

# Chapter Functions

# Learning Outcomes

- Scope of function
- parameter passing to function
- mutable/immutable properties of data objects
- passing strings, lists, tuples, dictionaries to functions
- default parameters
- positional parameters
- return values
- Functions using libraries: mathematical and string functions.

# Introduction

- A function is a programming block of codes which is used to perform a single or related task.
- It only runs when it is called.
- We can pass data, known as parameters, into a function.
- A function can return data as a result.
- Example: `print()`- built-in function and in the same way we can create our own functions known as user-defined functions.

# Advantages of Using functions

- 1.Program development made easy and fast :** Work can be divided among project members thus implementation can be completed fast.
- 2.Program testing becomes easy :** Easy to locate and isolate a faulty function for further investigation.
- 3.Code sharing becomes possible :** A function may be used later by many other programs this means that a python programmer can use function written by others, instead of starting over from scratch.
- 4.Code re-usability increases :** A function can be used to keep away from rewriting the same block of codes which we are going use two or more locations in a program. This is especially useful if the code involved is long or complicated.
- 5.Increases program readability :** It makes possible top down modular programming. In this style of programming, the high level logic of the overall problem is solved first while the details of each lower level functions is addressed later. The length of the source program can be reduced by using functions at appropriate places.
- 6.Function facilitates procedural abstraction :** Once a function is written, it serves as a black box. All that a programmer would have to know to invoke a function would be to know its name, and the parameters that it expects.
- 7.Functions facilitate the factoring of code :** A function can be called in other function and so on...

# Creating & calling a Function

- A function is defined using the def keyword in python.E.g. program is given below.

- ```
def my_own_function():  
    print("Hello from a function")  
#program start here.program code  
    print("hello before calling a function")  
    my_own_function() #function calling.now function codes will  
be executed  
    print("hello after calling a function")
```

now save the above source code in python file and execute it.

} Function Block  
Definition/ creation

# Variable's Scope

There are three types of variables with the view of scope.

1. Local variable – accessible only inside the functional block where it is declared.
2. Global variable – variable which is accessible among whole program using global keyword.
3. Non local variable – accessible in nesting of functions, using nonlocal keyword.

## Local variable program:

```
def fun():  
    s = "I love India!" #local variable  
    print(s)
```

```
s = "I love World!"  
fun()  
print(s)
```

Output:

```
I love India!  
I love World!
```

## Global variable program:

```
def fun():  
    global s #accessing/making global variable for fun()  
    print(s)  
    s = "I love India!" #changing global variable's value  
    print(s)
```

```
s = "I love world!"  
fun()  
print(s)
```

Output:

```
I love world!  
I love India!  
I love India!
```

# Arguments

- Information can be passed into functions as arguments.
- Arguments are specified after the function name, inside the parentheses. You can add as many arguments as you want, just separate them with a comma.
- The following example has a function with one argument (fname). When the function is called, we pass along a first name, which is used inside the function to print the full name:

```
In [1]: def my_function(fname):  
        print(fname + " class XII")  
  
        my_function("Adi")  
        my_function("Louisa")  
        my_function(" Ram")
```

```
Adi class XII  
Louisa class XII  
Ram class XII
```

- *Arguments* are often shortened to *args* in Python documentations.

# Question:

- Find the output of below program

```
In [4]: def fun(x, y): # argument /parameter x and y
        global a
        a = 10
        x,y = y,x
        b = 20
        b = 30
        c = 30
        print(a,b,x,y)

a, b, x, y = 1, 2, 3,4
fun(50, 100) #passing value 50 and 100 in parameter x and y of function fun()
print(a, b, x, y)
```

# Answer:

```
10 30 100 50  
10 2 3 4
```

# Question 2:

- **Non local variable**

```
def fun1():  
    x = 100  
    def fun2():  
        nonlocal x #change it to global or remove this declaration  
        x = 200  
        print("Before calling fun2: " + str(x))  
        print("Calling fun2 now:")  
        fun2()  
        print("After calling fun2: " + str(x))  
    x=50  
    fun1()  
    print("x in main: " + str(x))
```

# Answer:

- Error as there is no nonlocal variable
  
- Before calling fun2: 100  
Calling fun2 now:  
After calling fun2: 200  
x in main: 50

# The *return* Statement

- The statement `return [expression]` exits in a function, optionally passing back an expression to the caller.
- A return statement with no arguments is the same as `return None`.
- **For example:**
- `# Function definition is here to add the parameters and return the sum.`
- `def sum( arg1, arg2 ):`
  - `total = arg1 + arg2`
  - `return total`

# Parameters / Arguments

- The terms *parameter* and *argument* can be used for the same thing: information that are passed into a function.
- **From a function's perspective:**
- A parameter is the variable listed inside the parentheses in the function definition.
- An argument is the value that is sent to the function when it is called.

```
In [2]: def sum(x,y):  
        z=x+y  
        return z  
x,y= 4,5  
r=sum(x,y)  
print(r)  
9
```

```
In [ ]:
```

# Question:

- Write a program using function to add two numbers given by user?

