
Functions

Functions

- From mathematics we know that functions perform some operation and return one value.
 - They “encapsulate” the performance of some particular operation, so it can be used by others (for example, the `len()` function).
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Why Have Them?

- Abstraction of an operation
 - Reuse: once written, use again
 - Sharing: if tested, others can use
 - Security: if well tested, then secure for reuse
 - Simplify code: more readable
 - Support divide-and-conquer strategy
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Mathematical Notation

- Consider a function which converts temperatures in Celsius to temperatures in Fahrenheit:
 - Formula: $F = C * 1.8 + 32.0$
 - Functional notation: $F = \text{celsius2Fahrenheit}(C)$
where
 $\text{celsius2Fahrenheit}(C) = C * 1.8 + 32.0$
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Two Parts to a Function

- ***Definition*** – creates the function
- ***Invocation*** – is the application of a function within a program

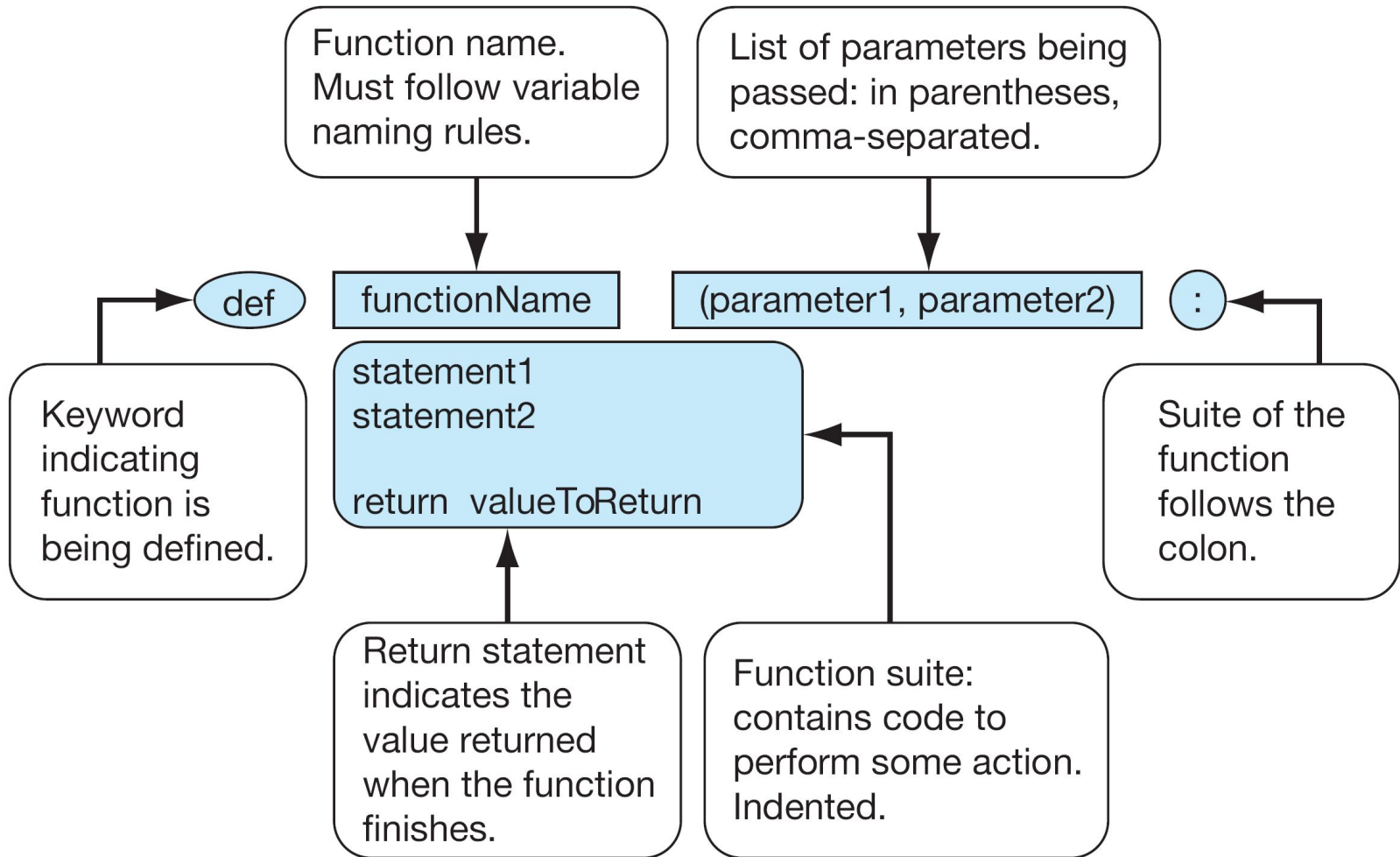
- A function must be ***defined*** before it is invoked

