

CMSC201

Computer Science I for Majors

Lecture 10 – Functions

Last Class We Covered

- The string data type
 - Built-in methods
 - Slicing and concatenation
 - Escape sequences
 - lower() and upper()
 - strip() and whitespace
 - split() and join()

Any Questions from Last Time?

Today's Objectives

- To learn why you would want to divide your code into smaller, more specific pieces (functions!)
- To be able to define new functions in Python
- To understand the details of function calls and parameter passing in Python
- To use functions to reduce code duplication and increase program modularity

Control Structures (Review)

- A program can proceed:
 - In sequence
 - Selectively (branching): making decisions
 - Repetitively (iteratively): looping
 - By calling a function

focus of
today's lecture

Introduction to Functions

Functions We've Seen

- We've actually seen (and used) two different types of functions already!
- Built-in Python functions
 - For example: `print()`, `input()`, casting, etc.
- Our program's code is contained completely inside the `main()` function
 - A function that we created ourselves

Parts of a Function

use “def” keyword
to create a function

def **main** () :

course = 201

subj = “**CMSC**”

print (**subj**, **course**)

main ()

calls “print” function

calls “main” function

NOT actually part of the function!

function
body

Why Use Functions?

- Functions reduce code duplication and make programs more easy to understand and maintain
- Having identical (or similar) code in more than one place has various downsides:
 1. Have to write the same code twice (or more)
 2. Must be maintained in multiple places
 3. Hard to understand big blocks of code everywhere

What are Functions?

- A *function* is like a subprogram
 - A small program inside of a program
- The basic idea:
 - We write a sequence of statements
 - And give that sequence a *name*
 - We can then execute this sequence at any time by referring to the sequence's name

When to Use Functions?

- Functions are used when you have a block of code that you want to be able to:
 - Write once and be able to use again
 - Example: getting valid input from the user
 - Call multiple times at different places
 - Example: printing out a menu of choices
 - Change a little bit when you call it each time
 - Example: printing out a greeting to different people

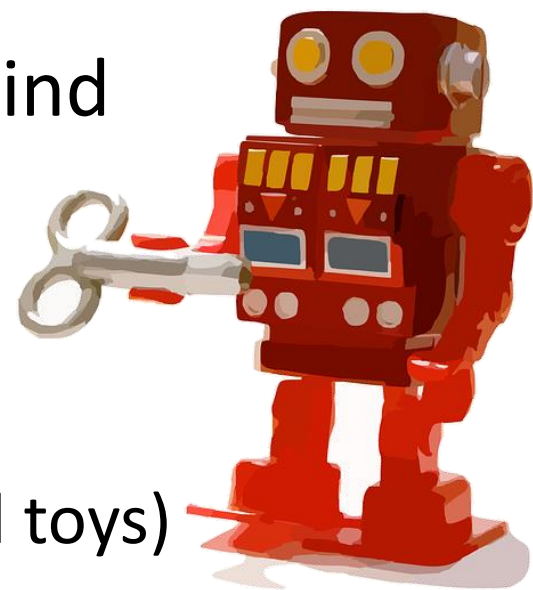
Function Vocabulary

- Function definition:
 - The part of the program that creates a function
 - For example: “**def main () :**” and the lines of code that are indented inside of **def main () :**
- Function call:
 - When the function is used in a program
 - For example: “**main ()**” or “**print (“Hello”)**”

Function Example

Note: Toy Examples

- The example we're going to look at today is something called a *toy example*
- It is purposefully simplistic (and kind of pointless) so you can focus on:
 - The concept being taught
 - Not how the code itself works
- (Sadly, it has nothing to do with actual toys)



“Happy Birthday” Program

- Happy Birthday lyrics...

```
def main():  
    print("Happy birthday to you!")  
    print("Happy birthday to you!")  
    print("Happy birthday, dear Maya...")  
    print("Happy birthday to you!")  
main()
```

- Gives us this...

```
linux1[2]% python birthday.py  
Happy birthday to you!  
Happy birthday to you!  
Happy birthday, dear Maya...  
Happy birthday to you!
```

Simplifying with Functions

- Most of this code is repeated (duplicate code)

```
print("Happy birthday to you!")
```

- We can *define* a function to print out that line

```
def happy():
```

```
    print("Happy birthday to you!")
```

- Let's update our program to use this function

Updated “Happy Birthday” Program

- The updated program:

```
def happy():  
    print("Happy birthday to you!")  
  
def main():  
    happy()  
    happy()  
    print("Happy birthday, dear Maya...")  
    happy()  
  
main()
```

More Simplifying

- This clutters up our `main()` function, though
- We could write a separate function that sings “Happy Birthday” to Maya, and call it in `main()`

```
def singMaya():  
    happy()  
    happy()  
    print("Happy birthday, dear Maya...")  
    happy()
```

New Updated Program

- The new updated program:

```
def happy () :  
    print ("Happy birthday to you!")  
  
def singMaya () :  
    happy ()  
    happy ()  
    print ("Happy birthday, dear Maya...")  
    happy ()  
  
def main () :  
    singMaya () # sing Happy Birthday to Maya  
  
main ()
```

Updated Program Output

```
linux1[3] % python3 birthday.py
```

```
Happy birthday to you!
```

```
Happy birthday to you!
```

```
Happy birthday, dear Maya...
```

```
Happy birthday to you!
```

Notice that despite all the changes we made to the code, the output is still exactly the same as before

Someone Else's Birthday

- Creating this function saved us a lot of typing!
- What if it's Luke's birthday?
 - We could write a new `singLuke ()` function!

```
def singLuke () :  
    happy ()  
    happy ()  
    print ("Happy birthday, dear Luke...")  
    happy ()
```

“Happy Birthday” Functions

```
def happy():
    print("Happy birthday to you!")
def singMaya():
    happy()
    happy()
    print("Happy birthday, dear Maya...")
    happy()
def singLuke():
    happy()
    happy()
    print("Happy birthday, dear Luke...")
    happy()
def main():
    singMaya() # sing Happy Birthday to Maya
    print()    # empty line between the two (take a breath!)
    singLuke() # sing Happy Birthday to Luke
main()
```

Updated Program Output

```
linux1[4]% python3 birthday2.py
```

```
Happy birthday to you!
```

```
Happy birthday to you!
```

```
Happy birthday, dear Maya...
```

```
Happy birthday to you!
```

```
Happy birthday to you!
```

```
Happy birthday to you!
```

```
Happy birthday, dear Luke...
```

```
Happy birthday to you!
```



Multiple Birthdays

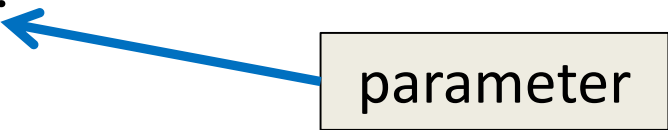
- This is much easier to read and use!
- But... there's still a lot of code duplication
- The only difference between **singMaya()** and **singLuke()** is what?
 - The name in the third **print()** statement
- We could combine these two functions into one by using something called a *parameter*

Function Parameters

What is a Parameter?

