

[301] Creating Functions

Tyler Caraza-Harter

Learning Objectives Today

Function syntax:

- basics, return, tabbing

Input/output:

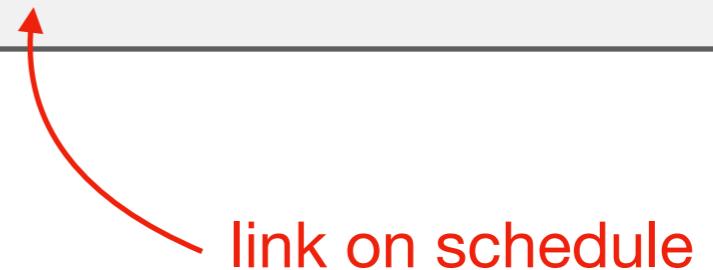
- parameters
- three types of arguments
- print vs. return

Tracing:

- What happens when?
- PythonTutor

Please continue reading
Chapter 3 of Think Python

Also read 301 bonus:
“Creating Fruitful Functions”



link on schedule

Main Code:

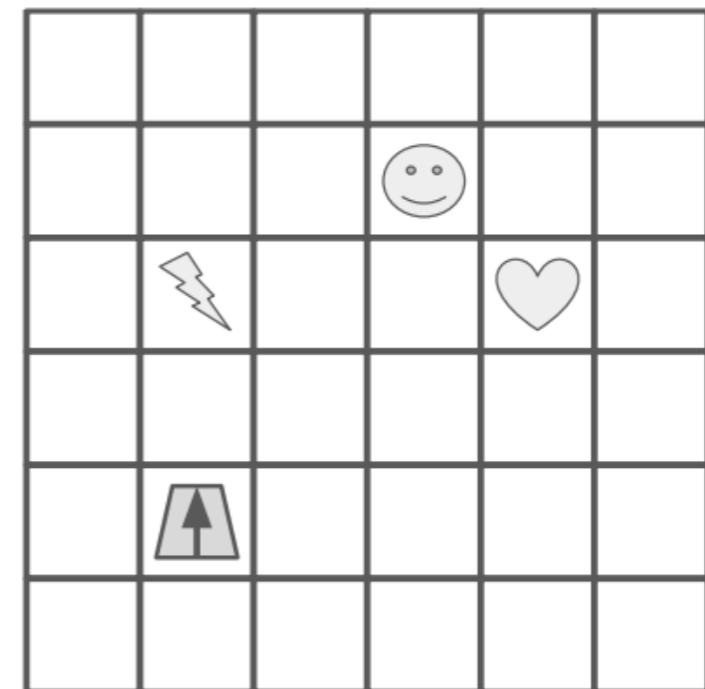
1. Put 2 in the “moves” box
2. Perform the steps under “Move Code”, then continue to step 3
3. Rotate the robot 90 degrees to the right (so arrow points to right)
4. Put 3 in the “moves” box
5. Perform the steps under “Move Code”, then continue to step 6
6. Whatever symbol the robot is sitting on, write that symbol in the “result” box

Move Code:

- A. If “moves” is 0, stop performing these steps in “Move Code”, and go back to where you last were in “Main Code” to complete more steps
- B. Move the robot forward one square, in the direction the arrow is pointing
- C. Decrease the value in “moves” by one
- D. Go back to step A

*how do we write functions
like move code?*

**Functions are like “mini programs”,
as in our robot worksheet problem**



Types of functions

Sometimes functions **do** things

- Like “Move Code”
- May produce output with print
- May change variables

Sometimes functions **produce** values

- Similar to mathematical functions
- Many might say a function “returns a value”
- Downey calls these functions “fruitful” functions
(we’ll use this, but don’t expect people to generally be aware of this terminology)

Sometimes functions do both!

