PRG – PROGRAMMING ESSENTIALS

Lecture 3 – Program structure, Functions
https://cw.fel.cvut.cz/wiki/courses/be5b33prg/start

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RECAP: LOOPS – FOR, WHILE



On each iteration or pass of the loop:

- Check to see if there are still more items to be processed
- If there are none left (the terminating condition of the loop)
 the loop has finished
- If there are items still to be processed, the loop variable is updated to refer to the next item in the list
- Program continues at the next statement after the loop body
- To explore: early break, or for else loop, while loop

```
for n in range(2, 10):
    for x in range(2, n):
        if n % x == 0:
            print(n, 'equals', x, '*', n/x)
            break
```

```
for n in range(2, 10):
    for x in range(2, n):
        if n % x == 0:
            print( n, 'equals', x, '*', n/x)
            break
else:
        # loop fell through without finding a factor
        print(n, 'is a prime number')
```

- Recommendation: early return / early break
- Special condition: FOR ELSE
- Explore on your own: for, in, while, if, else, break, continue



PROGRAM STRUCTURE



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- 1. Global definitions section
- 2. Function definitions / classes definitions section
- 3. Sequence of instructions section (here the main section)



PROGRAM STRUCTURE



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```
Function
definitions

Main section

Wain section

The example.py ×

Global

# Gather our code in a main() function

# Command line args are in sys argv[1], sys argv[2]...

# Standard boilerplate to call the main() function to begin

# the program.

# The program
```

- When python interpreter runs a source file as main program,
 it sets __name__ variable to have a value "__main__"
- If being imported from another module, __name__ will be set to the module's name



PROGRAM STRUCTURE



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- sys access to exit(), argv, stdin, stdout, ...
- re regular expressions
- os operating system interface, file system

You can find the documentation of all the Standard Library modules and packages at http://docs.python.org/library.

• Use import to include functions / classes from other modules



EXAMPLE



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/

```
acample.py
                                                                             Run 🛑 example
                                                                                      /opt/local/bin/python3.6 "/Users/mich
      #!/usr/bin/env python
                                                                                      Hello there /Users/michalreinstein/Di
                                                                                       n = ...2
      #.import.modules.used.here.--.sys.is.a.very.standard.one
                                                                                      2 is a prime number
      import sys
                                                                                       n = 3
                                                                                       x = 2
                                                                                      3 is a prime number
      #.Gather.our.code.in.a.main().function
      def main():
                                                                                       n = 4
          print('Hello there', sys.argv[0])
                                                                                       x = ...2
                                                                                       4 equals 2 * 2
          # Command line args are in sys.argv[1], sys.argv[2] ...
          # sys.argv[0] is the script name itself and can be ignored
          for n in range(2, 10):
              for x in range(2, n):
                                                                                       5 is a prime number
                  print('x = ', x)
                                                                                       n = ...6
                  if n.% x == .0:
                                                                                       x = ...2
                      print(n, 'equals', x, '*', n.//.x)
                                                                                      6 equals 2 * 3
                      break
              else:
                  print(n, 'is a prime number')
      #.Standard.boilerplate.to.call.the.main().function.to.begin
                                                                                       7 is a prime number
      # the program.
      if .__name__ :== : '__main__':
          main()
                                                                                      8 equals 2 * 4
                                                                                       n = ...9
                                                                                       x = ...2
                                                                                       x = ...3
                                                                                      9 equals .3 * .3
                                                                                       Process finished with exit code 0
```

FUNCTION DEFINITION



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def NAME(PARAMETERS):
 STATEMENTS

- Function = named sequence of statements belonging together
- Header line: begins with a keyword def, ends with a colon:
- Body: one or more statements, each indented the same amount
- Parameter list: empty or any number of comma separated parameters (can have default value)
- Any name except for keywords and illegal identifiers
- Any number of statements inside the function, but indented from the def (standard indentation of four spaces)
- Function may or may not produce a result

WHY FUNCTIONS?

 Organize program into chunks that match how we think about the problem

- Code re-using without copy-paste
- Enforcing logical structure into the code
- Easier debugging
- Code readability



LIBRARIES, MATH ...

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```
Python Console
                   /opt/local/bin/python3.6 /Applicat 🦫
                                                          # Special Variables
                   Pyatth 3.6.3 (default, Oct 5 2017
Import module
                          import math
                                                             __ = {str} "
Call sqrt() function
                          a = math.sqrt(9)
                                                          ₩ ___ = {str} "
                          radius = 3
Use variable p
                                                          area = math.pi*radius**2
                          print(area)
                                                          38 area = {float} 28.274333882308138
                   28.274333882308138
                                                          \mathbb{R} radius = {int} 3
                    In[4]:
```