- A *parameter* is a variable that is initialized when we call a function
- We can create a `sing()` function that takes in a person's name (a string) as a parameter

```
def sing(person) :  
    happy()  
    happy()  
    print("Happy birthday, dear", person, "...")  
    happy()
```



parameter

“Happy Birthday” with Parameters

```
def happy () :  
    print ("Happy birthday to you!")  
  
def sing (person) :  
    happy ()  
    happy ()  
    print ("Happy birthday, dear", person, "...")  
    happy ()  
  
def main () :  
    sing ("Maya")  
    print ()  
    sing ("Luke")  
main ()
```

“Happy Birthday” with Parameters

```
def happy():  
    print("Happy birthday to you!")  
  
def sing(person):  
    happy()  
    happy()  
    print("Happy birthday, dear", person, "...")  
    happy()  
  
def main():  
    sing("Maya")  
    print()  
    sing("Luke")  
main()
```

parameter passed in

parameter being used

function call with argument

function call with argument

Updated Program Output

```
linux1[5]% python3 birthday3.py
```

```
Happy birthday to you!
```

```
Happy birthday to you!
```

```
Happy birthday, dear Maya ...
```

```
Happy birthday to you!
```

```
Happy birthday to you!
```

```
Happy birthday to you!
```

```
Happy birthday, dear Luke ...
```

```
Happy birthday to you!
```

This looks the same as before!

That's fine! We wanted to make our code easier to read and use, not change the way it works.

Exercise: Prompt for Name

- How would we update the code in `main()` to ask the user for the name of the person?
 - Current code looks like this:

```
def main():  
  
    sing("Maya")  
main()
```

Solution: Prompt for Name

- How would we update the code in `main()` to ask the user for the name of the person?
 - Updated code looks like this:

```
def main():  
    birthdayName = input("Whose birthday? ")  
    sing(birthdayName)  
  
main()
```

Nothing else needs to change – and the `sing()` function stays the same

Exercise Output

```
linux1[6]% python3 birthday4.py
Whose birthday? UMBC
Happy birthday to you!
Happy birthday to you!
Happy birthday, dear UMBC ...
Happy birthday to you!
```


How Parameters Work

Functions and Parameters

- Each function is its own little subprogram
 - Variables used inside of a function are *local* to that function
 - Even if they have the same name as variables that appear outside that function
- The only way for a function to see a variable from another function is for that variable to be passed in as a *parameter*

Function Syntax with Parameters

- A function definition looks like this:

function name: follows same naming rules as variable names



(no special characters, can't start with a number, no keywords, etc.)

```
def fxnName (formalParameters) :  
  # body of the function
```



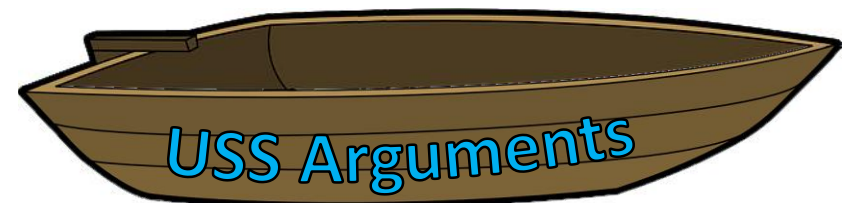
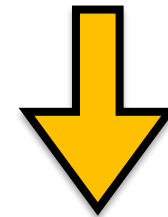
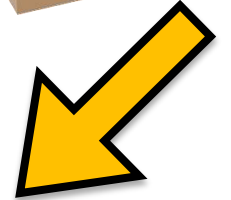
the formal parameters that the function takes in – **can be empty!**

Formal Parameters

- The *formal parameters*, like all variables used in the function, are only accessible in the body of the function
- Variables with identical names elsewhere in the program are distinct from those inside the function body
 - We call this the “*scope*” of a variable

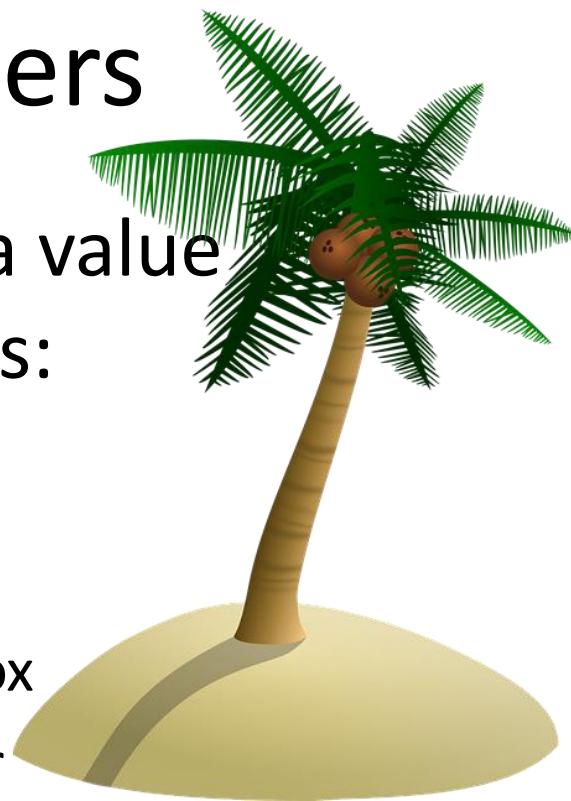
Scope: Passing Parameters

- If variables are boxes, passing a value in as a formal parameter entails:
 - Extracting the value
 - Sending it to the called function
 - Where it will be stored in a new box
 - Named after the formal parameter



Scope: Passing Parameters

- If variables are boxes, passing a value in as a formal parameter entails:
 - Extracting the value
 - Sending it to the called function
 - Where it will be stored in a new box
 - Named after the formal parameter
- Each function is its own separate “island,” with its own variables (boxes that can hold unique values)



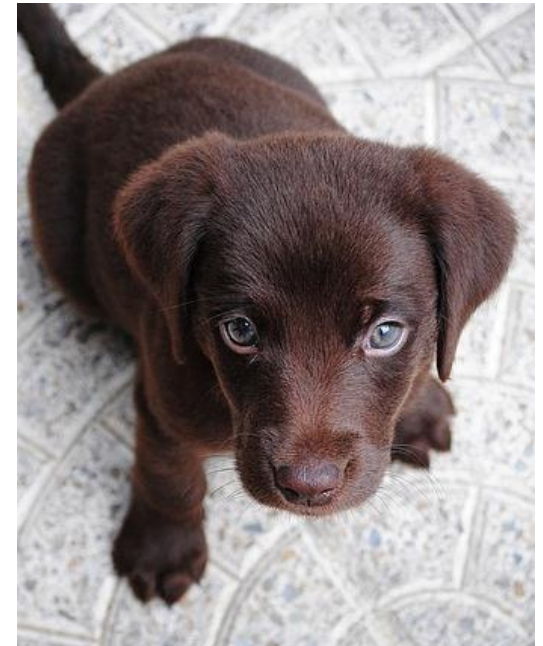
Example of Scope

- This is our president, Freeman A. Hrabowski III
 - According to Wikipedia, he is a “a prominent American educator, advocate, and mathematician” and has been the President of UMBC since 1992
 - He will also take you up to the roof of the Admin building to show off the campus



Example of Scope

- This is my (fictional) dog, a Chesapeake Bay Retriever also named Hrabowski
 - He know how to “sit” and “fetch,” and his favorite toy is a squeaky yellow duck
 - He tries really hard, but has yet to actually catch his tail



Example of Scope

- We have two very different things, both of which are called Hrabowski:
 - UMBC’s President Hrabowski
 - My (fictional) dog Hrabowski
- Inside the **scope** of this classroom, we might talk about “the tricks Hrabowski learned”
 - This only makes sense within the correct scope!