Function Definition

- Math: $g(C) = C * 1.8 + 32.0$
- Python:
def celsius2Fahrenheit (C):
 return C*1.8 + 32.0



Function Definition



Triple quoted string in function definition

```
def celsius2Fahrenheit (C):  
    """ Convert Celsius to Fahrenheit. """  
    return C*1.8 + 32.0
```

- A triple quoted string just after the def is called a docstring
 - docstring is documentation of the function's purpose, to be used by other tools to tell the user what the function is used for.
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Python Invocation

- Math: $F = \text{celsius2Fahrenheit}(C)$
 - Python, the invocation is much the same
 $F = \text{celsius2Fahrenheit}(C)$
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Function Invocation Example

- In your program (after the function definition), we can invoke/call the function `fahrenheit2Celsius` by:

```
originalTemp=90
```

```
convertedTemp = fahrenheit2Celsius(originalTemp)
```

```
print(originalTemp,"in Celsius is",convertedTemp)
```

Return Statement

- The return statement indicates the value that is returned by the function.
 - The statement is optional (the function can return nothing). If no return, the function is often called a procedure.
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What exactly is return doing?

- When python comes to a function inside your code...

```
convertedTemp = fahrenheit2Celsius(originalTemp)
```

- ...it runs the function, then substitutes the ***return*** value where the function stood

```
convertedTemp = 32.22222222222222
```

Returning None

- None is a special value in Python that represents nothing
 - The first letter of None must be capitalized – it will turn orange
- Use it when you have nothing to return
 - Like if one of the parameters was invalid
- (Take a look at the fahrenheit2Celsius function again...)

Multiple Returns in a Function

- A function can have multiple return statements.
- Remember, the first return statement executed ends the function.

```
#doing function stuff
```

```
return result
```

```
print("Hello!")    #This line will never happen
```

Multiple Returns in a Function

- When you use if/elif/else statements, you could place a return in every branch.

```
if result < 0:
```

```
    return None
```

```
elif result == 1:
```

```
    return 1
```

```
else:
```

```
    return 42 #the answer to everything else
```

Operation

```
F = celsius2Fahrenheit(C)
```

1. Call copies argument C to parameter celsius

2. Control transfers to function
“celsius2Fahrenheit”

```
def celsius2Fahrenheit (celsius):  
    return celsius*1.8 + 32.0
```


Operation (con't)

```
F = celsius2Fahrenheit(C)
```

3. Expression in
celsius2Fahrenheit is
evaluated

4. Value of
expression is
returned to the
invoker

```
def celsius2Fahrenheit (celsius):  
    return celsius*1.8 + 32.0
```

