



# CSCI 141

Lecture 15

More Scope; Return Values; A4; Tuples

# Announcements

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- A4 out today! Due Wednesday 11/13
  - It's big.
  - It's bad.
  - 11/11 is a holiday.
  - Start early and get help if you're stuck.

# Goals

- Be able to execute functions the way Python does, and understand the implications for local variables and scope.
- Know how to **return** a value from a function, and understand the behavior of the `return` statement.
- Understand the task assigned in A4 and how to approach it.
- Understand the basic usage of **tuples**:
  - using tuples to return multiple values from a function
  - **packing** and **unpacking** via assignment



# QOTD

In which of the lines marked with comments is the variable `v2` in scope?

In which of the lines marked with comments is the variable `v3` in scope?

```
# M1
def a(v1, v2):
    # M2
    v3 = v1 + v2
    # M3
    print(v3)
```

```
# M4
a(4, 6)
# M5
```

# How to Execute Function Calls

```
def axpy(a, x, y):  
    """ Print a*x + y """  
    product = a * x  
    result = product + y  
    print(result)
```

```
a1 = 2  
x1 = 3  
print(axpy(a1, x1, 4))  
print(a1)
```

1. Evaluate all arguments
2. Draw a local "box" inside the current "box"
3. Assign argument values to parameter variables in the local box
4. Execute the function body
5. When done, erase the local box

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```

If multiple variables exist with the same name, use the **innermost** one available.

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# QOTD

- What does this program print?

```
def f(x):  
    g(3 * x)
```

```
def g(x):  
    print(x + 2)
```

```
f(4)
```

# QOTD

To execute a function call:

1. Evaluate all arguments
2. Draw a local "box" inside the current "box"
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What does this program print?

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def f(x):  
    g(3 * x)  
  
def g(x):  
    print(x + 2)  
  
f(4)
```

# Variable Scope

```
1 def print_rectangle_area(width, height):
2     """ Print the area of a width-by-height
3         rectangle """
4
5     area = width * height
6     print(area)
7
8 w = 4
9 h = 3
10 a = w * h
11 print_rectangle_area(w, h)
12
```

What if I want to do **further computation** with the result of the rectangle area?

# Variable Scope

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```

What if I want to do **further computation** with the result of the rectangle area?

It got printed, then it was gone...

# Writing Functions: Syntax

