

Day 5: Data, Functions, & Classes

Suggested reading: *Learning Python* (4th Ed.)

Chapter 16: Function Basics

Chapter 17: Scopes

Chapter 18: Arguments

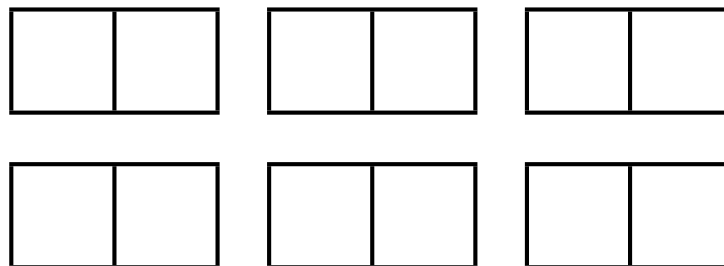
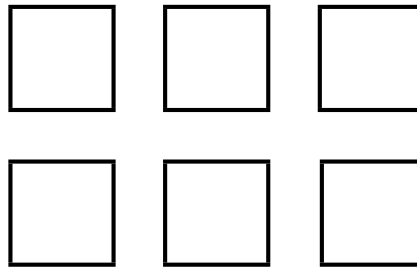
Chapter 25: *OOP: The Big Picture [optional]*

Turn In Homework


Homework Review

Data Structures

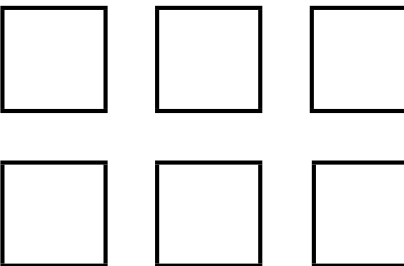
Data Structure Review

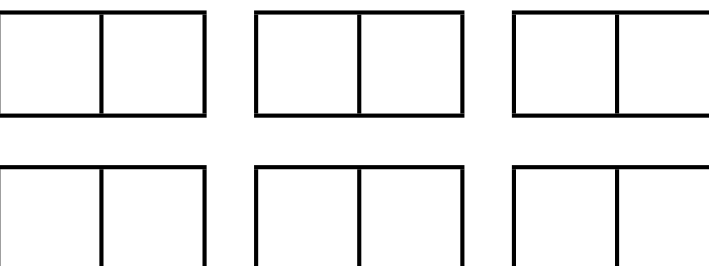


Data Structure Review

int, bool, str, ... 

