CSSE 120 – Introduction to Software Development

Concept: Calling Functions

A function definition

Defining functions

A **function** is a chunk of code that has a name. Here (to the right) is an example of the notation for **defining** a function. It shows a function that computes the distance between two points (x1, y1) and (x2, y2).

The *name* of the function follows the keyword **def**. The variables in the parentheses after the name of the

```
def distance(x1, y1, x2, y2):
    x_diff = (x1 - x2)
    y_diff = (y1 - y2)
    square_x = x_diff * x_diff
    square_y = y_diff * y_diff

return math.sqrt(square_x + square_y)
```

function are called *parameters*. We'll talk lots more about *parameters* in a subsequent session.

Why have functions?

Functions are powerful for 2 reasons:

- They help *organize a program into logical chunks*. That makes it easier to:
 - Test the program (by testing the chunks, called unit testing).
 - Modify the program (by focusing your interest on the chunks of interest).
 - o Write correct code (by understanding the organization of the program).
- You can *re-use functions*. That is, you can make them run over and over again, with different values for the parameters to achieve different results. We'll talk lots more about that soon.

Calling functions

You *call* (aka *invoke*) a function by writing its *name followed by parentheses*, with the *actual arguments* placed inside the parentheses.

When you call a function:

- The actual *arguments* of the function call (the values in the parentheses) are sent to the formal *parameters* of the function definition.
- 2. **Execution continues** at the beginning of the definition of the called function.
- 3. When the function's *return* statement is executed, the returned value is sent back to the calling function. Or, if the end of the function is reached without a return statement, the special value *None* is sent back to the calling function.
- 4. **Execution continues** from the place where the function call appeared, with the returned value replacing the function call.