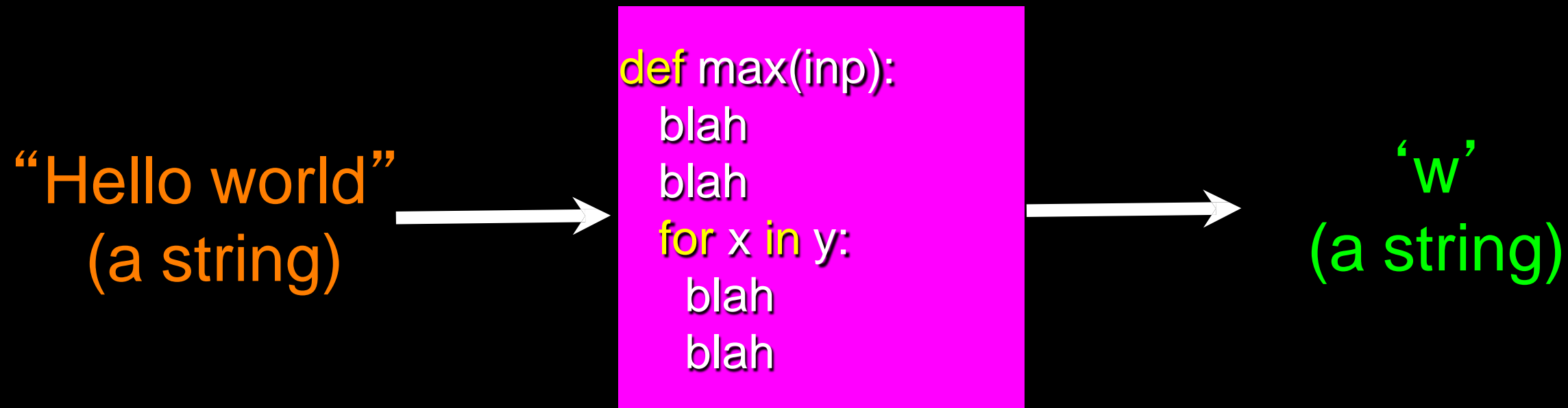
A **function** is reusable code, which takes some **input** and produces an **output**



Max Function

```
>>> big = max('Hello world')  
>>> print big  
'w'
```

A **function** is reusable code, which takes some **input** and produces an **output**



Type Conversions

-- In an integer and floating point in an expression, the integer is **implicitly** converted to a float

-- You can control this with the built in functions `int()` and `float()`

```
>>> print float(99) / 100
0.99
>>> i = 42
>>> type(i)
<type 'int'>
>>> f = float(i)
>>> print f
42.0
>>> type(f)
<type 'float'>
>>> print 1 + 2 * float(3) / 4 - 5
-2.5
>>>
```


String Conversions

-- Use `int()` and `float()` to convert between strings and integers

-- An **error** will occur if the string does not contain numeric characters

```
>>> sval = '123'
```

```
>>> type(sval)
```

```
<type 'str'>
```

```
>>> print sval + 1
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
TypeError: cannot concatenate 'str' and 'int'
```

```
>>> ival = int(sval)
```

```
>>> type(ival)
```

```
<type 'int'>
```

```
>>> print ival + 1
```

```
124
```

```
>>> nsv = 'hello bob'
```

```
>>> niv = int(nsv)
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
ValueError: invalid literal for int()
```

Building our Own Functions

- To create a new **function**, the **def** keyword is used followed by optional parameters in parenthesis
 - Indent the body of the function
 - This **defines** the function but **does not** execute the body of the function

```
def print_lyrics():  
    print "I'm a student at ECSU, and I'm okay."  
    print 'I sleep all night, and I work all day.'
```

```
x = 5
print 'Hello'
```

```
def print_lyrics():
    print "I'm a student at ECSU, and I'm okay."
    print 'I sleep all night, and I work all day.'
```

```
print 'Yo'
x = x + 2
print x
```

```
print_lyrics():
```

```
print "I'm a student at ECSU, and I'm okay."
print 'I sleep all night, and I work all day.'
```

```
Hello
Yo
7
```

