

Computer Science

Class XII (As per CBSE Board)

New
syllabus
2023-24

Chapter 2
Functions



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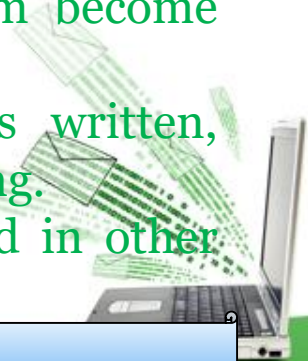
Function Introduction

A function is a programming block of codes which is used to perform a single, related task. It only runs when it is called. We can pass data, known as parameters, into a function. A function can return data as a result.

We have already used some python **built in functions** like `print()`, etc and **functions defined in module** like `math.pow()`, etc. But we can also create our own functions. These functions are called **user-defined functions**.

Advantages of Using functions:

1. Program development made easy and fast : Work can be divided among project members thus implementation can be completed fast.
2. Program testing becomes easy : Easy to locate and isolate a faulty function for further investigation
3. Code sharing becomes possible : A function may be used later by many other programs this means that a python programmer can use function written by others, instead of starting over from scratch.
4. Code re-usability increases : A function can be used to keep away from rewriting the same block of codes which we are going use two or more locations in a program. This is especially useful if the code involved is long or complicated.
5. Increases program readability : The length of the source program can be reduced by using/calling functions at appropriate places so program become more readable.
6. Function facilitates procedural abstraction : Once a function is written, programmer would have to know to invoke a function only ,not its coding.
7. Functions facilitate the factoring of code : A function can be called in other function and so on...



Types of functions:

1. Built- in functions
2. Functions defined in module
3. User defined functions



1). Built-in Functions:

Functions which are already written or defined in python. As these functions are already defined so we do not need to define these functions. Below are some built-in functions of Python.

Function name **Description**

len() It returns the length of an object/value.

list() It returns a list.

max() It is used to return maximum value from a sequence (list,sets) etc.

min() It is used to return minimum value from a sequence (list,sets) etc.

open() It is used to open a file.

print() It is used to print statement.

str() It is used to return string object/value.

sum() It is used to sum the values inside sequence.

type() It is used to return the type of object.

tuple() It is used to return a tuple.



2). Functions defined in module:

A module is a file consisting of Python code. A module can define functions, classes and variables.

Save this code in a file named mymodule.py

```
def greeting(name):  
    print("Hello, " + name)
```

Import the module named mymodule, and call the greeting function:

```
import mymodule
```

```
mymodule.greeting("India")
```



3). User defined function:

Functions that we define ourselves to do certain specific task are referred as user-defined functions because these are not already available.



Creating & calling a Function (user defined)/Flow of execution

A function is defined using the `def` keyword in python. E.g. program is given below.

```
def my_own_function():  
    print("Hello from a function")
```

} #Function block/
definition/creation

#program start here. program code

```
print("hello before calling a function")
```

```
my_own_function() #function calling. now function codes will be executed
```

```
print("hello after calling a function")
```

Save the above source code in python file and execute it

Variable's Scope in function

There are three types of variables with the view of scope.

1. **Local variable** – accessible only inside the functional block where it is declared.
2. **Global variable** – variable which is accessible among whole program using global keyword.
3. **Non local variable** – accessible in nesting of functions, using nonlocal keyword.

Local variable program:

```
def fun():  
    s = "I love India!" #local variable  
    print(s)
```

```
s = "I love World!"
```

```
fun()  
print(s)
```

Output:

```
I love India!  
I love World!
```

Global variable program:

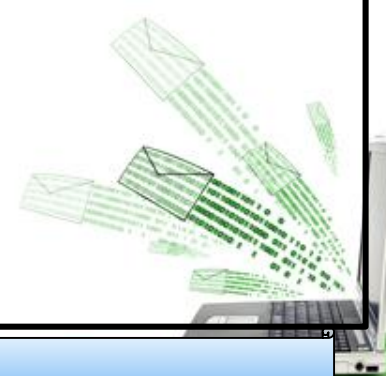
```
def fun():  
    global s #accessing/making global variable for fun()  
    print(s)  
    s = "I love India!" #changing global variable's value  
    print(s)
```

```
s = "I love world!"
```

```
fun()  
print(s)
```

Output:

```
I love world!  
I love India!  
I love India!
```



Variable's Scope in function

#Find the output of below program

```
def fun(x, y): # argument /parameter x and y
    global a
    a = 10
    x,y = y,x
    b = 20
    b = 30
    c = 30
    print(a,b,x,y)
```

a, b, x, y = 1, 2, 3,4

fun(50, 100) #passing value 50 and 100 in parameter x and y of
function fun()