tuple, list 

set 

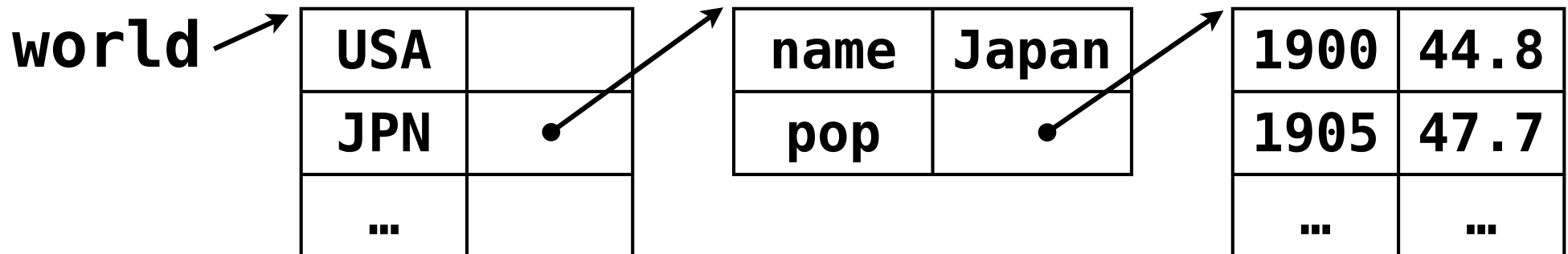
dict 

Complex Data Structure Examples

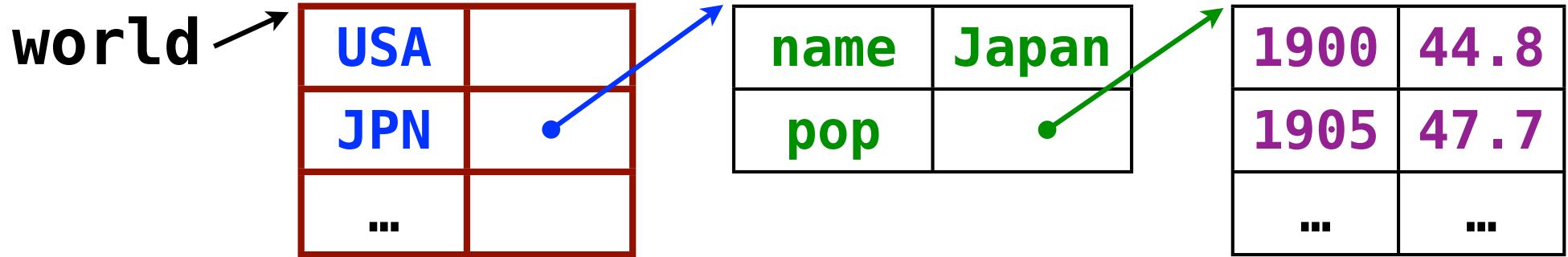
- Complex mappings
 - Country code => country info, yearly statistics
 - User => Service => set of IP addresses
 - Experimental condition (N vars) => M measures
- Multidimensional array (aka, a matrix):
 - Markov chain of N matrices, each $X \times Y$
 - Coordinate transformations
 - Other stuff typically done in MATLAB...
- Trees and graphs
 - Genealogical tree
 - Network topology with latency measurements

Nested Data Structures

- Trivial in Python: Nest objects within collections
- Any *value* can be a tuple, list, set, dict
- Dictionary keys must be immutable; can use tuples



Creating a Complex Structure I

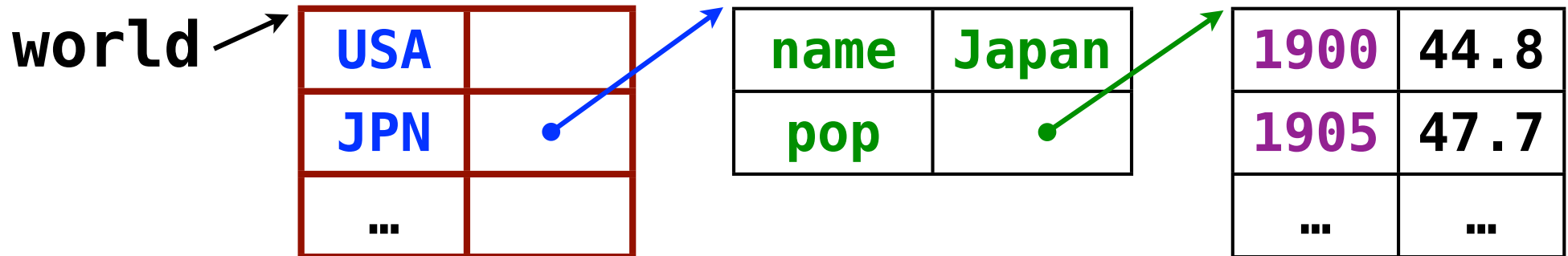


```

world = {
  'USA': {
    'name': 'United States',
    'pop': {
      1900: 76.2,
      1901: ...
    }
  }, ...
  'JPN': { ... }, ...
}