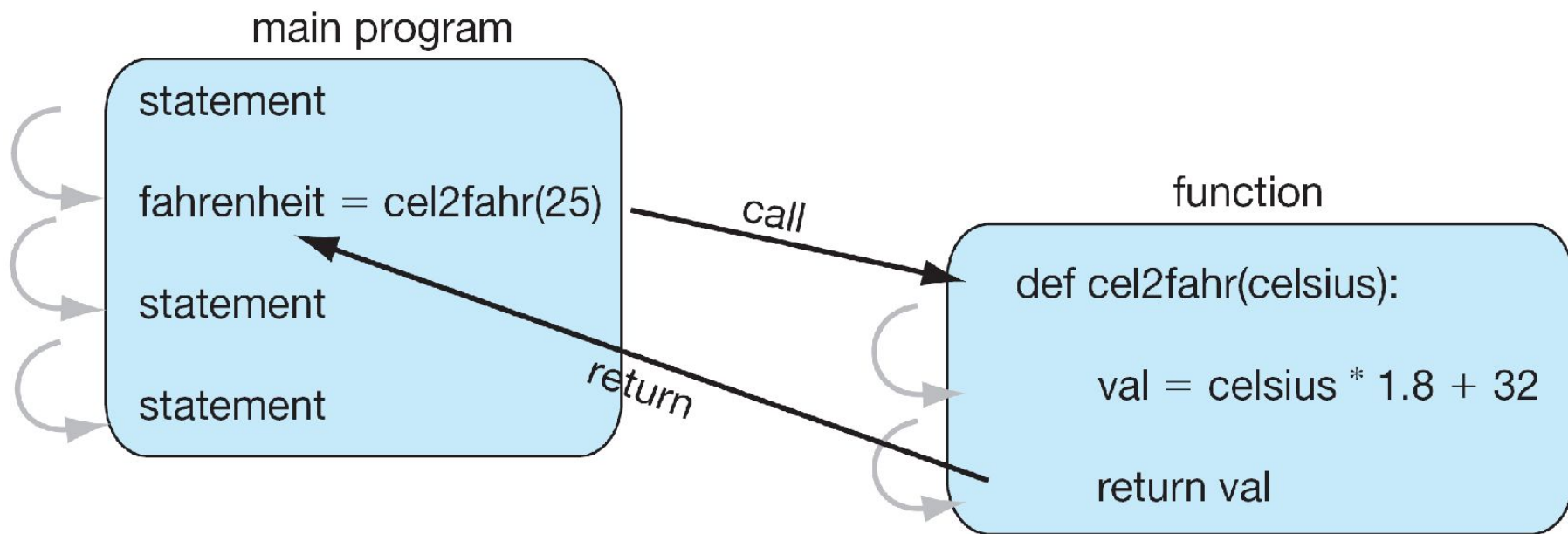


FIGURE 5.2 Function flow of control.

Procedures

- Functions that have no return statements are often called *procedures*.
 - Procedures are used to perform a task (print output, store a file, etc.).
 - A return statement is not required.
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Example

```
def printGameRules():  
    print("Please select from one of the following choices:")  
    print("    Enter s to show the score")  
    print("    Enter p to play")  
    print("    Enter e to exit")  
    print()  
  
#run program  
printGameRules()
```

Example: implement len

```
def length(S):  
    """Return the length of S."""  
    count = 0  
    for s in S:  
        count += 1  
    return count
```

Example: check membership in lowercase

- import string
 - use string.lowercase, string of lowercase
 - 'abcdefghijklmnopqrstuvwxyz'
 - check if each letter is a member (using the *in* operator) of string.lowercase
-

Example: check membership in lowercase

```
import string
```

```
def letterCount(S):
```

```
    """Return the count of letters in S."""
```

```
    count = 0
```

```
    for s in S:
```

```
        if s.lower() in string.ascii_lowercase:
```

```
            count += 1
```

```
    return count
```

How to Write a Function

- Does one thing. If it does too many things, it should be broken down into multiple functions
 - Readable. If you write it, it should be readable.
 - Reusable. If it does one thing well, then when a similar situation (in another program) occurs, use it there as well.
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More on Functions

- Complete. A function should work for all the cases where it might be invoked.
 - Not too long. Kind of synonymous with “does one thing”. Use it as a measure of doing too much.
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