```
def name(parameters):  
    statements
```

Two important questions:

1. How does the function use the arguments (inputs) passed to it?
- 2. How does the function return a value?**



# Returning values

New statement: the `return` statement

Syntax: `return` *expression*

Behavior:

1. *expression* is evaluated
2. the function stops executing further statements
3. the value of expression is returned  
i.e., the function call **evaluates** to the returned value

# Returning values

New statement: the `return` statement

Syntax: `return expression` this can **only** appear inside a function definition!

Behavior:

1. *expression* is evaluated
2. the function stops executing further statements
3. the value of expression is returned  
i.e., the function call **evaluates** to the returned value

# Demo: add2.py

- Make add2 return instead of print
- Assign result to a variable
- function composition: call add2 on the results of add2 calls

# Function Syntax: Summary

def keyword

function name

**def** *name*(*parameters*):

Specification →

*docstring* **inputs**

*statements*

comma-separated list of **parameters**: variable names that will get assigned to the arguments

An indented code block that does any computation, executes any effects, and (optionally) **returns** a value

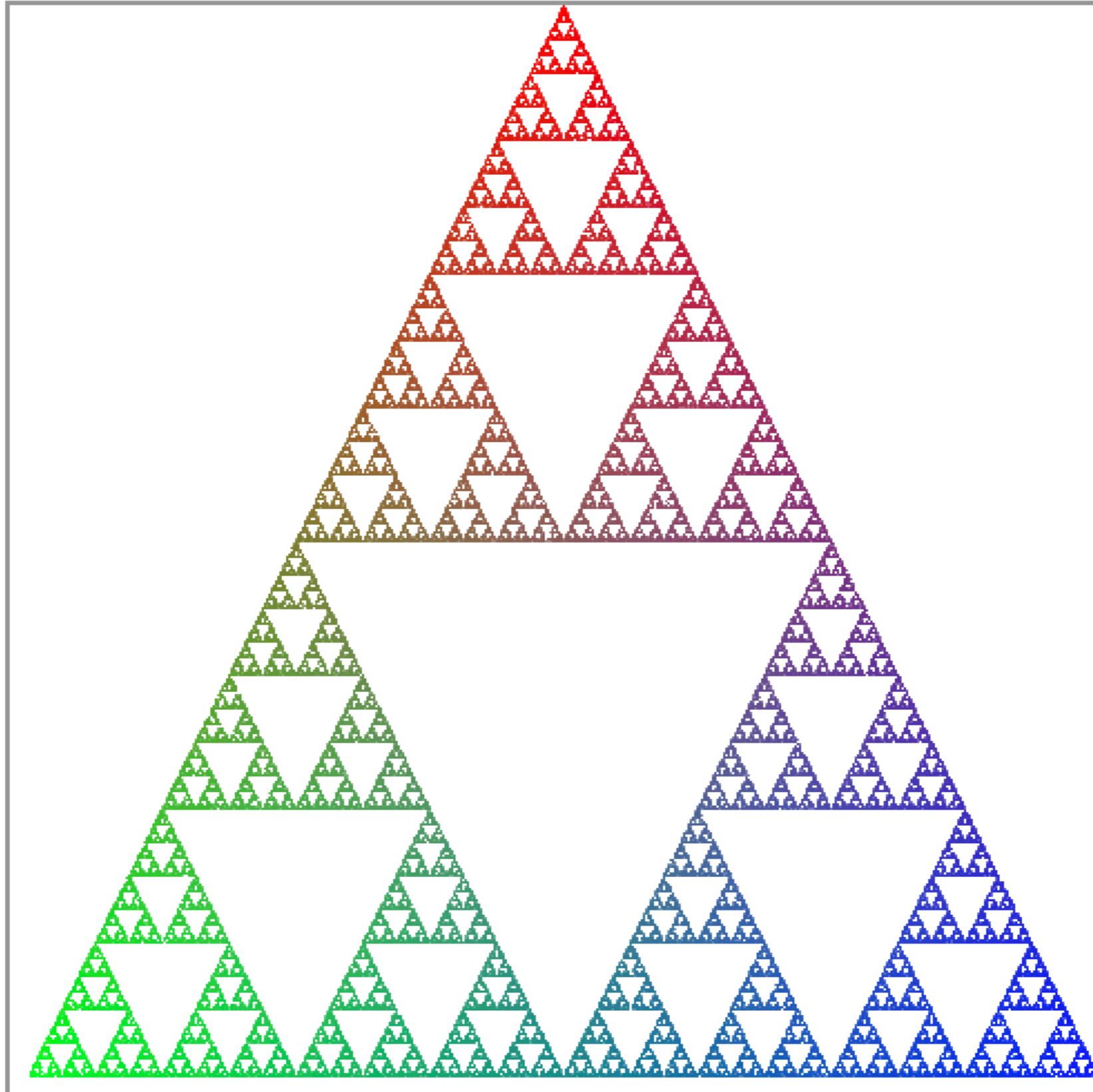