Types of functions

Sometimes functions **do** things

- Like “Move Code”
- May produce output with print
- May change variables

Sometimes functions **produce** values

- Similar to mathematical functions
- Many might say a function “returns a value”
- Downey calls these functions “fruitful” functions
(we’ll use this, but don’t expect people to generally be aware of this terminology)

Sometimes functions do both!

Math to Python

Math: $f(x) = x^2$

Python: `def f(x):
 return x ** 2`

Math to Python

Math:

$$f(x) = x^2$$

Python:

```
def f(x):  
    return x ** 2
```

Function name is “f”

Math to Python

Math:

$$f(\boxed{x}) = x^2$$

Python:

```
def f(\boxed{x}):
    return x ** 2
```

It takes one parameter, “x”

Math to Python

Math:

$$f(x) = x^2$$

Python:

```
def f(x):  
    return x ** 2
```

In Python, start a function definition with “def” (short for definition), and use a colon (“：“) instead of an equal sign (“=”)

Math to Python

Math:

$$f(x) = \boxed{x^2}$$

Python:

```
def f(x):  
    return x ** 2
```

In Python, put the “return” keyword before
the expression associated with the function

Math to Python

Math: $f(x) = x^2$

Python: `def f(x):
 return x ** 2`

In Python, indent before the statement(s)

Math to Python

Math: $g(r) = \pi r^2$

Python: `def g(r):
 return 3.14 * r ** 2`

Computing the area from the radius

Math to Python

Math: $g(r) = \pi r^2$

Python:

```
def get_area(radius):  
    return 3.14 * radius ** 2
```

In Python, it's common to have longer names for functions and arguments

Math to Python

Math: $g(r) = \pi r^2$

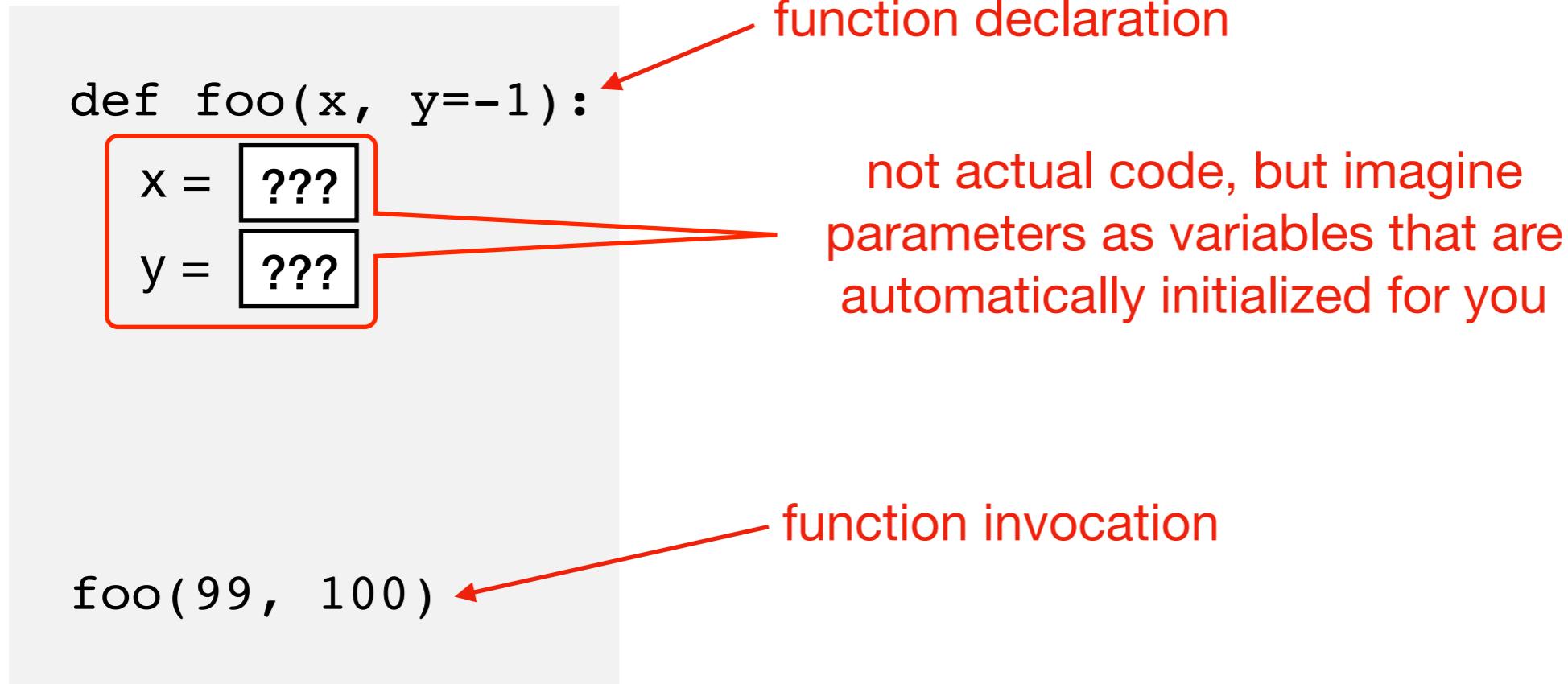
Python:

```
def get_area(diameter):  
    radius = diameter / 2  
    return 3.14 * radius ** 2
```