# Function Arguments

- Functions can be called using following types of formal arguments -
  - **Required arguments** - arguments passed to a function in correct positional order.
  - **Keyword arguments** - the caller identifies the arguments by the parameter name.
  - **Default arguments** - that assumes a default value if a value is not provided to argu.
  - **Variable-length arguments** – pass multiple values with single argument name.

# Required Arguments

- #Required arguments

- ```
def square(x):  
    z=x*x  
    return z  
r=square()  
print(r)
```

- **Q: Will it work?**

# Keyword Arguments

- In this type we can send arguments with the *key = value* syntax.
- This way the order of the arguments does not matter.
- **Example:**

```
def my_function(child3, child2, child1):  
    print("The youngest child is " + child3)
```

```
my_function(child1 = "Ram", child2 = "Shyam", child3 = "Tina")
```

# Default Arguments

```
#Default arguments
```

```
def sum(x=3,y=4):
```

```
    z=x+y
```

```
    return z
```

```
r=sum()
```

```
print(r)
```

```
r=sum(x=4)
```

```
print(r)
```

```
r=sum(y=45)
```

```
print(r)
```

```
#default value of x and y is being used  
when it is not passed
```

# Variable-length Arguments

- Also known as Arbitrary arguments.

- **Example:**

```
def my_function(*kids):  
    print("The youngest child is " + kids[2])
```

```
my_function("Ram", "Shyam", "Tina")
```

**#output will be The youngest child is Shyam**

# Question:

**#Variable length arguments**

```
def sum( *vartuple ):
    s=0
    for var in vartuple:
        s=s+int(var)
    return s;
```

```
r=sum( 70, 60, 50 )
print(r)
r=sum(4,5)
print(r)
```

**#now the above function sum() can sum  
n number of values**

# Arbitrary Keyword Arguments, `**kwargs`

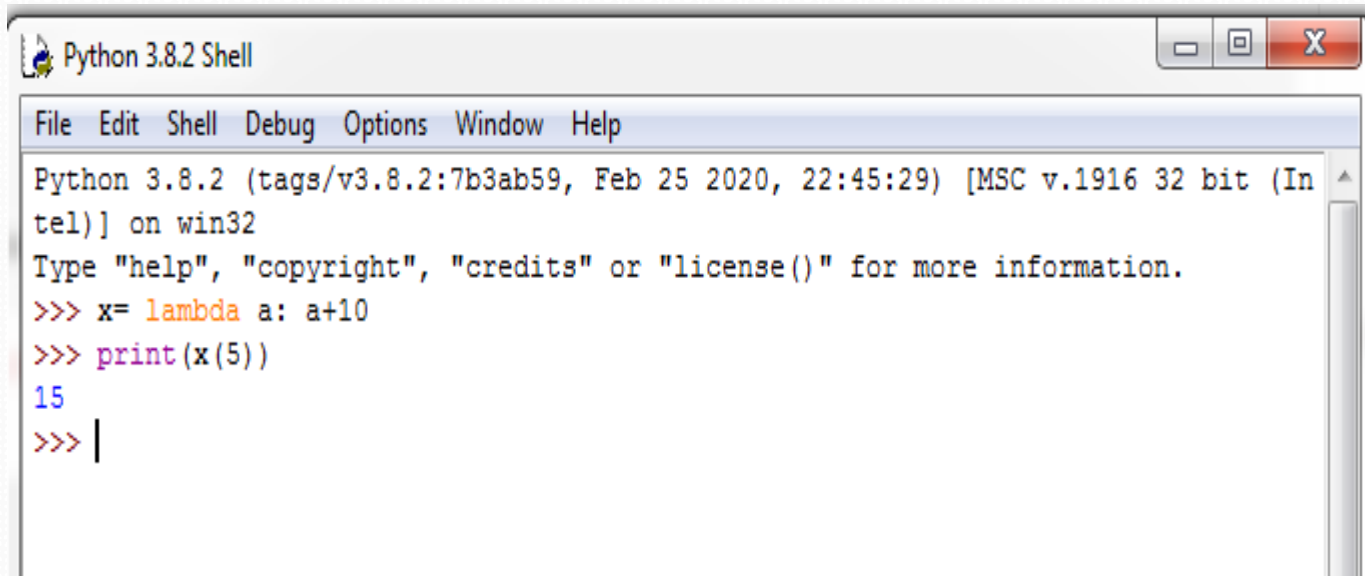
- If we do not know how many keyword arguments will be passed into a function, we add two asterisk: `**` before the parameter name in the function definition.
- This way the function will receive a *dictionary* of arguments, and can access the items accordingly:
- **Example:**

```
def my_function(**kid):  
    print("Her last name is " + kid["lname"])  
my_function(fname = "Saga", lname = "Vashisth")
```

```
# Her last name is Vashisth
```