Example of Scope

- In the same way, a variable called **person** inside the function **sing()** is completely different from a variable called **person** in **main()**
- The **sing()** function has one idea of what the **person** variable is, and **main()** has another
- It depends on the context, or “scope” we are in

Calling Functions with Parameters

Calling with Parameters

- In order to call a function that has parameters, use its name, and inside the parentheses place the argument(s) you want to pass

```
myFunction("my string", numVar)
```

- These variables are the *arguments* (the values) that are passed to the function

Code Trace: Parameters

```
def happy():  
    print("Happy birthday to you!")  
def sing(person): ← formal parameter  
    happy()  
    happy()  
    print("Happy birthday, dear", person, "...")  
    happy()  
  
def main():  
    sing("Maya") ← function argument  
    print()  
    sing("Luke") ← function argument  
  
main()
```

Python and Function Calls

- When Python comes to a function call, it initiates a four-step process:
 1. The calling program *suspends execution* at the point of the call
 2. The *formal parameters* of the function get assigned the values supplied by the *arguments* in the call
 3. The body of the function is *executed*
 4. *Control* is returned to the point just after where the function was called

Code Trace: Parameters

- Let's trace through the following code:

```
    sing ("Maya")  
    print ()  
    sing ("Luke")
```

- When Python gets to the line `sing ("Maya")`, execution of `main` is temporarily suspended
- Python looks up the definition of `sing ()` and sees it has one formal parameter, `person`

Initializing Formal Parameters

- The *formal parameter* is assigned the value of the *argument*
- When we call `sing("Maya")`, it as if the following statement was executed in `sing()`

```
person = "Maya"
```

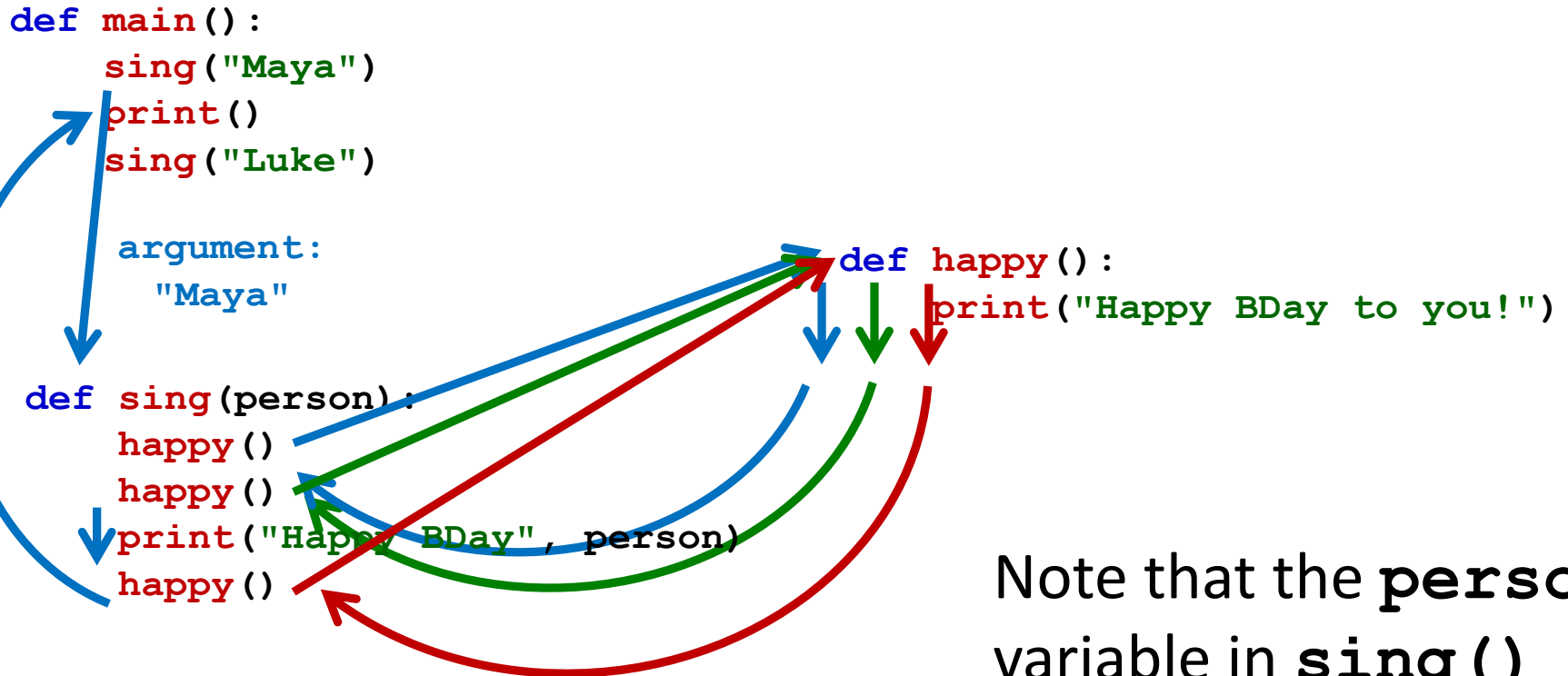

Code Trace: Parameters

- Next, Python begins executing the body of the `sing()` function
 - First statement is another function call, to `happy()` – what does Python do now?
 - Python suspends the execution of `sing()` and transfers control to `happy()`
 - The `happy()` function's body is a single `print()` statement, which is executed
 - Control returns to where it left off in `sing()`

Code Trace: Parameters

- Execution continues in this way with two more “trips” to the `happy()` function
- When Python gets to the end of `sing()`, control returns to...
 - `main()`, which picks up...
 - where it left off, on the line immediately following the function call

Visual Code Trace



Note that the **person** variable in **sing()** disappeared after we exited the function!

Local Variables

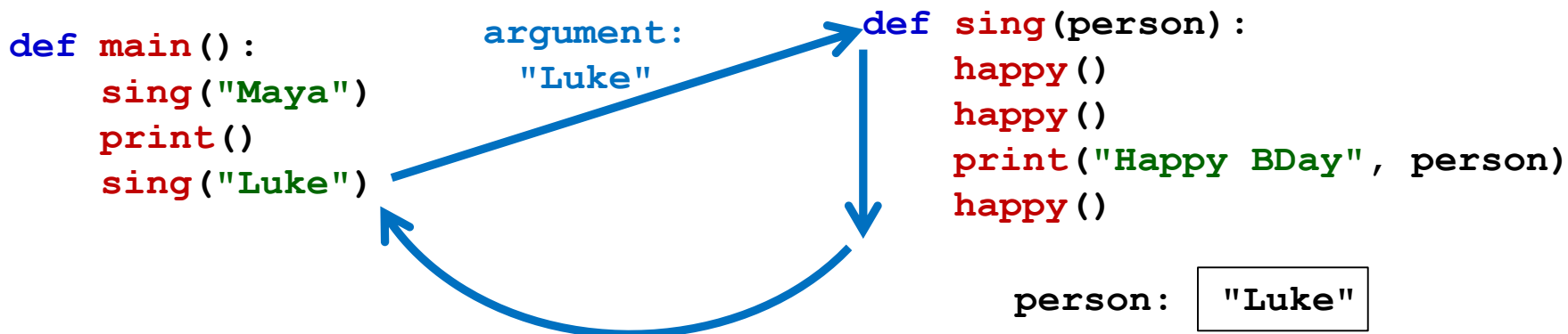
- When a function exits, the local variables (like **person**) are deleted from memory
- If we call **sing()** again, a new **person** variable will have to be re-initialized
 - Local variables do **not** retain their value between function calls

Code Trace: Parameters

- Next statement in `main ()` is the empty call to `print ()`, which simply produces a blank line
- Python sees another call to `sing ()`, so...
 - It suspends execution of `main ()`, and...
 - Control transfers to...
the `sing ()` function
 - With the argument...