**effects; return value**

# Why are functions great?

- **Concise** - wrap something complicated in an easy-to-use package:
  - define a function once then easily call it anywhere
- **Customizable** - make the easy-to-use package do different things:
  - customize the task your function performs based on its arguments
- **Composable** - use the result of one computation as input to (or as one step in) another.

# A4

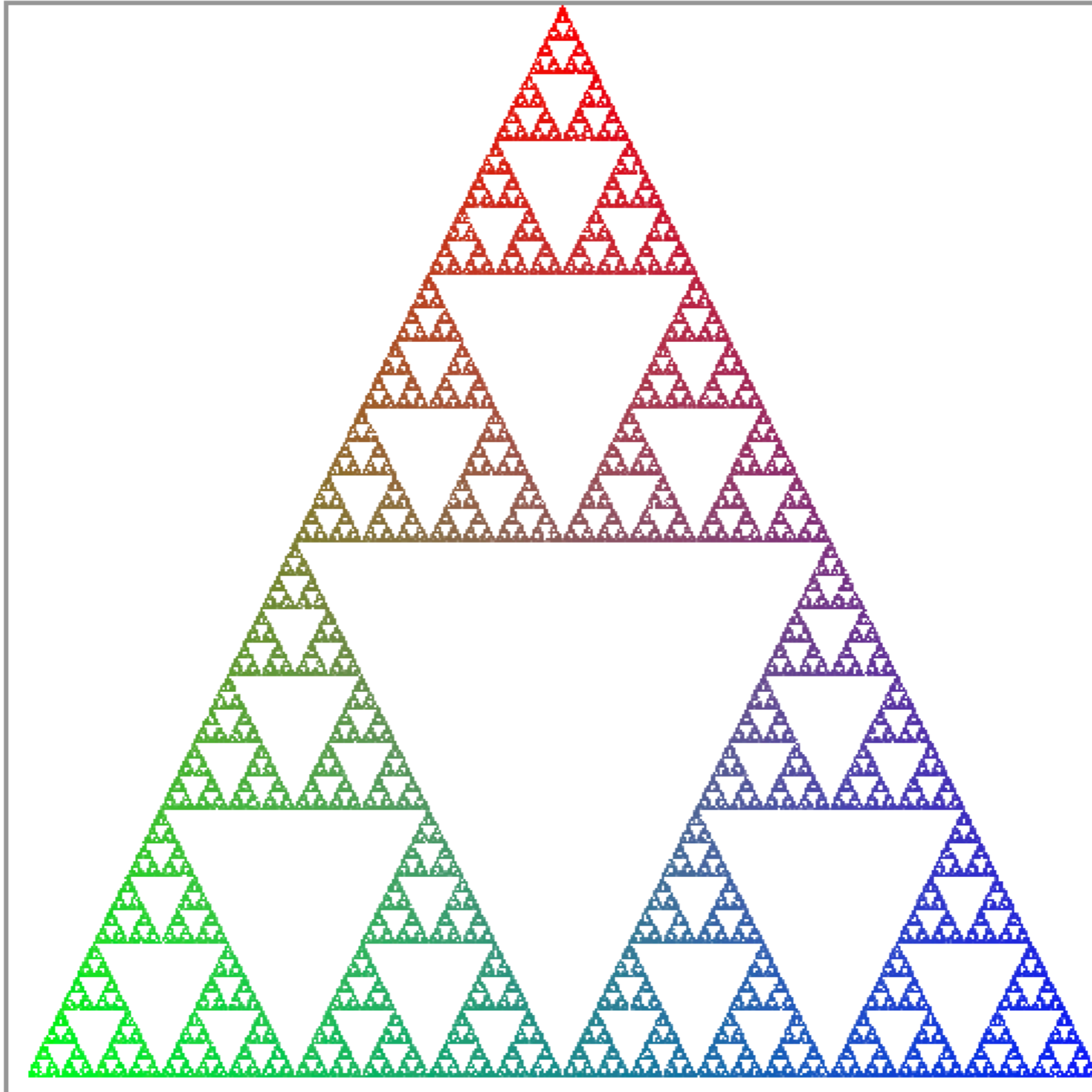
Your task:  
Draw this.



# A4

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Sounds  
simple,  
right?

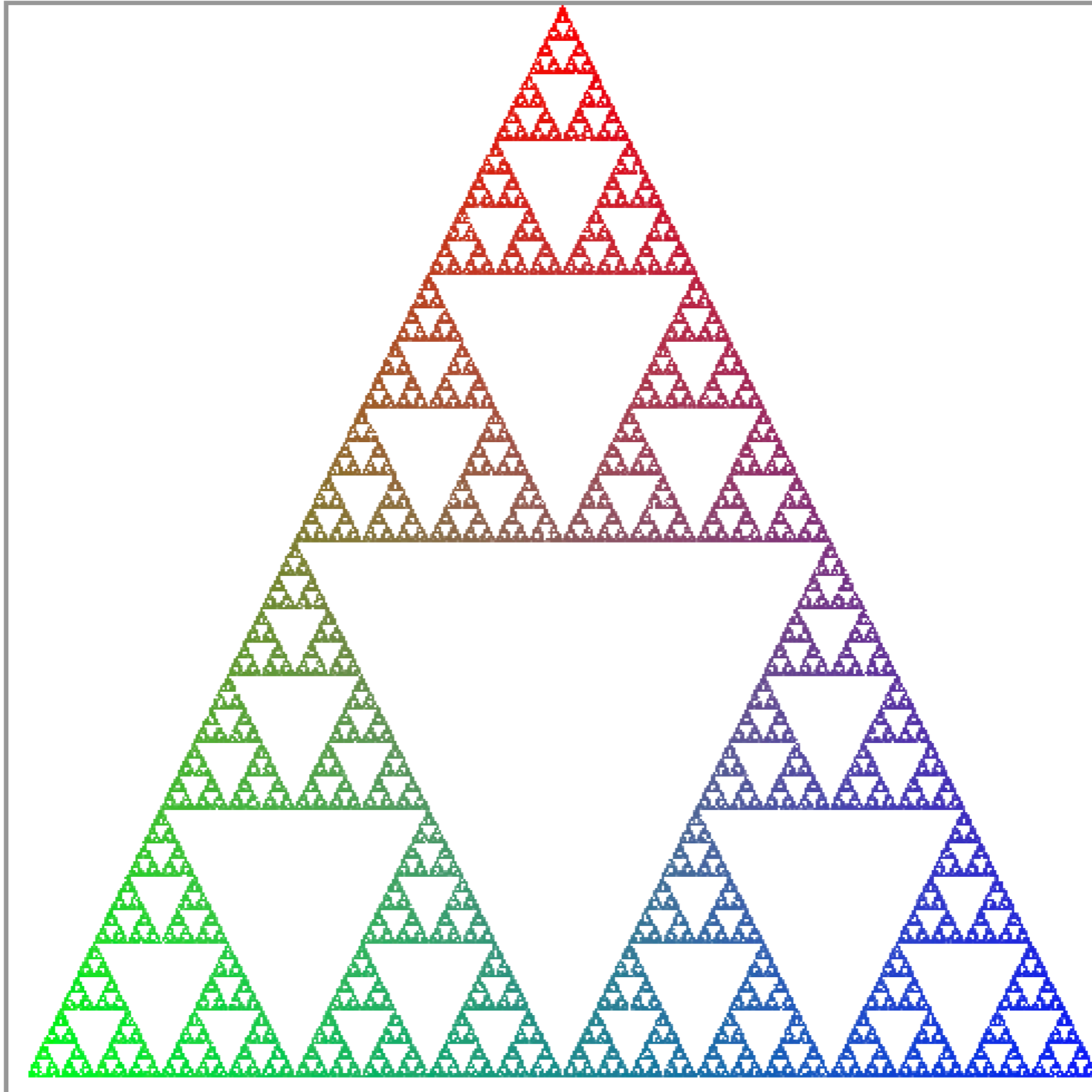


# A4

Your task:  
Draw this.

Sounds  
simple,  
right?

**No.**





# A4: Pseudocode