```

Creating a Complex Structure II



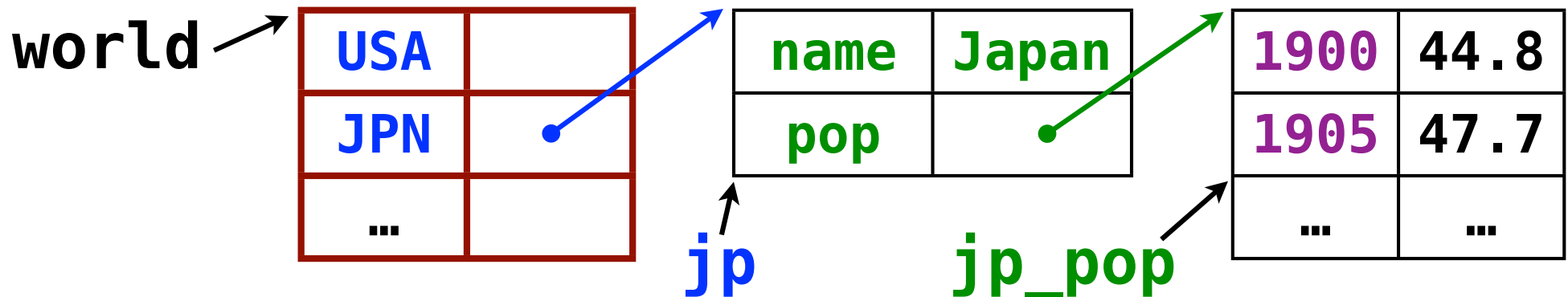
```

world = {}

world['USA'] = {}
world['USA']['name'] = 'United States'
world['USA']['pop'] = {}
world['USA']['pop'][1900] = 76.2
world['USA']['pop'][1901] = ...

world['JPN'] = {'name': 'Japan', 'pop': {}}
```

Creating a Complex Structure III



```
jp_pop = {1900: 44.8, 1905: 47.7, ...}
```

```
jp = {'name': 'Japan', 'pop': jp_pop}
```

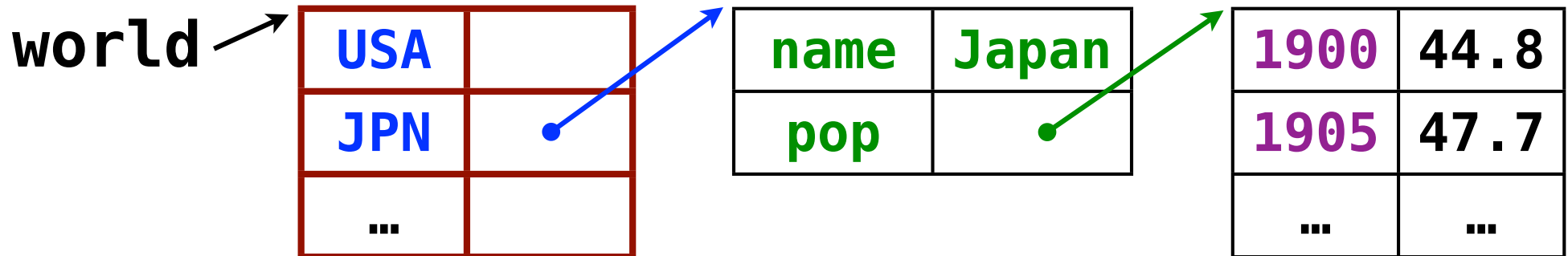
```
us_pop = {1900: 76.2, ...}
```

```
us = {'name': 'United States',  
      'pop': us_pop}
```

```
...
```

```
world = {'JPN': jp, 'USA': us, ...}
```

Using a Complex Structure



- Essentially: Just chain the “lookups” in each part
- Think hard about expressions and values
- Use `print` and `type()` to debug!

```
print type('USA')           # <type 'str'>
print type(world['USA'])    # <type 'dict'>
print world['JPN']['name']  # 'Japan'
print world['JPN']['pop'][1900] # 44.8
print 'Name: %s' % (world['JPN']['name'])
```

Thought (or Code) Experiments

- Review examples on Slide 6
 - Diagram data structure
 - Sketch code for creation and use
- Ideas from your own work?
- These experiments are not part of your homework (which uses the country data), but if you are stuck or have questions, I would be happy to try to help!

Functions

Why Use Functions?