Variable's Scope in function

#Find the output of below program

```
def fun(x, y): # argument /parameter x and y
    global a
    a = 10
    x,y = y,x
    b = 20
    b = 30
    c = 30
    print(a,b,x,y)
```

```
a, b, x, y = 1, 2, 3,4
```

```
fun(50, 100) #passing value 50 and 100 in parameter x and y of function fun()
```

```
print(a, b, x, y)
```

OUTPUT :-

```
10 30 100 50
```

```
10 2 3 4
```



Variable's Scope in function

Global variables in nested function

```
def fun1():  
    x = 100  
    def fun2():  
        global x  
        x = 200  
    print("Before calling fun2: " + str(x))  
    print("Calling fun2 now:")  
    fun2()  
    print("After calling fun2: " + str(x))  
  
fun1()  
print("x in main: " + str(x))
```

OUTPUT:

```
Before calling fun2: 100  
Calling fun2 now:  
After calling fun2: 100  
x in main: 200
```

Variable's Scope in function

Non local variable

```
def fun1():
```

```
    x = 100
```

```
    def fun2():
```

```
        nonlocal x #change it to global or remove this declaration
```

```
        x = 200
```

```
    print("Before calling fun2: " + str(x))
```

```
    print("Calling fun2 now:")
```

```
    fun2()
```

```
    print("After calling fun2: " + str(x))
```

```
x=50
```

```
fun1()
```

```
print("x in main: " + str(x))
```

OUTPUT:

Before calling fun2: 100

Calling fun2 now:

After calling fun2: 200

x in main: 50

Function

Parameters / Arguments Passing and return value

These are specified after the function name, inside the parentheses. Multiple parameters are separated by comma. The following example has a function with two parameters x and y. When the function is called, we pass two values, which is used inside the function to sum up the values and store in z and then return the result(z):

```
def sum(x,y): #x, y are formal arguments
```

```
    z=x+y
```

```
    return z #return the value/result
```

```
x,y=4,5
```

```
r=sum(x,y) #x, y are actual arguments
```

```
print(r)
```

Note :- 1. Function Prototype is declaration of function with name ,argument and return type. 2. A formal parameter, i.e. a parameter, is in the function definition. An actual parameter, i.e. an argument, is in a function call.

Function

Function Arguments

Functions can be called using following types of formal arguments –

- Required arguments/**Positional parameter** - arguments passed in correct positional order
- Keyword arguments - the caller identifies the arguments by the parameter name
- Default arguments - that assumes a default value if a value is not provided to argu.
- Variable-length arguments – pass multiple values with single argument name.

#Required arguments

```
def square(x):  
    z=x*x  
    return z
```

```
r=square()  
print(r)
```

#In above function square() we have to definitely need to pass some value to argument x.

#Keyword arguments

```
def fun( name, age ):  
    "This prints a passed info into this  
function"  
    print ("Name: ", name)  
    print ("Age ", age)  
    return;
```

Now you can call printinfo function
fun(age=15, name="mohak")
value 15 and mohak is being passed to relevant argument based on keyword used for them.

Function

#Default arguments / #Default Parameter

```
def sum(x=3,y=4):
```

```
    z=x+y
```

```
    return z
```

```
r=sum()
```

```
print(r)
```

```
r=sum(x=4)
```

```
print(r)
```

```
r=sum(y=45)
```

```
print(r)
```

#default value of x and y is being used when it is not passed

#Variable length arguments

```
def sum( *vartuple ):
```

```
    s=0
```

```
    for var in vartuple:
```

```
        s=s+int(var)
```

```
    return s;
```

```
r=sum( 70, 60, 50 )
```

```
print(r)
```

```
r=sum(4,5)
```

```
print(r)
```

#now the above function sum() can sum n number of values

Lambda

Python Lambda

A lambda function is a small anonymous function which can take any number of arguments, but can only have one expression.

E.g.

```
x = lambda a, b : a * b  
print(x(5, 6))
```

OUTPUT:

30



Mutable/immutable properties of data objects w/r function

Everything in Python is an object, and every objects in Python can be either mutable or immutable.

Since everything in Python is an Object, every variable holds an object instance. When an object is initiated, it is assigned a unique object id. Its type is defined at runtime and once set can never change, however its state can be changed if it is mutable.

Means a mutable object can be changed after it is created, and an immutable object can't.

Mutable objects: list, dict, set, byte array

Immutable objects: int, float, complex, string, tuple,
frozen set ,bytes



Mutable/immutable properties of data objects w/r function

How objects are passed to Functions

#Pass by reference

```
def updateList(list1):  
    print(id(list1))  
    list1 += [10]  
    print(id(list1))
```

```
n = [50, 60]  
print(id(n))  
updateList(n)  
print(n)  
print(id(n))
```

OUTPUT

```
34122928  
34122928  
34122928  
[50, 60, 10]  
34122928
```

#In above function list1 an object is being passed and its contents are changing because it is mutable that's why it is behaving like pass by reference

#Pass by value

```
def updateNumber(n):  
    print(id(n))  
    n += 10  
    print(id(n))
```

```
b = 5  
print(id(b))  
updateNumber(b)  
print(b)  
print(id(b))
```

OUTPUT

```
1691040064  
1691040064  
1691040224  
5  
1691040064
```

#In above function value of variable b is not being changed because it is immutable that's why it is behaving like pass by value

Functions using libraries

Mathematical functions:

Mathematical functions are available under math module. To use mathematical functions under this module, we have to import the module using import math.