```
# Let p be a random point in the window
# loop 10000 times:
#     c = a random corner of the triangle
#     m = the midpoint between p and c
#     choose a color for m
#     color the pixel at m
#     p=m
```

This pseudocode draws that crazy triangle thing.

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(demo)

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# A4: Demo

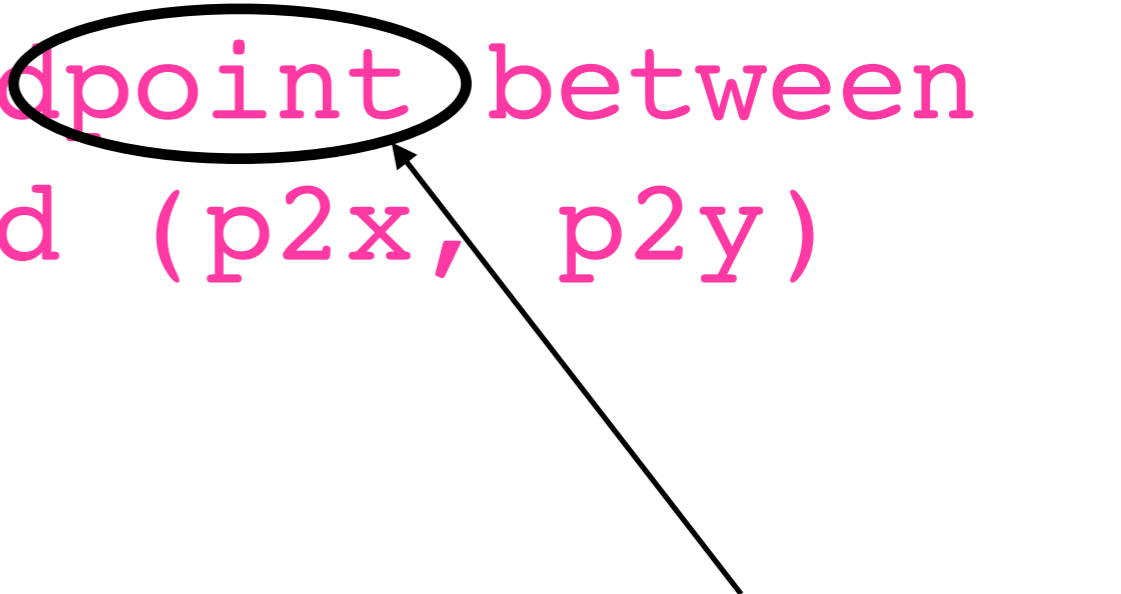
```
# Let p be a random point in the window
# loop 10000 times:
#     c = a random corner of the triangle
#     m = the midpoint between p and c
#     choose a color for m
#     color the pixel at m
#     p=m
```

Demo:

- making up function names

# Midpoint Function