- Maximize code reuse /
Minimize code redundancy
- Organize code clearly (decomposition)
- Make testable units of code
- Like a script within a script

Creating a Function

```
def function():  
    <statement 1>  
    <more statements>
```

- Creates **function** object
- Assigns object to function name
- ***Does not execute statements!***

```
def greet_world():  
    print 'Hello, world!'  
    print '2 + 2 =', str(2 + 2)  
    print 'And now, goodbye.'
```


Using a Function

function()

- Actually runs code

```
def greet_world():  
    print 'Hello, world!'  
    print '2 + 2 =', str(2 + 2)  
    print 'And now, goodbye.'
```

```
greet_world()  
print '-' * 20  
greet_world()
```

Functions Are ...

Functions Are ...

- Like (almost) everything else in Python...

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- As always, we must ask: Immutable or mutable?

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- Like (almost) everything else in Python...
- ***OBJECTS!***
- As always, we must ask: Immutable or mutable?

```
def hello():  
    print 'Hello from hello()'  
print hello      # <function hello at 0x...>  
  
goodbye = hello  
def hello():  
    print 'And now for something ...'  
  
hello()  
goodbye()
```

Function Arguments

```
def function(argument1, argument2, ...):  
    # Can use argument variables here  
  
function(42, 'Tim')
```

- Provides input to a function — if needed!
- Argument variables **initialized by *assignment* (=)**
- Thus, think about **$y = x$** and mutable/immutable

```
def add_person(name, alist):  
    name = "'%s'" % (name)  
    alist.append(name)  
  
add_person('Tim', instructors)
```

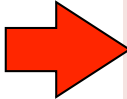
Arguments Are *Assigned*

```
def addp(name, alist):  
    name = 'Dr. ' + name  
    alist.append(name)
```

```
me = 'Tim'  
all = []  
addp('Tim', all)  
print me, all
```

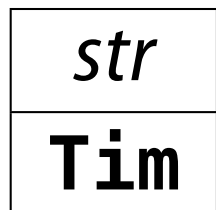

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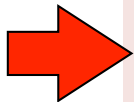
me