It's also common to have more than one line of code (all indented)

demos

How are parameter variables initialized?



1

positional arguments

How are parameter variables initialized?

```
def foo(x, y=-1):  
    x = 99  
    y = 100  
  
foo(99, 100)
```

1

positional arguments

How are parameter variables initialized?

```
def foo(x, y=-1):  
    x = 99  
    y = 100  
  
foo(99, 100)
```

```
def foo(x, y=-1):  
    x = 100  
    y = 99  
  
foo(y=99, x=100)
```

1

positional arguments

2

keyword arguments



How are parameter variables initialized?

```
def foo(x, y=-1):  
    x = 99  
    y = 100  
  
foo(99, 100)
```

```
def foo(x, y=-1):  
    x = 100  
    y = 99  
  
foo(y=99, x=100)
```

```
def foo(x, y=-1):  
    x = 99  
    y = -1  
  
foo(99)
```

1

positional arguments

2

keyword arguments

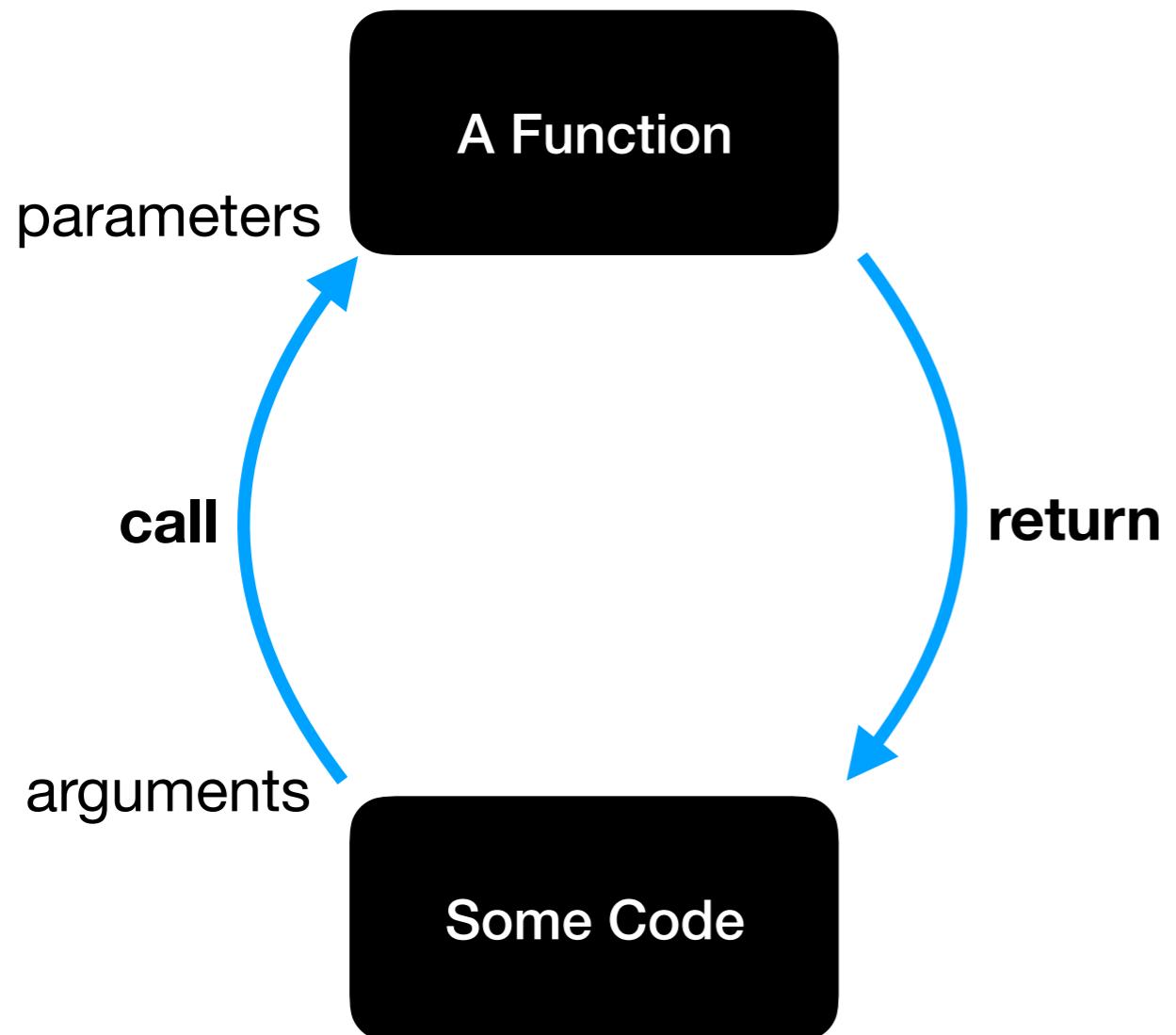
3

default arguments

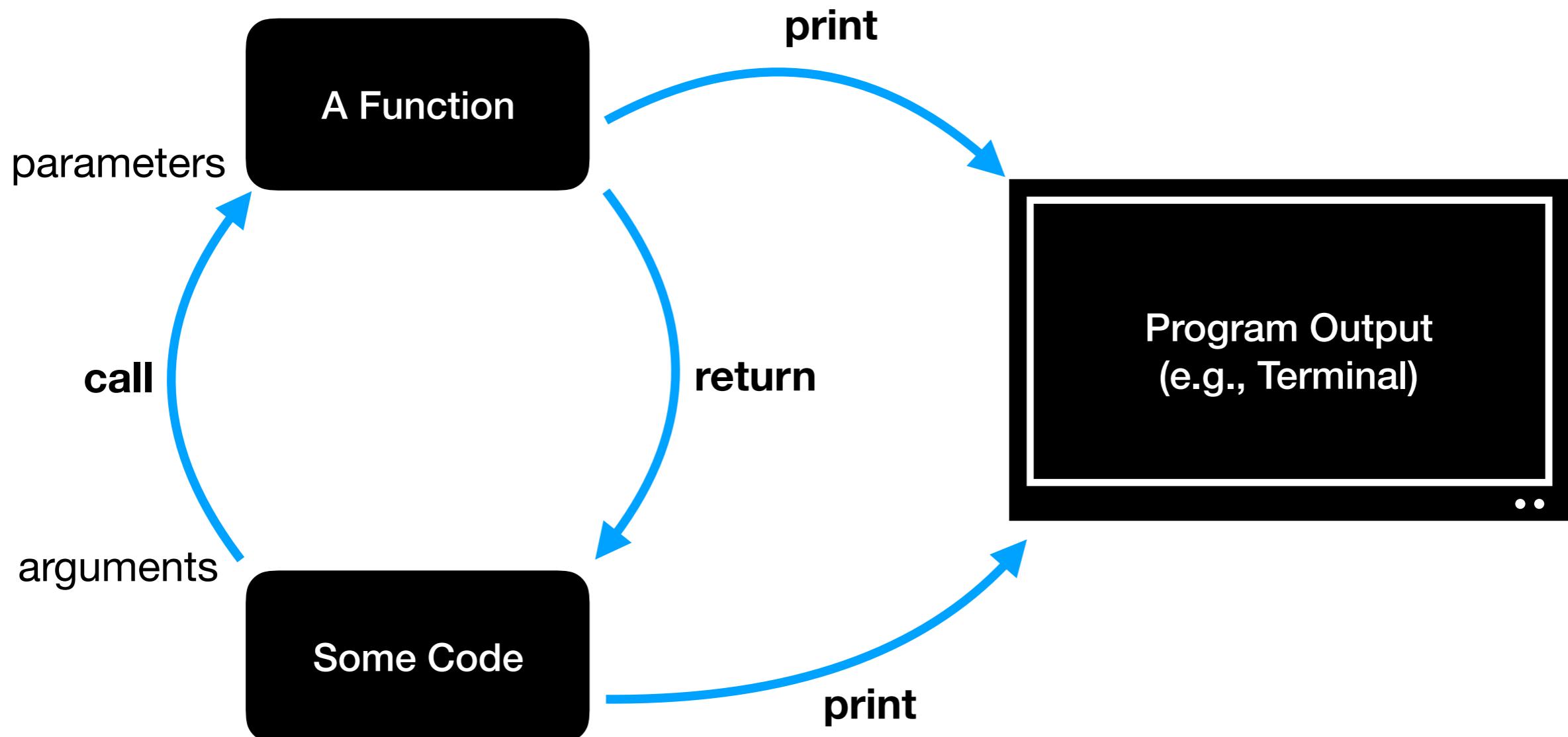


demos