```
def midpoint(p1x, p1y, p2x, p2y):  
    """ Return the midpoint between  
        (p1x, p1y) and (p2x, p2y)  
    """  
    # code here  
  
    (mid_x, mid_y)
```



This is **two**  
things!?  
Can we return  
two things?

# Midpoint Function

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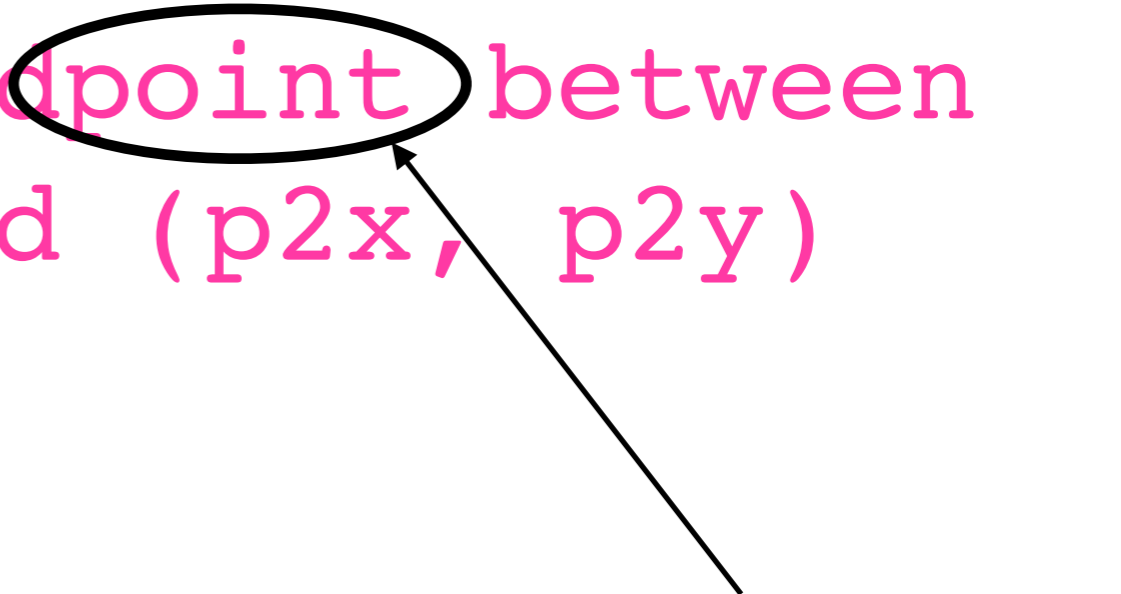
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    """ Return the midpoint between  
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    """  
    # code here  
    # mid_x = . . .  
    # mid_y = . . .
```