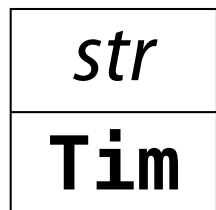
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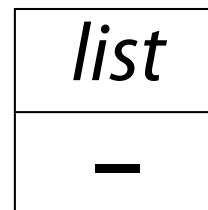
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print me, all
```



me



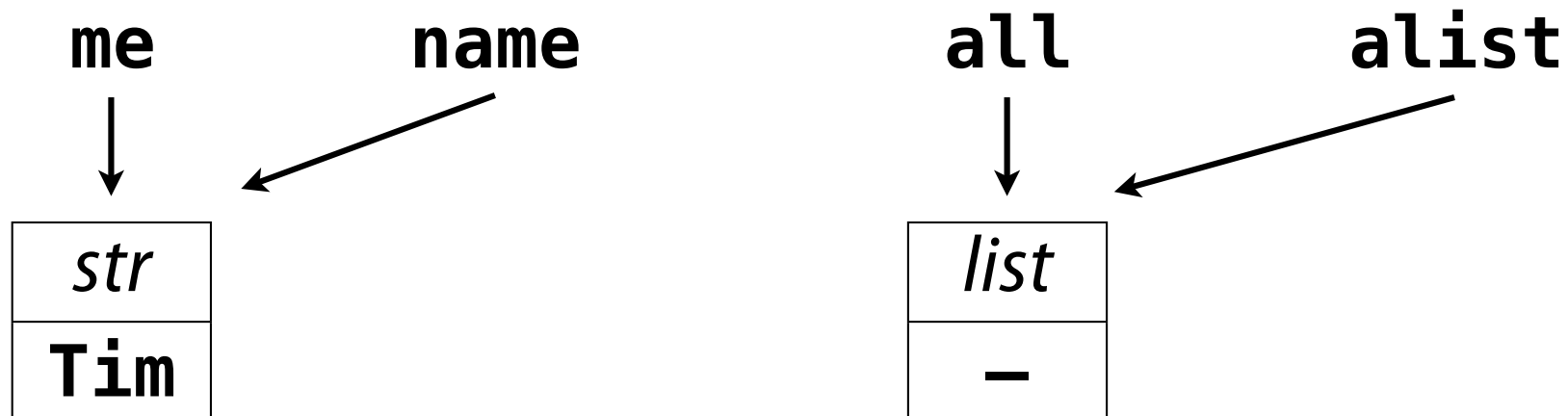
all



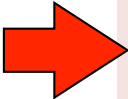
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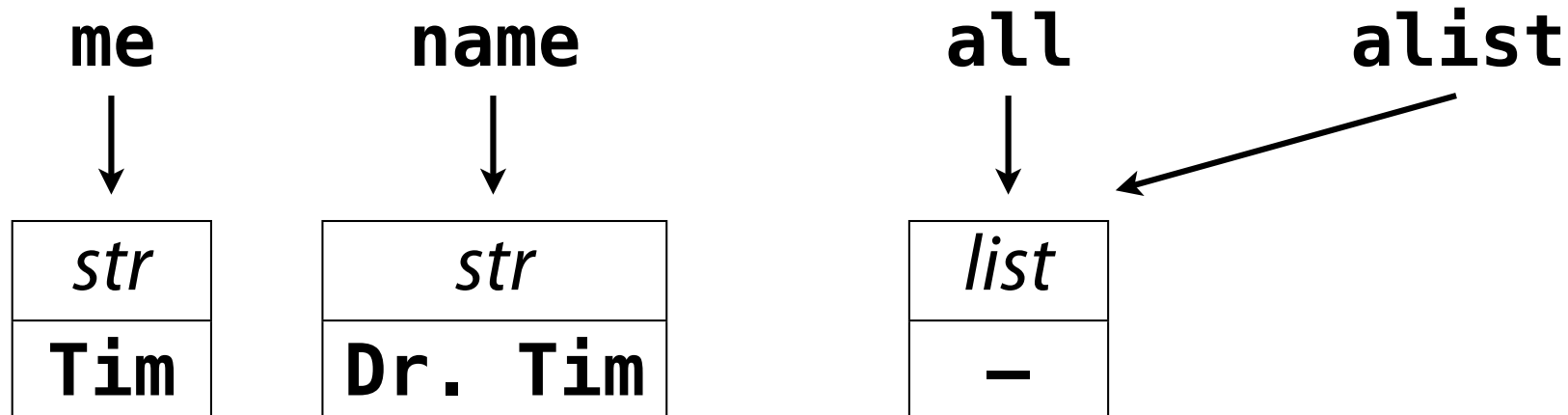


Arguments Are *Assigned*

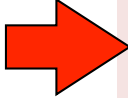


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    name = 'Dr. ' + name  
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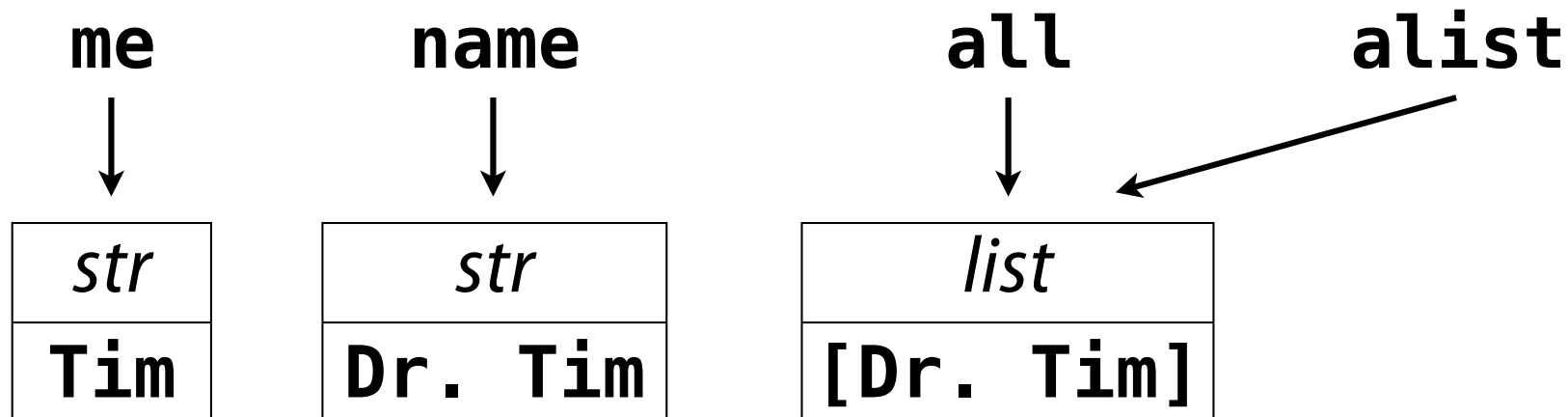


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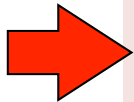
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print me, all
```