"Luke"

Visual Code Trace

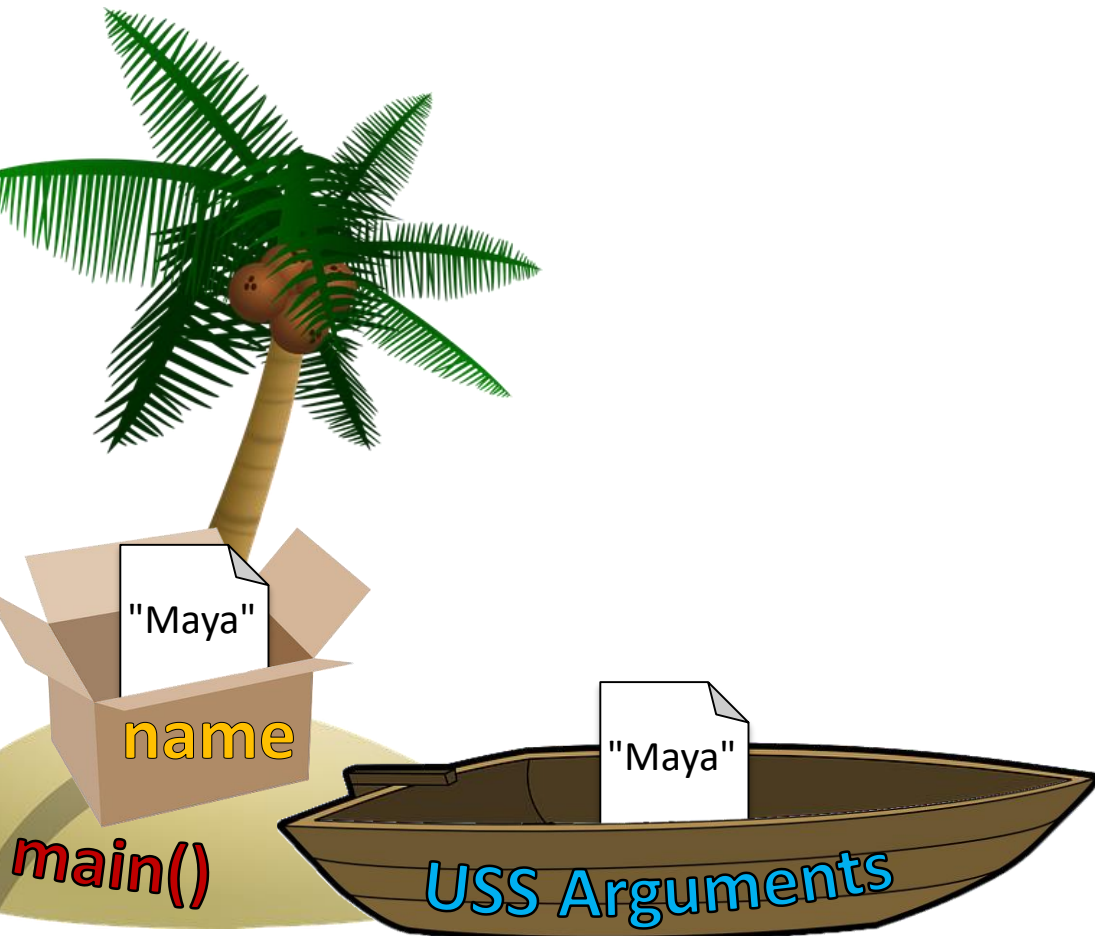


- The body of `sing()` is executed with the argument **"Luke"**
 - Including its three side trips to `happy()`
- Control then returns to `main()`