Print vs. Return

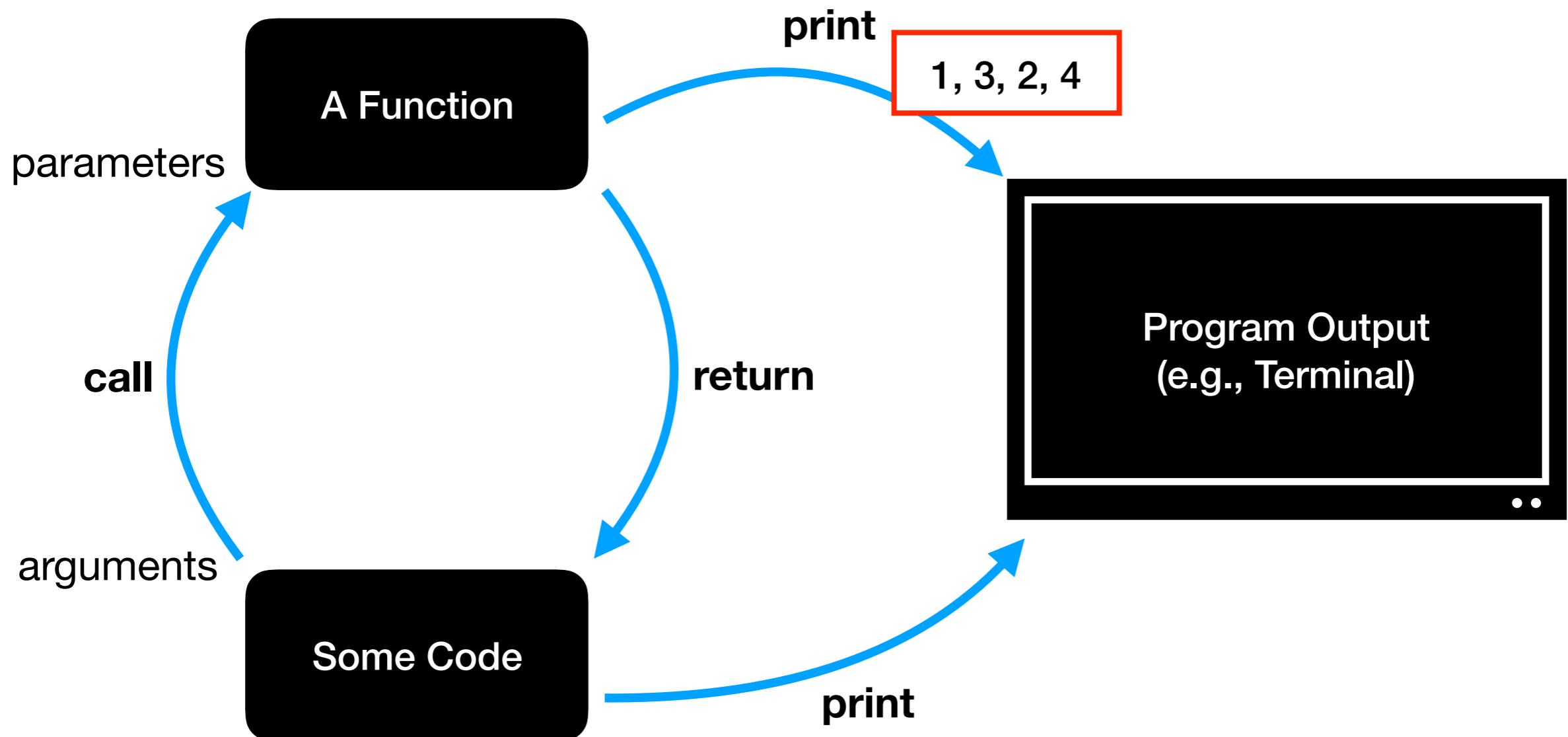


Print vs. Return

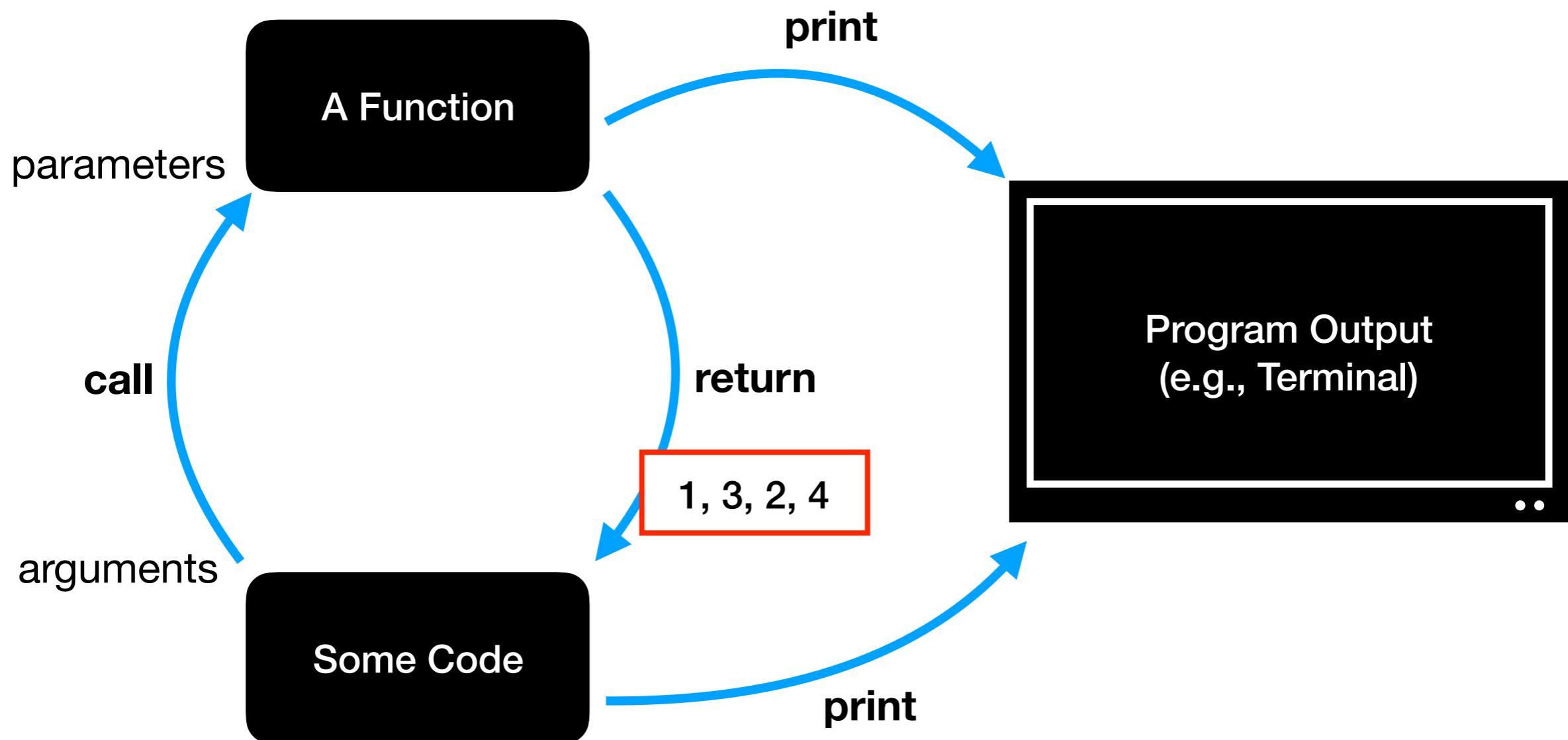


we could call print from multiple places

Print vs. Return

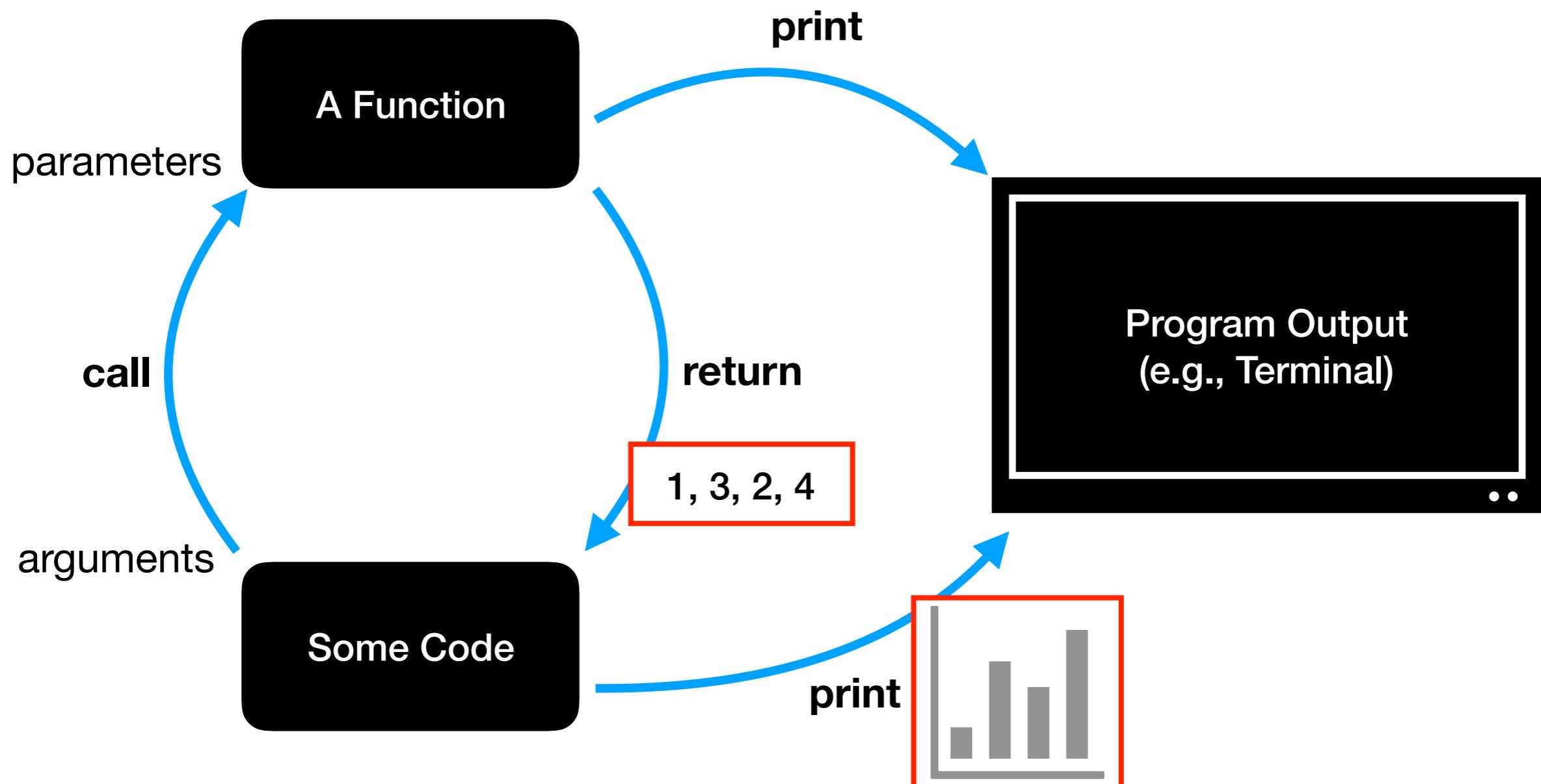


Print vs. Return



returning, instead of **printing**, gives callers different options for how to use the result

Print vs. Return



returning, instead of **printing**, gives callers different options for how to use the result

demos