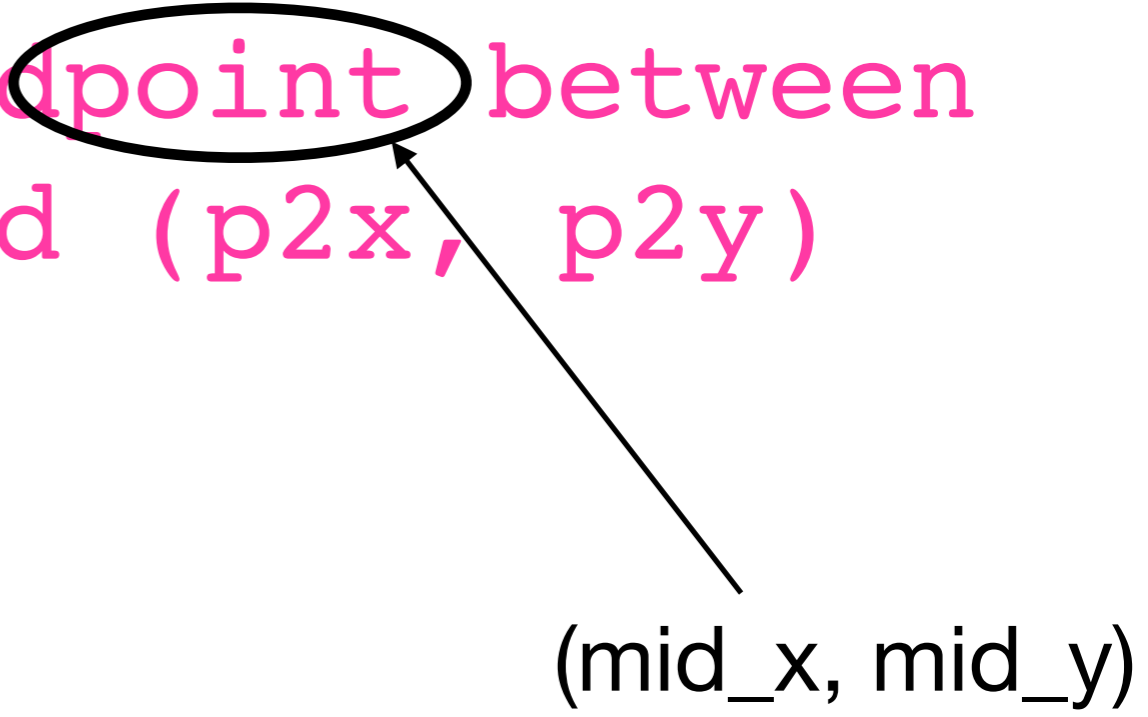


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# Midpoint Function

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    """  
    # code here  
    # mid_x = . . .  
    # mid_y = . . .  
  