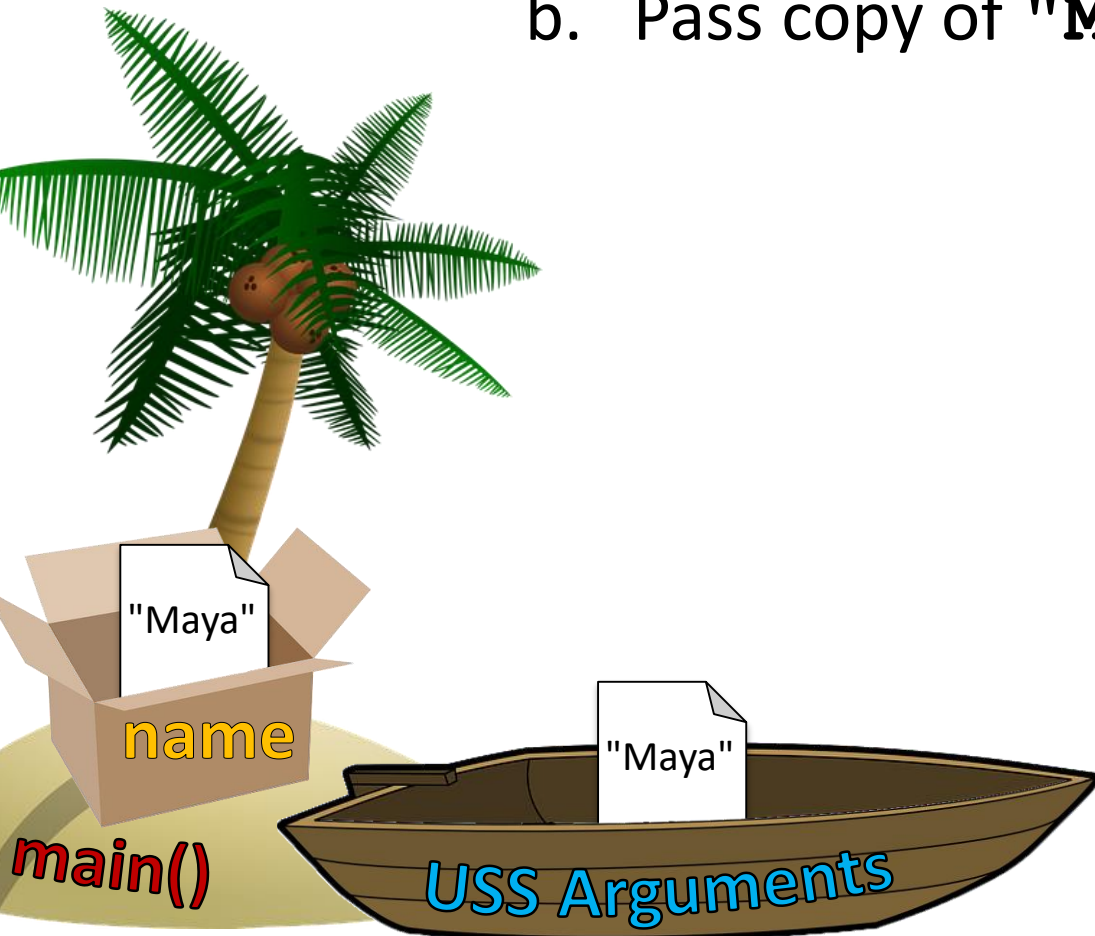
Island Example



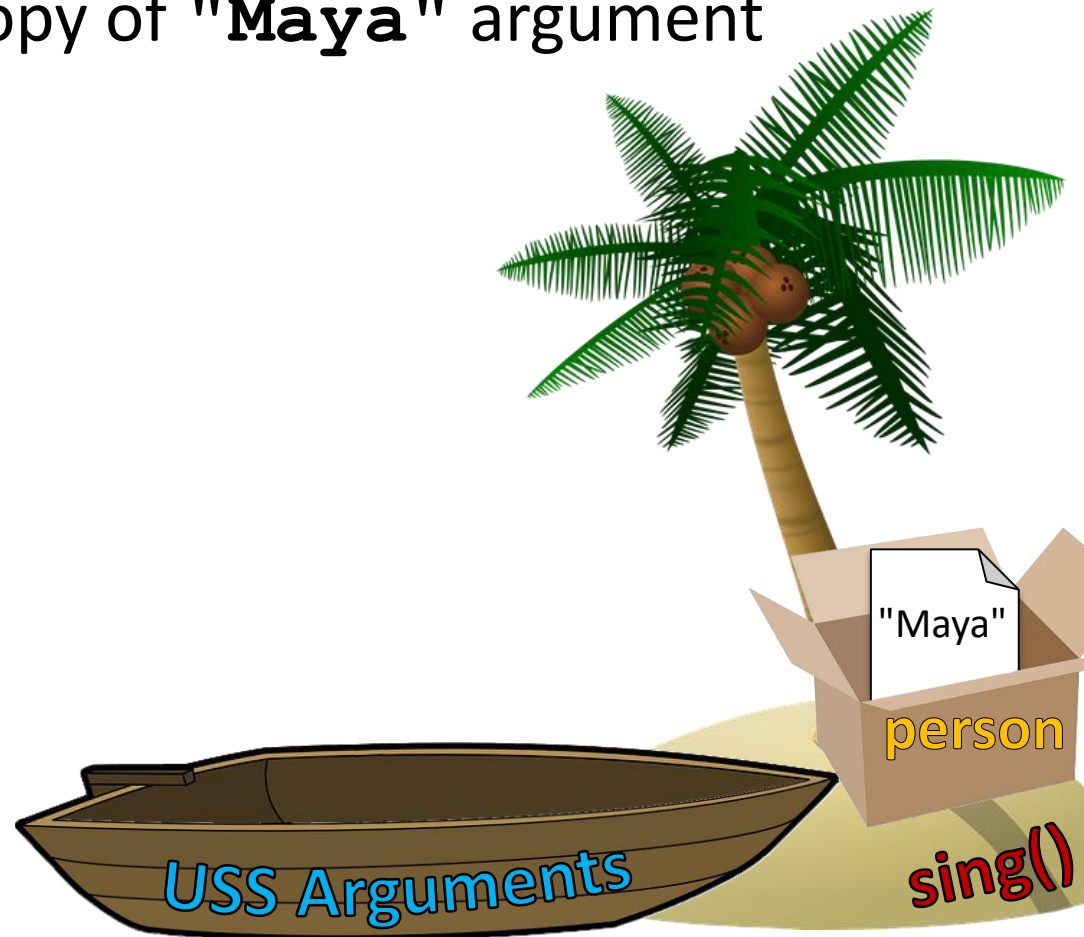
1. Function `sing()` is called
 - a. Make copy of `"Maya"` argument



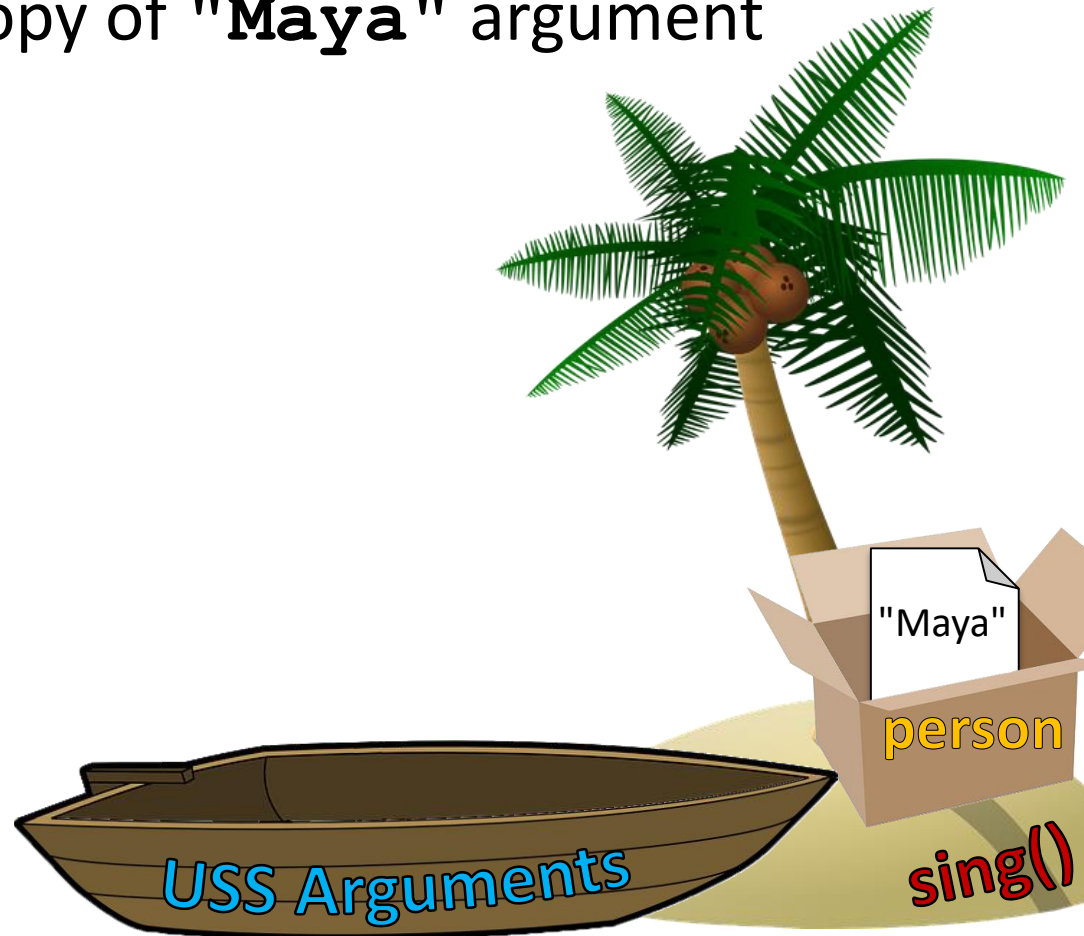
1. Function `sing()` is called
 - a. Make copy of `"Maya"` argument
 - b. Pass copy of `"Maya"` argument



