

PyQB

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Functions

Programming in Python¹

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Lecture IV: Functions

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Summary

In Python3

- Variables are names to refer to objects;
- Objects are elements of types, which define the operations that make sense on them;
- Therefore, the basic instructions are the assignment (bind a name to an object), the proper operations for each object, and the commands to ask the services of the operating system;
- One can alter the otherwise strictly sequential execution of instruction with control flow statements: if, for, while.

Remember that in python3, indentation matters (it is part of the syntax).

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Proper operations

- On objects one can apply binary and unary operators: 2 * 3-(-5.0) not True 'foo' + 'bar'...
- There also built-in functions like max(8,5,6), the full list is here: https: //docs.python.org/3/library/functions.html
- (syntactically, commands like print or input cannot be distinguished from other built-in functions)
- Every object has methods that can be applied with the so called dot notation: (3.2).is_integer()
 'foo'.upper() 'xxx'.startswith('z'); the list of which methods an object has is given by dir(object).

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As variables are names for objects, one can also name fragments of code:

```
def cube(x: int) -> int:
    square = x * x
    return square * x
```

Now we have a new operation cube, acting on ints: cube(3). Type hints are optional (and ignored, you can call cube(3.2) or cube('foo')), but very useful for humans (and tools like mypy).

```
# Equivalent
def cube(x):
    square = x * x
    return square * x
```



...

A function computes a result

```
    Returns a useful result

  def concat_with_a_space(string1: str, string2: str) -> str:
     return string1 + ' ' + string2
  # string1 is the _formal_ parameter
  # 'foo' is the _actual_ parameter (like an assignent string1 =
  \hookrightarrow 'foo')
  print(concat_with_a_space('foo', 'bar'))
Return None
  def repeated_print(string: str, repetitions: int) -> None:
     for i in range(0, repetitions):
       print(string)
  repeatedPrint('Hello, world!', 3)
Recursive call:
  def repeatedPrint(string: str, repetitions: int) -> None:
     if repetitions > 0:
       print(string)
       repeatedPrint(string, repetitions - 1)
  repeatedPrint('Hello, world!', 3)
```

One can assign functions to variables:

```
def cube(x: int) -> int:
    square = x * x
    return square * x
```

```
mycube = cube
```

```
print(mycube(3))
print(type(mycube))
```

And short functions can even be expressed as literal expressions (lambda expressions)

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```
cube = lambda y: y*y*y
```



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Naming helps solving



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The tower of Hanoi https://www.mathsisfun.com/games/towerofhanoi.html



Recursive thinking is a powerful problem solving technique and it can be translated to Python thanks to recursive calls. Hanoi moves $A \rightarrow C$:

- In A there is just one disk: move it to C
- Otherwise in A there are n disks (> 1):
 - leap of faith! I suppose to know the moves needed to move n-1 disk; then
 - apply this (supposed) solution to move n − 1 disks from A to B (leveraging on C, empty, as the third pole)
 - move the last disk from A to C
 - apply the (supposed) solution to move n − 1 disks from B to C (leveraging on A, now empty, as the third pole)

This implicit description solve the problem! Finding a non-recursive solution is possible but not that easy.





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In Python

```
def hanoi(n: int, a_from: str, c_to: str,

→ b_intermediate: str) -> None:

if n == 1:

print('Move 1 disk from ' + a_from + ' to ' + c_to)

else:

hanoi(n - 1, a_from, b_intermediate, c_to)

print('Move 1 disk from ' + a_from + ' to ' + c_to)

hanoi(n - 1, b_intermediate, c_to, a_from)
```

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```
hanoi(3, 'A', 'C', 'B')
```

Homework



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• https://classroom.github.com/a/w8eFXVbn

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