https://docs.python.org/3.4/library/math.html

DOCSTRINGS



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- Docstrings are meant for documentation (if the first thing after the function header is string then treated as docstring)
- Key way to document our functions
- Concept of abstraction (need to know the interface)
- Formed using triple-quoted strings
- Different from comments: retrievable by Python tools at runtime (comments are completely eliminated during parsing)

FLOW OF EXECUTION



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Swapping variables

```
Python Console

/opt/local/bin/python3.6./Applications/PyCharm.a
Python 3.6.3 (default, Oct 5 2017, 23:34:28)

In[2]:.x.=.7
In[3]:.y.=.10

X In[5]:.print(x)

10
In[6]:.print(y)
7
```

- Flow of execution = order of statements execution (begins at the first statement of the program)
- Statements are executed one at a time, in order from top to bottom (but read the flow, not top to bottom!)
- Python evaluates expressions from left to right (during assignment right-hand side is evaluated first)
- Function calls are like a detour in the flow of execution
- We can define one function inside another
- Function definitions do not alter the flow of execution



FUNCTIONS CALLING FUNCTIONS



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- Functions hide complex computation behind a single command and capture abstraction of the problem.
- Functions can simplify a program
- Creating a new function can make a program shorter by eliminating repetitive code



FUNCTIONS CALLING FUNCTIONS



```
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#!/usr/bin/env python
def compute_area_rectangle(height, width):
                                                                          Function guard
   :param height: height of rectangle (m)
   :type height: float
   :param width: width of rectangle (m)
   :type width: float
   :return: area of rectangle (m^2)
   assert height.>= .0.and width.>= .0, 'Length.cannot.be.negative'
   return height * width
                      /opt/local/bin/python3.6 "/Users/michalreinstein/Disk
def.compute_area_square(side_
                        Google/TEACHING/BE5B33PRG_2017/examples/example_02.py"
   return.compute_area_recta
                      Input square side length (m)
                       Traceback (most recent call last):
if ___name__ .== .'__main__':
                         File "/Users/michalreinstein/Disk Google/TEACHING/BE5B33PRG_2017/examples/example_02.py",
   square_side_length = floa
   print(compute_area_square
                        line 25, in <module>
                           print(compute_area_square(square_side_length))
                         File "/Users/michalreinstein/Disk Google/TEACHING/BE5B33PRG_2017/examples/example_02.py",
                        line 20, in compute_area_square
                           return compute_area_rectangle(side_length, side_length)
                         File "/Users/michalreinstein/Disk Google/TEACHING/BE5B33PRG_2017/examples/example_02.py",
                        line 15, in compute_area_rectangle
                           assert height >= 0 and width >= 0, 'Length cannot be negative'
                       AssertionError: Length cannot be negative
                       Process finished with exit code 1
```