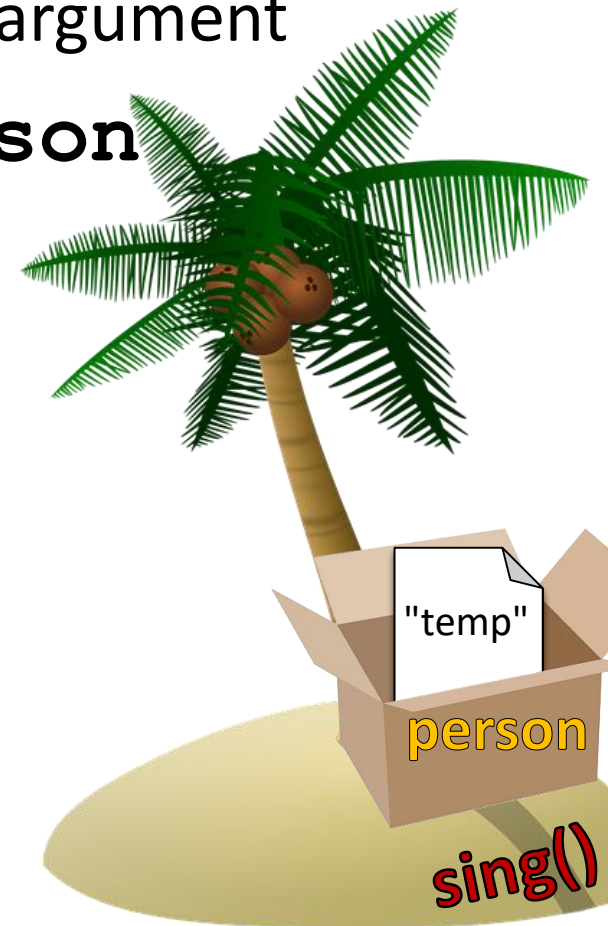
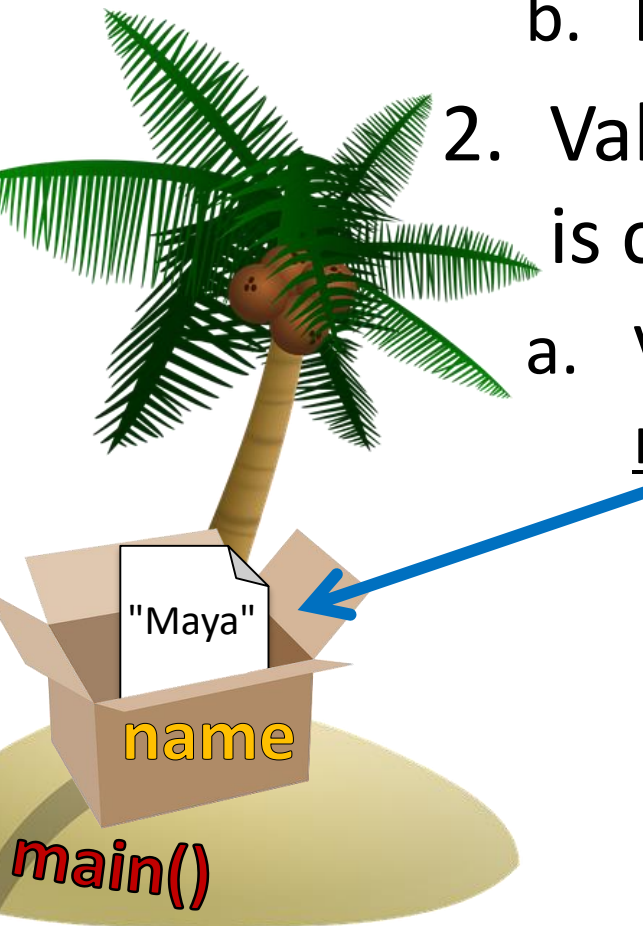
1. Function `sing()` is called
 - a. Make copy of "Maya" argument
 - b. Pass copy of "Maya" argument



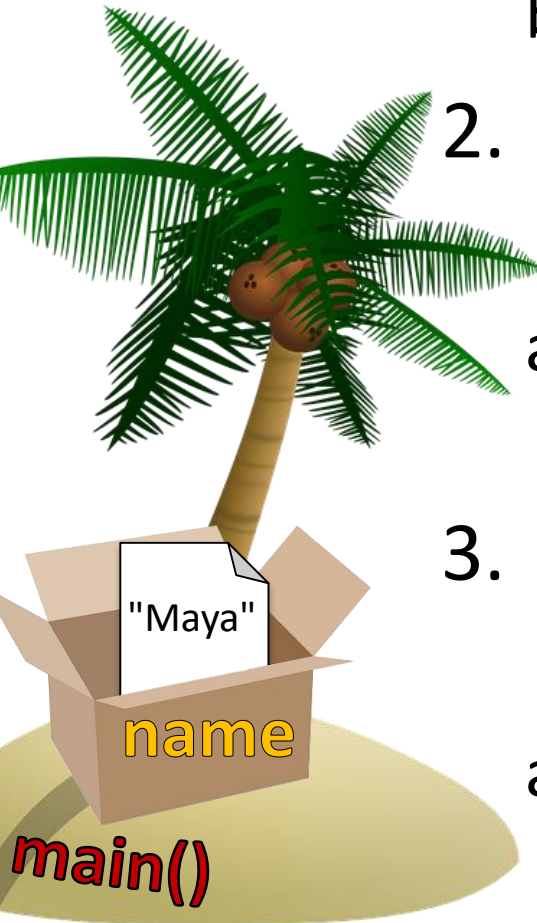
1. Function `sing()` is called
 - a. Make copy of "Maya" argument
 - b. Pass copy of "Maya" argument



1. Function `sing()` is called
 - a. Make copy of `"Maya"` argument
 - b. Pass copy of `"Maya"` argument
2. Value of variable `person` is changed in `sing()`
 - a. Variable `name` does not change in `main()`



1. Function `sing()` is called
 - a. Make copy of "**Maya**" argument
 - b. Pass copy of "**Maya**" argument
2. Value of variable **person** is changed in `sing()`
 - a. Variable **name** does not change in `main()`
3. When `sing()` exits, that copy of **person** disappears
 - a. And any other variables local to `sing()`



Multiple Parameters

Multiple Parameters

- One thing we haven't discussed is functions with *multiple parameters*
- When a function has more than one parameter, the formal parameters and the arguments are matched up based on **position**
 - First argument becomes the first formal parameter, etc.

Multiple Parameters in `sing()`

- Let's add a second parameter to `sing()` that will take in the person's age as well
- And print out their age in the song

```
def sing(person, age):  
    happy()  
    happy()  
    print("Happy birthday, dear", person, "...")  
    print("You're", age, "years old now...")  
    happy()
```

Multiple Parameters in `sing()`

- What will happen if we use the following call to the `sing()` function in `main()`?

```
def main():  
    sing("Maya", 7)  
  
main()
```

- It will print out:

```
linux1[7]~% python3 birthday.py  
Happy birthday to you!  
Happy birthday to you!  
Happy birthday, dear Maya ...  
You're 7 years old now...  
Happy birthday to you!
```

Assigning Parameters

- Python is simply assigning the first argument to the first formal parameter, etc.