    return mid_x, mid_y
```



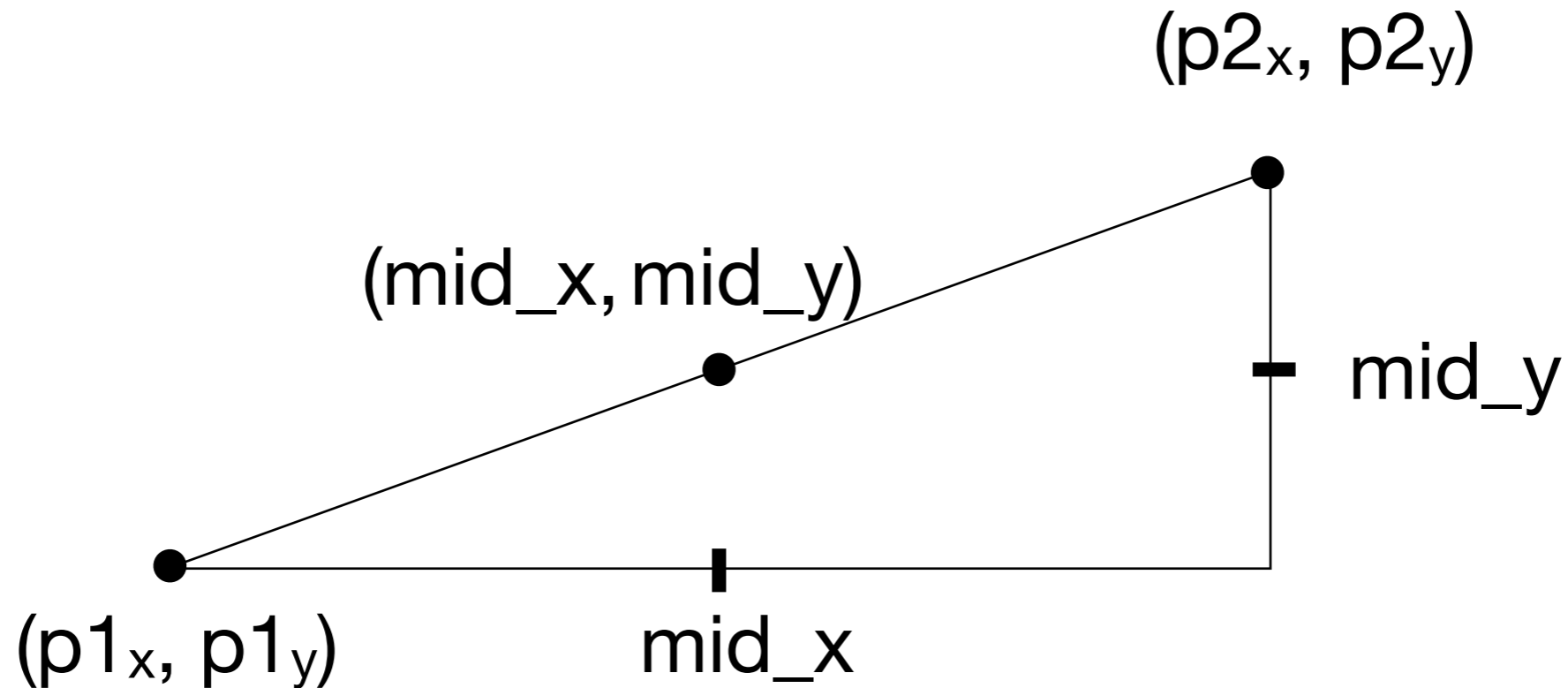
The word "midpoint" in the docstring is circled in black. An arrow points from this circle to the text "(mid\_x, mid\_y)" on the right side of the slide, indicating that the function returns a tuple of the midpoint coordinates.

# Midpoint Function

#  $mid\_x = \dots$

#  $mid\_y = \dots$

Okay, but how do you actually calculate this?



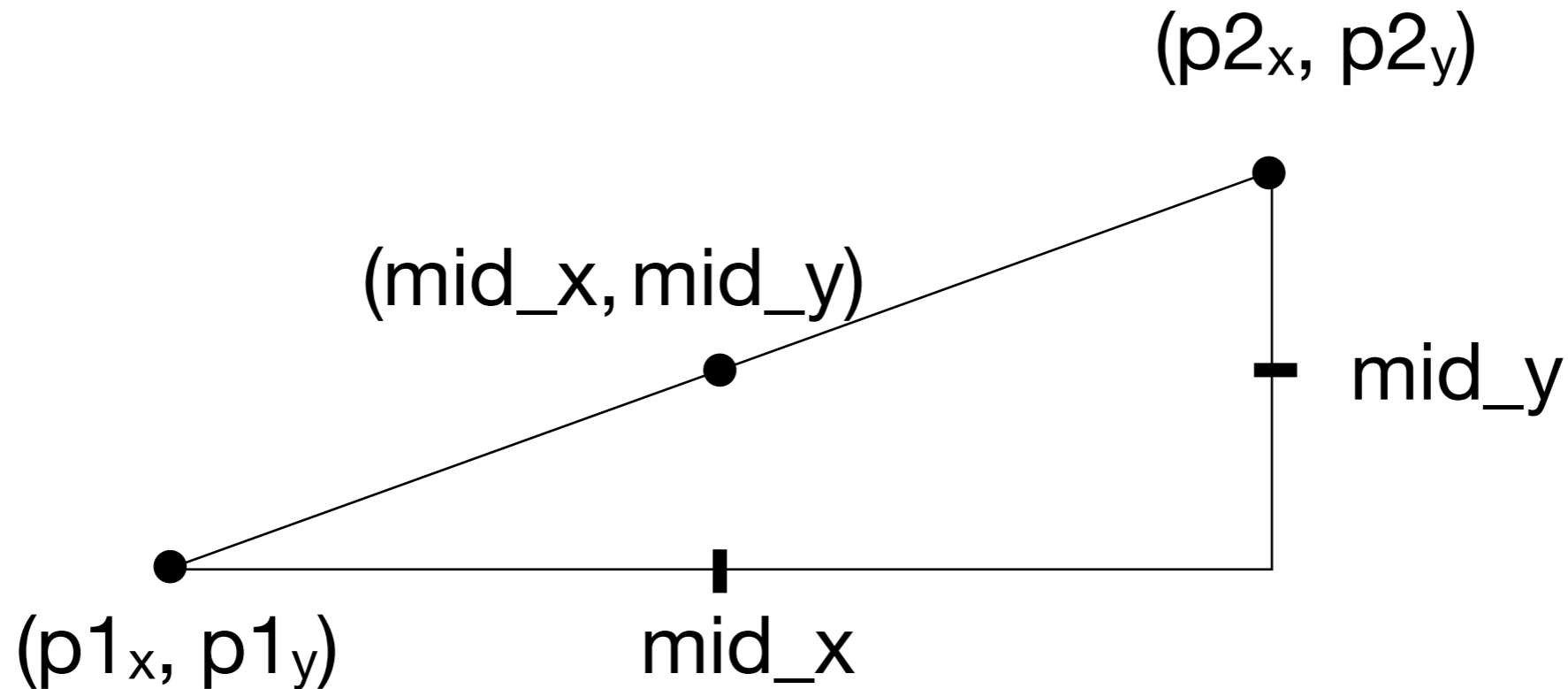
(whiteboard)

# Midpoint Function

```
# mid_x = . . .
```

```
# mid_y = . . .
```

Okay, but how do you actually calculate this?



(whiteboard)

$$mid_x = (p1_x + p2_x) / 2$$

$$mid_y = (p1_y + p2_y) / 2$$

# Returning Multiple Values

- You can return multiple values from a function by grouping them into a comma-separated sequence:

```
return mid_x, mid_y
```

- You can assign each to a variable when calling the function:

```
mx, my = midpoint(p1x, p1y, p2x, p2y)
```

# These are actually tuples

- A tuple is a sequence of values, optionally enclosed in parens.

```
(1, 4, "Mufasa")
```

- You can “pack” and “unpack” them using assignment statements:

```
v = (1, 4, "Mufasa")
```

```
(a, b, c) = v
```

# These are actually tuples

- Tuples can also be passed *into* functions as arguments:

```
def midpoint(p1, p2):  
    """Compute the midpoint between p1 and p2"""  
    p1x, p1y = p1  
    p2x, p2y = p2  
  
    # . . .  
    # return mx, my
```

# Tuples: Demo