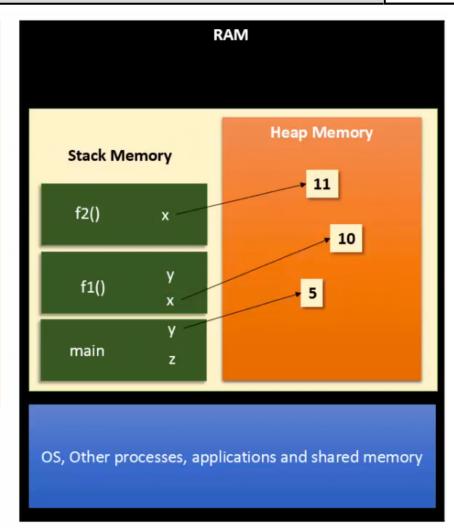


FUNCTIONS CALLING FUNCTIONS



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```
#!/usr/bin/env.python
                     def f1(x):
                                           . . . . x . *= . 2
                                                   \int_{0}^{\infty} \int_{0
  🖒 . . . return.y
                  def f2(x):
                                   ...x += .1
👌 . . . return x
                  pif .___name___ :== :'___main___':
                                                                                                    . y . = . 5
                                                                                                                            z = f1(y)
                                                                                                                            print(z)
```





FUNCTIONS WITH ARGUMENTS



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```
>>> abs(5)
5
>>> abs(-5)
5

>>> pow(2, 3)
8
>>> pow(7, 4)
2401
```

```
>>> max(7, 11)
11
>>> max(4, 1, 17, 2, 12)
17
>>> max(3 * 11, 5**3, 512 - 9, 1024**0)
503
```

- Most functions require arguments (named arguments, default values)
- More than one argument: e.g. pow(base, exponent)
- Functions like range, int, abs all return values that can be used to build more complex expressions
- Function that returns value is called a fruitful function
- Opposite of a fruitful function is void function (procedure)

LOCAL VARIABLES



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```
def final_amt(p, r, n, t):
    a = p * (1 + r/n) ** (n*t)
    return a
```

If we try to use a, outside the function, we'll get an error:

```
>>> a
NameError: name 'a' is not defined
```

- When a variable is created inside a function, it is local and cannot be used outside (shadowing names)
- The variable a is local to final_amt
- Local variables only exist while the function is being executed
 - this is called variable lifetime
- Parameters are local and act like local variables

FRUITFUL FUNCTIONS

```
Temporary variable

def area(radius):

b = 3.14159 * radius**2

return b
```

```
def area(radius):
    return 3.14159 * radius * radius
```

- Functions such as abs, pow, int, max, range, produce results
- Return statement of fruitful functions includes a return value
- Temporary variables like b above make debugging easier

FRUITFUL FUNCTIONS

```
def absolute_value(x):
    if x < 0:
        return -x
    else:
        return x</pre>
```

```
def absolute_value(x):
    if x < 0:
        return -x
    return x</pre>
```

```
def bad_absolute_value(x):
    if x < 0:
        return -x
    elif x > 0:
        return x
```

```
>>> print(bad_absolute_value(0))
None
```

- · Multiple return statements, one in each branch of conditional
- Code after return is called dead code, or unreachable code
- All Python functions return None whenever they do not return another value.



BOOLEAN FUNCTIONS



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```
def is_divisible(x, y):
    """ Test if x is exactly divisible by y """
    if x % y == 0:
        return True
    else:
        return False
```

```
def is_divisible(x, y):
    return x % y == 0
```

Boolean functions are often used in conditional statements:

```
if is_divisible(x, y):
    ... # Do something ...
else:
    ... # Do something else ...
```

- Functions that return Boolean values
- Give Boolean functions names that sound like yes/no questions, e.g. is_divisible
- Condition of the if statement is itself a Boolean expression

EXAMPLE



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- Return statement in the middle of a for loop control immediately returns from the function
- EXAMPLE: Let us assume that we want a function which looks through a list of words. It should return the first 2-letter word. If there is not one, it should return "Nothing found"

PROGRAM DEVELOPMENT



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distance =
$$\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

- Incremental development technique avoid long debugging sessions by adding and testing only a small amount of code at a time.
- EXAMPLE: We want to find the distance between two points, given by the coordinates (x1, y1) and (x2, y2). (Pythagorean theorem)

What are the inputs (parameters)? What is the output (return value)?