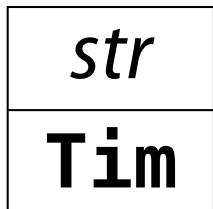
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    alist.append(name)
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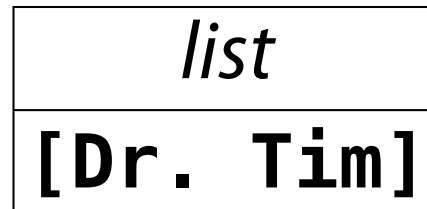
```
me = 'Tim'  
all = []  
addp('Tim', all)  
print me, all
```



me



all



Default and Named Arguments

```
def foo(a, b, c=None, d=42):  
    print a, b, c, d
```

```
foo(1, 2)           => 1, 2, None, 42  
foo(1, 2, 3)       => 1, 2, 3, 42  
foo(1, 2, 3, 4)    => 1, 2, 3, 4  
  
foo(b=6, a=89)     => 89, 6, None, 42  
foo(4, 3, d=12)    => 4, 3, None, 12  
foo(d=1, a=2, b=3, c=4) => 2, 3, 4, 1  
foo()              => TypeError
```

- Default arguments are useful and common
- Named arguments can be useful, less common

Function Return Values

```
def function(...):  
    # Do stuff  
    return some_value
```

- Identifies the output of the function
- Returns any single object (not named variable)
- Can occur more than once, anywhere in function

```
def f2c(f):  
    if type(f) != float: return None  
    return (f - 32.0) * 5 / 9  
  
c = f2c(57.5)
```


Variable Scoping: Assignment

```
y = 0
def linear_1(x):
    # ...
    y = 2 * x + 1
    print 'Inside:', y
linear_1(42)
print 'Outside:', y
```

- Separate contexts to search for variable name:
 - **Local scope** is within one function *call*
 - **Global scope** is in same file (module), but not in **def**
- Local **assignment** hides global name
- Override local scope with **global** declaration

Variable Scoping: Assignment

```
y = 0
def linear_2(x):
    global y
    y = 2 * x + 1
    print 'Inside:', y
linear_2(42)
print 'Outside:', y
```

- Separate contexts to search for variable name:
 - **Local scope** is within one function *call*
 - **Global scope** is in same file (module), but not in **def**
- Local **assignment** hides global name
- Override local scope with **global** declaration

Variable Scoping: No Assignment

```
a = 3
b = 7
def linear_3(x):
    y = a * x + b
    return y

print linear_3(42)
```

- If *only* referencing a variable, search (in order):
 - Local scope
 - Global (module) scope
 - Built-in scope (cannot change)
- Otherwise, raise an exception

Variable Scoping: No Assignment

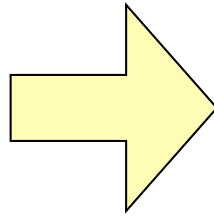
```
a = 3
def linear_4(x):
    b = 7
    y = a * x + b
    return y
print linear_4(42)
```