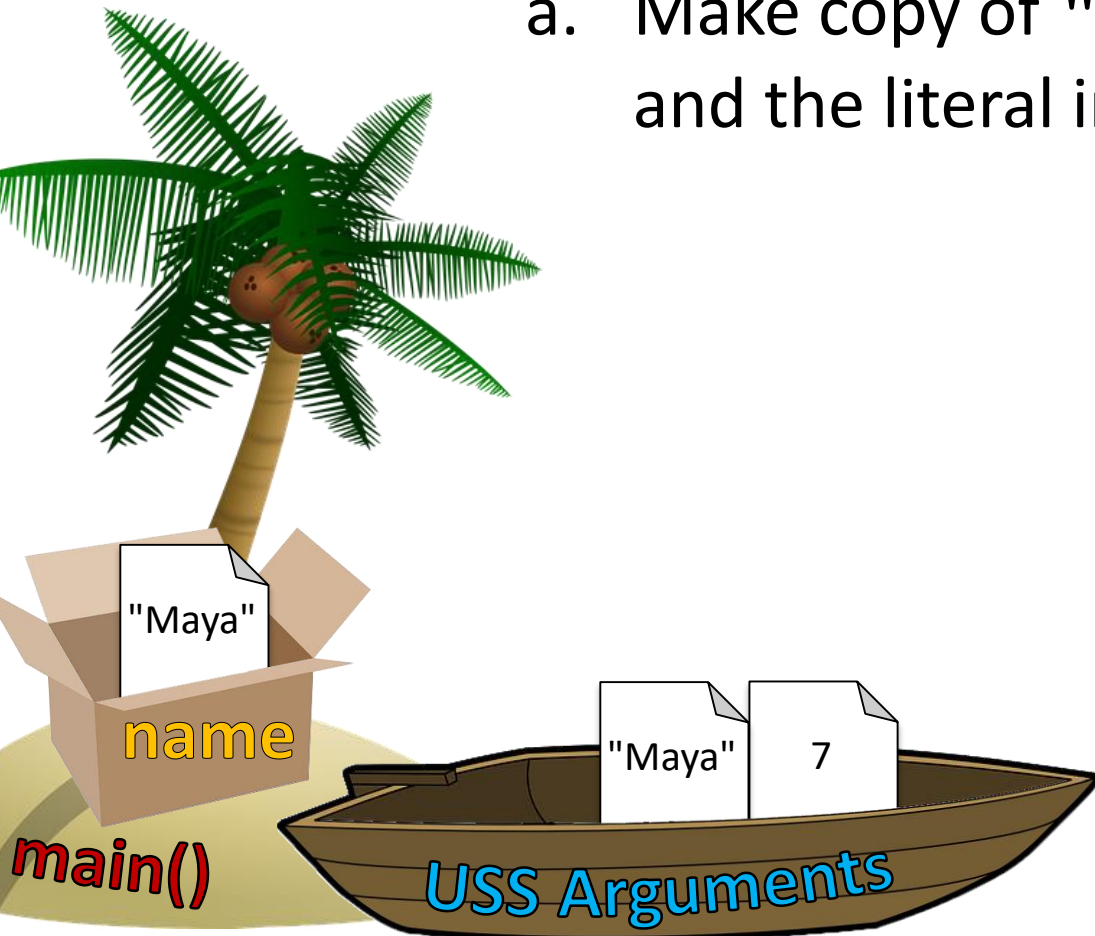
```
sing("Maya", 7) # function call
```

```
def sing(person, age):  
    # function body goes here
```

Two blue arrows point from the arguments in the function call above to the parameters in the function definition below. One arrow points from the string "Maya" to the parameter 'person', and the other points from the number 7 to the parameter 'age'.

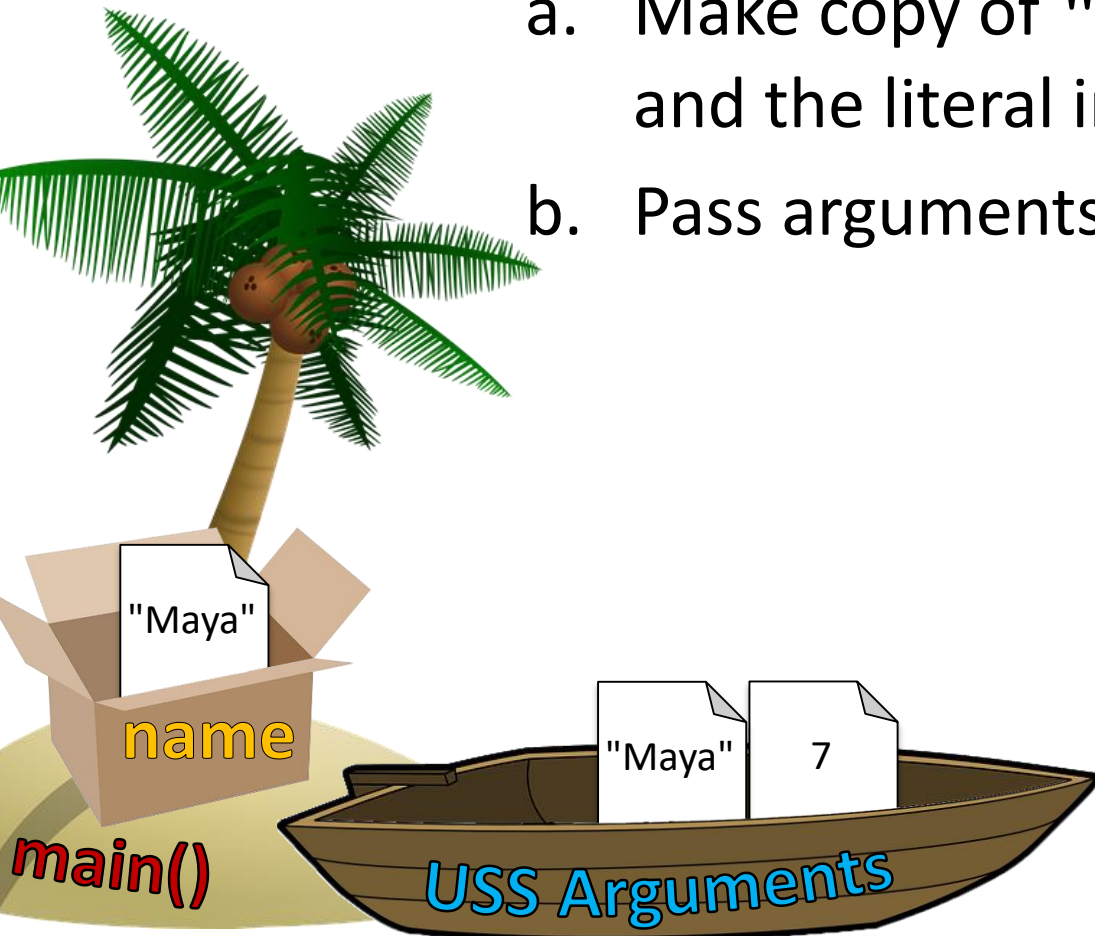
1. Function `sing()` is called
(with two formal parameters)