PROGRAM DEVELOPMENT

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Define interface

def distance(x1, y1, x2, y2):
 return 0.0

>>> distance(1, 2, 4, 6) 0.0

Process parameters

>>> distance(1, 2, 4, 6) 0.0

Temporary variables

>>> distance(1, 2, 4, 6) 0.0

Return result

def distance(x1, y1, x2, y2):
 dx = x2 - x1
 dy = y2 - y1
 dsquared = dx*dx + dy*dy
 result = dsquared**0.5
 return result

>>> distance(1, 2, 4, 6) 5.0



PROGRAM DEVELOPMENT



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```
import math

def distance(x1, y1, x2, y2):
    return math.sqrt( (x2-x1)**2 + (y2-y1)**2 )
```

```
>>> distance(1, 2, 4, 6)
5.0
```

- Start with a working skeleton program and make small incremental changes (analyze errors)
- Use temporary variables to refer to intermediate values for easy inspection
- Once the program is working, explore options and parameters
- Consolidate multiple statements to make shorter code, refactor for readability

GLOSSARY

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These are the terms you should explore and know:

- Argument
- Header
- Body
- Docstring
- Flow of execution
- Frame
- Function
- Function call
- Function composition
- Function definition

- Fruitful function
- Header line
- Import statement
- Lifetime
- Local variable
- Parameter
- Refactor
- Stack diagram
- Traceback (stack trace)
- void function

Learning with Python 3 - chapter 4.8

http://openbookproject.net/thinkcs/python/english3e/functions.html

EXAMPLE



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The formula for computing the final amount if one is earning compound interest is given on Wikipedia as

$$A = P\left(1 + \frac{r}{n}\right)^{nt}$$

Where.

- P = principal amount (initial investment)
- r = annual nominal interest rate (as a decimal)
- n = number of times the interest is compounded per year
- t = number of years

Write a Python program that assigns the principal amount of \$10000 to variable P, assign to n the value 12, and assign to r the interest rate of 8%. Then have the program prompt the user for the number of years t that the money will be compounded for. Calculate and print the final amount after t years.

$$A = P\left(1 + \frac{r}{n}\right)^{nt}$$

Where,

- P = principal amount (initial investment)
- r = annual nominal interest rate (as a decimal)
- . n = number of times the interest is compounded per year
- t = number of years

```
def final_amt(p, r, n, t):
    """
    Apply the compound interest formula to p
    to produce the final amount.
    """

a = p * (1 + r/n) ** (n*t)
    return a  # This is new, and makes the function fruitful.

# now that we have the function above, let us call it.
toInvest = float(input("How much do you want to invest?"))
fnl = final_amt(toInvest, 0.08, 12, 5)
print("At the end of the period you'll have", fnl)
```

- Will be evaluated and returned to the caller as the "fruit"
- Input prompt from user (type conversion from string to float)
- Arguments for 8% interest, compounded 12 times per year, for 5 years period
- <u>NOTE</u>: It is as if p = tolnvest is executed when final_amt is called (variable name in the caller does not matter, in final_amt the name is p with lifetime until return)

EXAMPLE



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$$A = P\left(1 + \frac{r}{n}\right)^{nt}$$

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```

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REFERENCES

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This lecture re-uses selected parts of the OPEN BOOK PROJECT

Learning with Python 3 (RLE)

http://openbookproject.net/thinkcs/python/english3e/index.html available under <u>GNU Free Documentation License</u> <u>Version 1.3</u>)

- Version date: October 2012
- by Peter Wentworth, Jeffrey Elkner, Allen B. Downey, and Chris Meyers (based on 2nd edition by Jeffrey Elkner, Allen B. Downey, and Chris Meyers)
- Source repository is at https://code.launchpad.net/~thinkcspy-rle-team/thinkcspy/thinkcspy3-rle
- For offline use, download a zip file of the html or a pdf version from http://www.ict.ru.ac.za/Resources/cspw/thinkcspy3/