## Lecture 6: Parameterized Functions

CS 51P
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## Review: Defining Functions

-Why?

- There's some useful operation that you want to do over and over and over
- Easier to read/understand
- Easier to modify/change/debug
- How?



## Review: Calling Functions

```
def sum_squares():
    num = int(input("pos int?\n"))
    sum = 0
    for i in range(1, num+1):
    sum = sum + num**2
    return num
sum = sum_squares()
print(sum)
# or
print(sum_squares())
```


## Main functions

- By convention, the only code that goes in the body of a Python file is the twoline program

- The rest of the program is defined in a function called main()
- (or in other functions!)

```
def sum_squares():
    num = int(input("pos int?\n"))
    sum = 0
    for i in range(1, num+1):
    sum = sum + num**2
    return num
def main():
    sum = sum_squares()
    print(sum)
if __name__ == "__main__":
```


## Boolean Return Values

- Functions can evaluate to a value of any type
- ...So functions can be Boolean expressions
- ...So functions can be conditions!
- We've actually seen this before
- e.g., if str.isdigit(input_string):


## Example

- Define a function called good_choice() that asks the user for a positive integer and evaluates to True if the user enters 13 and False if they enter anything else?
- We want to be able to use the function as follows:

```
def main():
    if good_choice():
        print("yay")
    else:
        print("boo")
```


## Exercise

$$
\begin{aligned}
& \text { def mystery(): } \\
& \text { x = input() } \\
& \text { i = } 0 \\
& \mathrm{~m}=1 \\
& \mathrm{n}=0 \\
& \text { for } c \text { in } x \text { : } \\
& \text { if i == } 0 \text { and } c==\text { '-': } \\
& \mathrm{m}=2 \\
& \text { elif c == '.': } \\
& \mathrm{n}=\mathrm{n}+1 \\
& \text { elif not str.isdigit(c): } \\
& \text { return False } \\
& \mathbf{i}=\mathbf{i}+1 \\
& \text { return } \mathrm{i} \text { >= } \mathrm{m} \text { and } \mathrm{n} \text { <= } 1
\end{aligned}
$$

- What does the function mystery() do?
- What would be better names for the variables $\mathrm{x}, \mathrm{i}, \mathrm{m}$, and n ?

What if you wanted your good_choice function to be able to check for numbers other than 13 ?

## Parameterized Functions

- Functions can be defined with parameters, special variables that can be used inside the function and that are defined when the function is called
- Defining a parameterized function:

- Calling a parameterized function:

$$
\mathrm{b}=\text { good_choice }(13 \% \text { argument }
$$

## Example

- Define a function called square that takes a number $n$ (an int or float) as a parameter and returns that number squared
- Define a function called sum_squares that takes a number n (an int). If the number is a positive int, it returns the sum of the squares $1, \ldots, n$. Otherwise it returns 0 .


## Exercise

- Define a function is_pos_int that takes a string and returns True if the string represents an integer value and False otherwise
- Write a main function that uses the functions get_pos_int and sum_squares to get a positive integer from the user and then print the sum of the squares from 1 to that number


## Multi-parameter Functions

- Define a function called area that takes two numbers I and $w$ (an int or float) as parameters and returns the area of a rectangle with length I and width $w$
- Note: parameters can also be optional!


## Docstrings

- "A docstring is a string literal that occurs as the first statement in a module, function, class, or method definition."
- every file should start at the top with a multiline comment that gives the author, date, description of what the code does
- every function header should be followed by a multiline comment that describes what the function does, specifies any input parameters, and specifies the return type/value

```
def square(n):
    | || |
    Computes the square of n
    :param n (int or float): a number
    :return (int or float): n*n
    || || |
    return n * n
```