a. Make copy of "**Maya**" argument,
and the literal integer 7



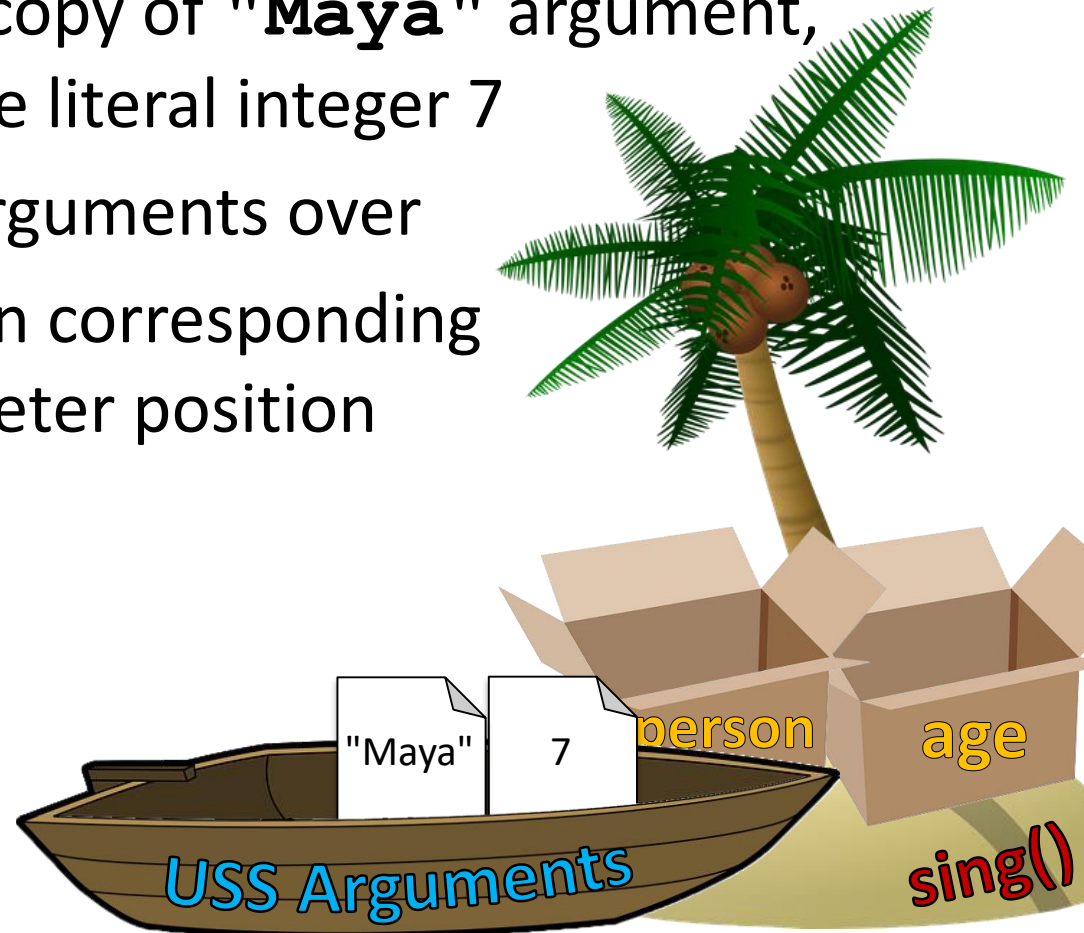
1. Function `sing()` is called
(with two formal parameters)

- a. Make copy of "**Maya**" argument,
and the literal integer 7
- b. Pass arguments over



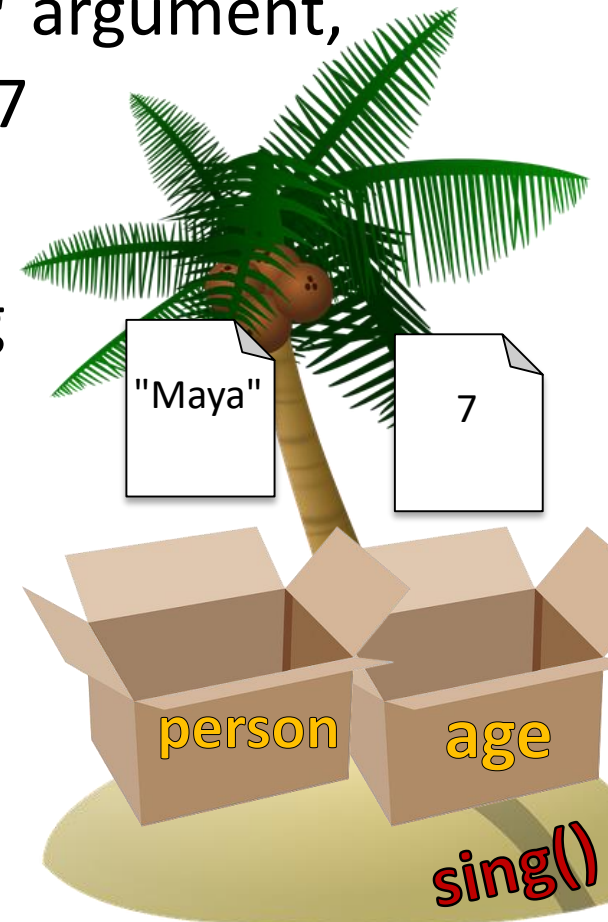
1. Function `sing()` is called
(with two formal parameters)

- Make copy of "**Maya**" argument,
and the literal integer 7
- Pass arguments over
- Store in corresponding
parameter position



1. Function `sing()` is called
(with two formal parameters)

- Make copy of "**Maya**" argument, and the literal integer 7
- Pass arguments over
- Store in corresponding parameter position



Parameters Out-of-Order

- What will happen if we use the following call to the `sing()` function in `main()`?

```
def main():  
    sing(7, "Maya")  
  
main()
```

- It will print out:

```
linux1[8]% python3 birthday.py  
Happy birthday to you!  
Happy birthday to you!  
Happy birthday, dear 7 ...  
You're Maya years old now...  
Happy birthday to you!
```


Parameters Out-of-Order

- Python isn't smart enough to figure out what you meant for your code to do
 - It only understands the exact code
- That's why it matches up arguments and formal parameters based only on their order

Daily emacs Shortcut

- **CTRL+_**
 - (Control + Shift + Hyphen)
 - Undoes the last change
 - Use again to undo the change before, etc.
- Any action other than undo “breaks the chain”
 - Using **CTRL+_** at that point will start redoing
 - This can get messy, so be careful

Tracking File Editing

- At the bottom of the emacs window, info about the file is displayed

- Asterisks mean the file has been edited

```
-UU-:**--F1  nailPolish.py
```

- An un-edited file simply has dashes instead

```
-UU-:----F1  nailPolish.py
```

Announcements

- HW 4 is out on Blackboard now
 - Due by Friday (March 8th) at 11:59:59 PM
- Midterm is in class, next class
 - Survey #1 will be released later this week as well

Image Sources

- Red toy robot:
 - <https://pixabay.com/p-295165/>
- Birthday dogs:
 - <https://pixabay.com/p-1190015/>
- Cardboard box:
 - <https://pixabay.com/p-220256/>
- Wooden ship (adapted from):
 - <https://pixabay.com/p-307603/>
- Coconut island (adapted from):
 - <https://pixabay.com/p-1892861/>
- Retriever puppy (adapted from):
 - <https://pixabay.com/p-1082141/>