# Python Lambda

- A lambda function is a small anonymous function.
- A lambda function can take any number of arguments, but can only have one expression.
- **Syntax: `lambda arguments : expression`**
- The expression is executed and the result is returned:



```
Python 3.8.2 Shell
File Edit Shell Debug Options Window Help
Python 3.8.2 (tags/v3.8.2:7b3ab59, Feb 25 2020, 22:45:29) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>> x= lambda a: a+10
>>> print(x(5))
15
>>> |
```

# Lambda (Contd)

- Lambda functions can take any number of arguments:
- **Example:** A lambda function that multiplies argument a with argument b and print the result:

```
x = lambda a, b : a * b  
print(x(5, 6))
```

**Q: Write a lambda function that sums arguments a, b and c and print the result?**

# Why Use Lambda Functions?

- The power of lambda is better shown when we use them as an anonymous function inside another function.
- Suppose, you have a function definition that takes one argument, and that argument will be multiplied with an unknown number:

```
def myfunc(n):  
    return lambda a : a * n  
  
mydoubler = myfunc(2)  
mytripler = myfunc(3)  
  
print(mydoubler(11))  
print(mytripler(11))
```

# Mutable/immutable properties of data objects w/r function

- Everything in Python is an object, and every objects in Python can be either **mutable** or **immutable**.
- Since everything in Python is an Object, every variable holds an object instance. When an object is initiated, it is assigned a unique object id. Its type is defined at runtime and once set can never change, however its state can be changed if it is mutable.

Means a **mutable** object can be changed after it is created, and an **immutable** object can't.

- **Mutable objects:** list, dict, set, byte array
- **Immutable objects:** int, float, complex, string, tuple, frozen set ,bytes

# How Objects are passed to functions

- Python uses a mechanism, which is known as "**Call-by-Object**", sometimes also called "**Call by Object Reference**" or "**Call by Sharing**".
- If we pass immutable arguments like integers, strings or tuples to a function, the passing acts like **Call-by-value**. It's different, if we pass mutable arguments.
- All **parameters (arguments)** in the Python language are **passed by reference**. It means that if we change what a parameter refers to within a function, that change also reflects back in the calling function.

## #Pass by reference

```
def updateList(list1):  
    print(id(list1))  
    list1 += [10]  
    print(id(list1))  
  
n = [50, 60]  
print(id(n))  
updateList(n)  
print(n)  
print(id(n))
```

### OUTPUT

```
34122928  
34122928  
34122928  
[50, 60, 10]  
34122928
```

#In above function list1 an object is being passed and its contents are changing because it is mutable that's why it is behaving like pass by reference

## #Pass by value

```
def updateNumber(n):  
    print(id(n))  
    n += 10  
    print(id(n))  
  
b = 5  
print(id(b))  
updateNumber(b)  
print(b)  
print(id(b))
```

### OUTPUT

```
1691040064  
1691040064  
1691040224  
5  
1691040064
```

#In above function value of variable b is not being changed because it is immutable that's why it is behaving like pass by value

# Passing Arrays to the functions

- Arrays are popular in most programming languages like: Java, C/C++, JavaScript and so on. However, in Python, they are not that common. When people talk about Python arrays, more often than not, they are talking about Python lists. Array of numeric values are supported in Python by the array module.

- **Example:**  
**def dosomething( thelist ):**  
 **for element in thelist:**  
 **print (element)**

```
dosomething( ['1','2','3'] )  
alist = ['red','green','blue']  
dosomething( alist )
```

```
#OUTPUT:      1 2 3  
              red  
              green  
              blue
```

# Passing string to functions

- **# Python program to pass a string to the function**
  - **# function definition: it will accept a string parameter and print it**
  - **def printMsg(str):**
    - # printing the parameter**
    - print str**
- ```
printMsg("Hello world!")  
printMsg("Hi! I am good.")
```

# Question:

- # function definition: it will accept a string parameter and return number of vowels

```
def countVowels(str):
```

```
    count = 0
```

```
    for ch in str:
```

```
        if ch in "aeiouAEIOU":
```

```
            count +=1
```

```
    return count
```

```
str = "Hello world!"
```

```
Print( "No. of vowels are {0} in \"{1}\"".format(countVowels(str),str))
```

```
str = "Hi, I am good."
```

```
print ("No. of vowels are {0} in \"{1}\"".format(countVowels(str),str))
```

# Function using libraries

- **Mathematical functions:**

Mathematical functions are available under math module. To use mathematical functions under this module, we have to import the module using import math.

