

# Functions and Modules

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# Last week recap

- ▶ The print function
- ▶ Variables
  - ▶ Assignment operator =
  - ▶ Variable types
- ▶ The input function

# What is a function?

- ▶ A function is like a mini-program: it takes some information, and performs some action
- ▶ Variables passed into a function are called *arguments*
- ▶ Functions in python are called like:  
`functionname(argument1, argument2)`

# Two types of functions

- ▶ **Void function:** simply performs some action
  - ▶ `print('This is a void function')`
- ▶ **Value-returning function:** performs some processing, then “returns” a value
  - ▶ `x = input('This function returns a string: ')`
  - ▶ `y = type(x)`

# Multiple function arguments

- ▶ Many functions take more than 1 argument
- ▶ Order matters!
- ▶ Some arguments may be optional

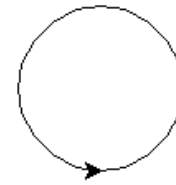
# Example function: turtle circle

`circle(radius, extent=None, steps=None)`

- ▶ First argument sets the circle radius
- ▶ Second argument sets extent of circle (degrees to draw)  
- this is optional, defaults to whole circle
- ▶ Third argument sets number of “sides” in circle - this is optional, defaults to a large number

# Example function: turtle.circle

```
# Draw circle of radius 50  
circle(50)
```



```
# Draw semicircle of radius 50  
circle(50, 180)
```



```
# Draw semicircle of radius 50 with 20 sides  
circle(50, 180, 20)
```

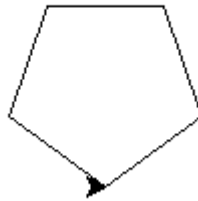


# Named arguments

- ▶ Can override order of arguments by naming them

`circle(radius, extent=None, steps=None)`

`circle(steps=5, radius=50)`





# Class functions

- ▶ Sometimes a variable has functions attached to it, which we call using the period operator

```
alex = turtle.Turtle()
```

```
alex.circle(50)
```

- ▶ This happens when a variable points to a type of data called a “class”
- ▶ We will cover this in more detail later
- ▶ For now, just think of the variable as part of the function name

# Where do functions come from?

- ▶ Built in to python (print, input, int)
- ▶ Imported from modules
- ▶ Written yourself

# Modules

- ▶ Modules are collections of functions
- ▶ Many “standard” modules were automatically installed when you downloaded python
- ▶ Other modules can be installed by downloading them using the python “pip” program

# Installing a module: pafy

- ▶ Open the command prompt (win+r, type cmd)
- ▶ `cd C:\Python34\Scripts`
- ▶ `pip.exe install pafy`
  
- ▶ That's it! Almost every popular package can be installed this way

# Using a module

- ▶ Even if a module is installed, python doesn't automatically know about it
- ▶ We need to *import* module we want to use (either from the standard library or installed with pip)
- ▶ Simplest way:  

```
import pafy
```
- ▶ Then we call functions as `pafy.function()`

# Example: pafy

```
import pafy
video = pafy.new("dQw4w9WgXcQ")
print(video)
```

# Example: math

```
import math  
math.exp(3)  
math.cos(3.14159)
```

# Example: censusname

```
import censusname  
censusname.generate()
```



# Example: pyowm

```
import pyowm
```

```
owm = pyowm.OWM('3d58b22a95a92c1f69f37c372844ecea')
```

```
report = owm.weather_at_place('Princeton, NJ')
```

```
weather = report.get_weather()
```

```
print(weather)
```

```
print(weather.get_wind())
```

```
print(weather.get_temperature('fahrenheit'))
```

# Example: twython

```
import twython
```

```
twitter = twython.Twython([my secret keys])
```

```
obama = twitter.get_user_timeline(screen_name="BarackObama")
```

```
print(obama[0]['text'])
```

```
twitter.update_status(status="Tweeting from python!")
```

# Other ways to import modules

`from math import *`

- ▶ This imports all math functions, and we can use them without writing “math.” first
- ▶ Downside: can get confusing if you import many modules

`from math import cos`

- ▶ Imports only a single function (which we can call without writing “math.” first)
- ▶ Good if you only need a single function from a module

# Writing your own functions

- ▶ Why write your own functions? Why not just write a single program?
- ▶ 1) Might want to perform some set of statements multiple times with different arguments
  - `doSomethingComplicated('A')`
  - `doSomethingComplicated('B')`
- ▶ 2) Makes your program easier to understand and easier to collaborate on with others

# Function syntax

```
def functionName(arguments):  
    statement  
    statement  
    return variable    # if a value-returning function
```

- ▶ Note that all function statements must be indented with either a tab or spaces (not both!)
  - ▶ IDLE will automatically indent lines for you
- ▶ Let's try some examples...

# Defining vs. calling function

- ▶ Can *define* a function (with `def` command) only once
- ▶ This just specifies what a function does, but doesn't actually execute any instructions
- ▶ We can then *call* a function with actual values for the arguments as many times as we want
- ▶ This is when the function is actually executed

# Local variables

- ▶ What happens if we try to create a variable in a function, then try to use it outside the function?
- ▶ What happens if we try change the value of a variable passed in as an argument?
- ▶ What happens if we try to access a variable from the main program in a function?

# Local variables

- ▶ Variables inside a function (including its names for the arguments) are *local* to the function and can't be used outside it
- ▶ Similarly, variables in the main program are *local* to the main program and can't be used within functions
- ▶ The part of a program where a variable lives is called its *scope*



# Local variables

- ▶ Local variables are actually one of the best things about functions
- ▶ When you call a function, it is guaranteed not to mess with your variables
- ▶ If a function happens to have a variable with the same name as something you're using, there's no conflict
- ▶ [There is an exception to this involving classes, which we'll cover later]

# Global variables

- ▶ It is possible to create variables that are seen by all functions
- ▶ Almost always a terrible idea - can be very hard to keep track of who's changing the variable
- ▶ One exception: constant values that all functions need to read (but not write)

# Assignment

- ▶ Write two functions that compute the area and perimeter of a rectangle given its two side lengths
- ▶ Prompt the user to input the side lengths, then print the area and perimeter
- ▶ Extra credit: install a new module and use a function from it
  - ▶ See PyPI
  - ▶ Some possibilities: NameThatColor, Cheetah, FridayThe13th