Definitions and Uses

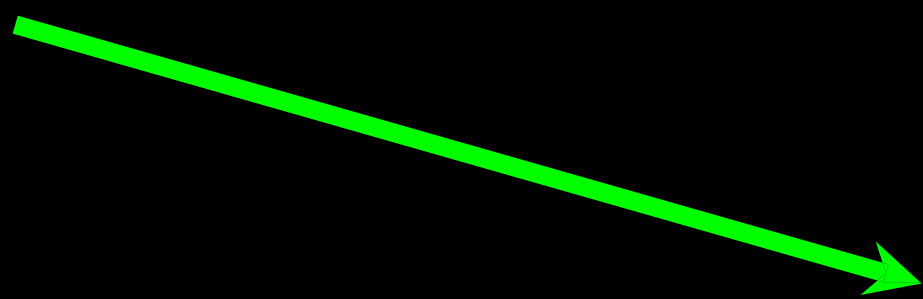
-- Once a function is defined, we can **call** (or **invoke**) it as many times

-- This is the **store** and **reuse** pattern

```
x = 5
print 'Hello'
```

```
def print_lyrics():
    print "I'm a student at ECSU, and I'm okay."
    print 'I sleep all night and I work all day.'
```

```
print 'Yo'
print_lyrics()
x = x + 2
print x
```



```
Hello
Yo
I'm a student at ECSU, and I'm
okay. I sleep all night and I
work all day.
7
```

Arguments

- An **argument** is a value passed to the **function** as its **input** when the function is called
- **Arguments** direct the **function** to do different kinds of work when called **different** times
- **Arguments** are placed in parenthesis after the **name** of the function

```
big = max('Hello world')
```

← Argument

Parameters

-- A **parameter** is a variable, which is used **in** the function **definition** as a “handle” to allow the **function** to access the **arguments** for a particular **function** invocation

```
>>> def greet(lang):
...     if lang == 'es':
...         print 'Hola'
...     elif lang == 'fr':
...         print 'Bonjour'
...     else:
...         print 'Hello'
...
>>> greet('en')Hello
>>> greet('es')Hola
>>> greet('fr')Bonjour
>>>
```

Return Values

-- Often a function will take arguments, do some computation and **return** a value to be used by the that function called it; this is supported by the **return** keyword

```
def greet():  
    return "Hello"
```

```
Hello Glenn  
Hello Sally
```

```
print greet(), "Glenn"  
print greet(), "Sally"
```


Return Value

-- A “fruitful” **function** is one that produces a **result** (or **return value**)

-- The **return** statement ends the **function** execution and “sends back” the **result** of the **function**

```
>>> def greet(lang):
...     if lang == 'es':
...         return 'Hola'
...     elif lang == 'fr':
...         return 'Bonjour'
...     else:
...         return 'Hello'
...
>>> print greet('en'),'Glenn'
Hello Glenn
>>> print greet('es'),'Sally'
Hola Sally
>>> print greet('fr'),'Michael'
Bonjour Michael
>>>
```

Arguments, Parameters, and Results

```
>>> big = max('Hello world')  
>>> print big  
'w'
```

Parameter

Argument
→

“Hello world”

```
def max(inp):  
    blah  
    blah  
    for x in y:  
        blah  
        blah  
    return 'w'
```

→ 'w'
Result

Multiple Parameters / Arguments

-- More than one **parameter** in the **function definition** can be defined

-- To do this, simply add more **arguments** when the **function** is called

-- The number and order of arguments and parameters are matched

```
def addtwo(a, b):  
    added = a + b  
    return added  
x = addtwo(3, 5)  
print x
```

Void (non-fruitful) Functions

- If a function does not return a value, it is called a "void" function
- Functions, which return values are called "fruitful" functions
- Void functions are "not fruitful"

To function or not to function...

Organize your code into “paragraphs” - capture a complete thought and “name it”

Don't repeat yourself - make it work once and then reuse it

If something gets too long or complex, break up logical chunks and put those chunks in functions

Make a library of common stuff that you do over and over - perhaps share this with your friends...

Exercise

Rewrite your pay computation with time-and-a-half for overtime and create a function called `compute_pay` which takes two parameters (hours and rate).

Enter Hours: 45

Enter Rate: 5.15

Pay: 281.00

$$281.00 = 40 * 5.15 + 5 * 15$$