**For e.g.**

**To use sqrt() function we have to write statements like given below.**

```
import math  
r=math.sqrt(4)  
print(r)
```

**OUTPUT :**

**2.0**

# Functions in Math Module

| Function                  | Description                                                 | Example                                                |
|---------------------------|-------------------------------------------------------------|--------------------------------------------------------|
| <code>ceil(n)</code>      | It returns the smallest integer greater than or equal to n. | <code>math.ceil(4.2)</code> returns 5                  |
| <code>factorial(n)</code> | It returns the factorial of value n                         | <code>math.factorial(4)</code> returns 24              |
| <code>floor(n)</code>     | It returns the largest integer less than or equal to n      | <code>math.floor(4.2)</code> returns 4                 |
| <code>fmod(x, y)</code>   | It returns the remainder when n is divided by y             | <code>math.fmod(10.5,2)</code> returns 0.5             |
| <code>exp(n)</code>       | It returns $e^{**n}$                                        | <code>math.exp(1)</code> return 2.718281828459045      |
| <code>log2(n)</code>      | It returns the base-2 logarithm of n                        | <code>math.log2(4)</code> return 2.0                   |
| <code>log10(n)</code>     | It returns the base-10 logarithm of n                       | <code>math.log10(4)</code> returns 0.6020599913279624  |
| <code>pow(n, y)</code>    | It returns n raised to the power y                          | <code>math.pow(2,3)</code> returns 8.0                 |
| <code>sqrt(n)</code>      | It returns the square root of n                             | <code>math.sqrt(100)</code> returns 10.0               |
| <code>cos(n)</code>       | It returns the cosine of n                                  | <code>math.cos(100)</code> returns 0.8623188722876839  |
| <code>sin(n)</code>       | It returns the sine of n                                    | <code>math.sin(100)</code> returns -0.5063656411097588 |
| <code>tan(n)</code>       | It returns the tangent of n                                 | <code>math.tan(100)</code> returns -0.5872139151569291 |
| <code>pi</code>           | It is pi value (3.14159...)                                 | It is (3.14159...)                                     |
| <code>e</code>            | It is mathematical constant e (2.71828...)                  | It is (2.71828...)                                     |

# Functions using libraries( string functions)

| 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>find()</u>       | Searches the string for a specified value and returns the position of where it was found |
| <b>format()</b>     | 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 |

# String function (contd)

| Method                | Description                                                      |
|-----------------------|------------------------------------------------------------------|
| <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      |
| <u>isnumeric()</u>    | Returns True if all characters in the string are numeric         |
| <u>isprintable()</u>  | Returns True if all characters in the string are printable       |
| <u>isspace()</u>      | Returns True if all characters in the string are whitespaces     |
| <u>istitle()</u>      | Returns True if the string follows the rules of a title          |
| <u>isupper()</u>      | Returns True if all characters in the string are upper case      |
| <u>join()</u>         | Joins the elements of an iterable to the end of the string       |
| <u>ljust()</u>        | Returns a left justified version of the string                   |
| <u>lower()</u>        | Converts a string into lower case                                |
| <u>lstrip()</u>       | Returns a left trim version of the string                        |
| <u>partition()</u>    | Returns a tuple where the string is parted into three parts      |

# String function (contd)

| Method              | Description                                                                 |
|---------------------|-----------------------------------------------------------------------------|
| <u>replace()</u>    | Returns a string where a specified value is replaced with a specified value |
| <u>split()</u>      | Splits the string at the specified separator, and returns a list            |
| <u>splitlines()</u> | Splits the string at line breaks and returns a list                         |
| <u>startswith()</u> | Returns true if the string starts with the specified value                  |
| <u>swapcase()</u>   | Swaps cases, lower case becomes upper case and vice versa                   |
| <u>title()</u>      | Converts the first character of each word to upper case                     |
| <u>translate()</u>  | Returns a translated string                                                 |
| <u>upper()</u>      | Converts a string into upper case                                           |
| <u>zfill()</u>      | Fills the string with a specified number of 0 values at the beginning       |

# Question Session