For e.g.

To use sqrt() function we have to write statements like given below.

```
import math
r=math.sqrt(4)
print(r)
```

OUTPUT :

2.0



Functions using libraries

Functions available in Python Math Module

Function	Description	Example
<code>ceil(n)</code>	It returns the smallest integer greater than or equal to n.	<code>math.ceil(4.2)</code> returns 5
<code>factorial(n)</code>	It returns the factorial of value n	<code>math.factorial(4)</code> returns 24
<code>floor(n)</code>	It returns the largest integer less than or equal to n	<code>math.floor(4.2)</code> returns 4
<code>fmod(x, y)</code>	It returns the remainder when n is divided by y	<code>math.fmod(10.5,2)</code> returns 0.5
<code>exp(n)</code>	It returns e^n	<code>math.exp(1)</code> return 2.718281828459045
<code>log2(n)</code>	It returns the base-2 logarithm of n	<code>math.log2(4)</code> return 2.0
<code>log10(n)</code>	It returns the base-10 logarithm of n	<code>math.log10(4)</code> returns 0.6020599913279624
<code>pow(n, y)</code>	It returns n raised to the power y	<code>math.pow(2,3)</code> returns 8.0
<code>sqrt(n)</code>	It returns the square root of n	<code>math.sqrt(100)</code> returns 10.0
<code>cos(n)</code>	It returns the cosine of n	<code>math.cos(100)</code> returns 0.8623188722876839
<code>sin(n)</code>	It returns the sine of n	<code>math.sin(100)</code> returns -0.5063656411097588
<code>tan(n)</code>	It returns the tangent of n	<code>math.tan(100)</code> returns -0.5872139151569291
<code>pi</code>	It is pi value (3.14159...)	It is (3.14159...)
<code>e</code>	It is mathematical constant e (2.71828...)	It is (2.71828...)

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Functions using libraries (System defined function)

String functions:

String functions are available in python standard module. These are always available to use.

For e.g. `capitalize()` function Converts the first character of string to upper case.

```
s="i love programming"  
r=s.capitalize()  
print(r)
```

OUTPUT:

I love programming



Functions using libraries

String functions:

Method	Description
<u>capitalize()</u>	Converts the first character to upper case
<u>casefold()</u>	Converts string into lower case
<u>center()</u>	Returns a centered string
<u>count()</u>	Returns the number of times a specified value occurs in a string
<u>encode()</u>	Returns an encoded version of the string
<u>endswith()</u>	Returns true if the string ends with the specified value
<u>find()</u>	Searches the string for a specified value and returns the position of where it was found
<u>format()</u>	Formats specified values in a string
<u>index()</u>	Searches the string for a specified value and returns the position of where it was found

Functions using libraries

String functions:

Method	Description
<u>isalnum()</u>	Returns True if all characters in the string are alphanumeric
<u>isalpha()</u>	Returns True if all characters in the string are in the alphabet
<u>isdecimal()</u>	Returns True if all characters in the string are decimals
<u>isdigit()</u>	Returns True if all characters in the string are digits
<u>isidentifier()</u>	Returns True if the string is an identifier
<u>islower()</u>	Returns True if all characters in the string are lower case
<u>isnumeric()</u>	Returns True if all characters in the string are numeric
<u>isprintable()</u>	Returns True if all characters in the string are printable
<u>isspace()</u>	Returns True if all characters in the string are whitespaces
<u>istitle()</u>	Returns True if the string follows the rules of a title
<u>isupper()</u>	Returns True if all characters in the string are upper case
<u>join()</u>	Joins the elements of an iterable to the end of the string
<u>ljust()</u>	Returns a left justified version of the string
<u>lower()</u>	Converts a string into lower case
<u>lstrip()</u>	Returns a left trim version of the string
<u>partition()</u>	Returns a tuple where the string is parted into three parts

Functions using libraries

String functions:

Method	Description
<u>replace()</u>	Returns a string where a specified value is replaced with a specified value
<u>split()</u>	Splits the string at the specified separator, and returns a list
<u>splitlines()</u>	Splits the string at line breaks and returns a list
<u>startswith()</u>	Returns true if the string starts with the specified value
<u>swapcase()</u>	Swaps cases, lower case becomes upper case and vice versa
<u>title()</u>	Converts the first character of each word to upper case
<u>translate()</u>	Returns a translated string
<u>upper()</u>	Converts a string into upper case
<u>zfill()</u>	Fills the string with a specified number of 0 values at the beginning