Demo: Approximation Program

input: a number from user

output: is it approximately equal to an important number? (Pi or zero)

```
python approx.py
please enter a number: 3.14
close to zero? False
close to Pi? True
```

```
python approx.py
please enter a number: 0.000001
close to zero? True
close to Pi? False
```

```
python approx.py
please enter a number: 3
close to zero? False
close to Pi? False
```

Demo: Approximation Program

input: a number from user

output: is it approximately equal to an important number? (Pi or zero)

```
python approx.py  
please enter a number: 3.14  
close to zero? False  
close to Pi? True
```

```
python approx.py  
please enter a number: 0.000001  
close to zero? True  
close to Pi? False
```

```
python approx.py  
please enter a number: 3  
close to zero? False  
close to Pi? False
```

what is error between 4 and 8?

- 100%
- 50%

?

Demo: Approximation Program

input: a number from user

output: is it approximately equal to an important number? (Pi or zero)

```
python approx.py  
please enter a number: 3.14  
close to zero? False  
close to Pi? True
```

```
python approx.py  
please enter a number: 0.000001  
close to zero? True  
close to Pi? False
```

```
python approx.py  
please enter a number: 3  
close to zero? False  
close to Pi? False
```

what is error between 4 and 8?

- 100%
- 50%

$$\frac{\text{abs}(8 - 4)}{\max(\text{abs}(4), \text{abs}(8))}$$