- If *only* referencing a variable, search (in order):
 - Local scope
 - Global (module) scope
 - Built-in scope (cannot change)
- Otherwise, raise an exception

Namespace Interlude

Namespace

```
a = 42  
b = 'foo'  
c = ['a']
```

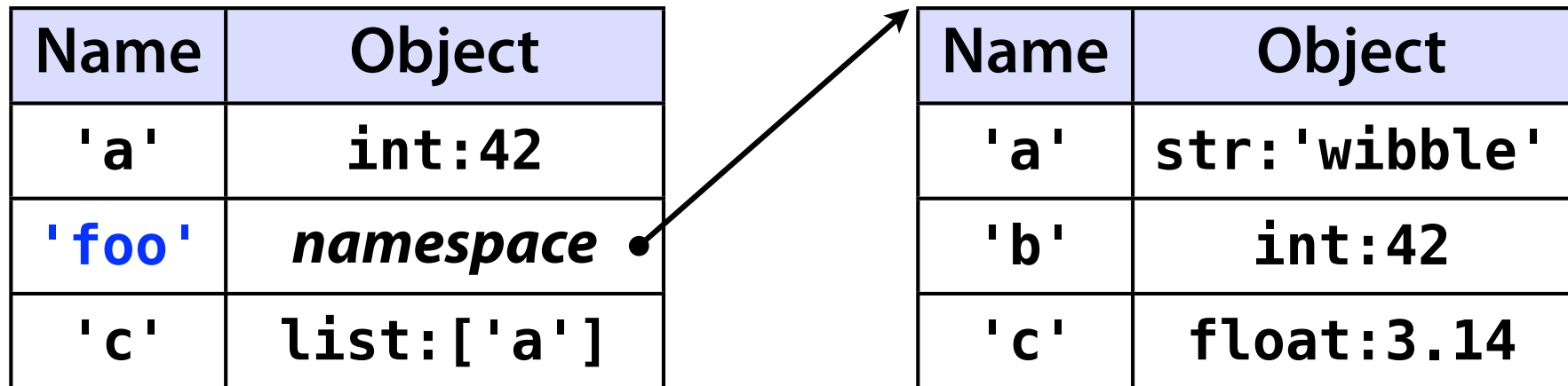


Name	Object
'a'	int:42
'b'	str:'foo'
'c'	list:['a']

- Maps from (variable) name (string) to object
- What does this remind you of?
- Look at `__dict__` attributes sometime...

Nested Namespaces

- Like data structures, namespaces can be nested
- How to create nested namespaces? We will see...
- Typically, access nested namespaces with dot (.)



Name	Object
'a'	int:42
'foo'	<i>namespace</i>
'c'	list:['a']

Name	Object
'a'	str:'wibble'
'b'	int:42
'c'	float:3.14

```
print a          # 42
print foo.a     # 'wibble'
```

Classes and Objects

What Are Objects and Classes?

- **Object**
 - Collection of related data
 - Actual memory with **value(s)**
 - Has a **type**, which is its class...
- **Class**
 - Definition of a kind of object
 - Encapsulates data *and* code
 - Pattern for building an object
 - Contains the **functions** that work on the data

box
height length width
set_size(h, l, w) volume() can_hold(h, l, w)

Using a Class

- Classes and objects are namespaces!

```
x = class_name(...)  
x.variable = 42  
x.function(...)
```

```
s = ' Hello '      # or str(' Hello ' )  
print s.strip()  
  
l = []            # or list()  
l.append('a')  
  
b = box(5, 7, 2)  
if b.can_hold(3, 2, 1):  
    print 'can hold volume:', b.volume()
```

Last 2 Slides!

Other Scripting Languages

- **Data structures**
 - Easy in some (e.g., Ruby, JavaScript)
 - Harder in others (e.g., Perl)
- **Functions** — YES! everywhere — but different:
 - Syntax
 - Argument options
 - Scope rules
- **Classes:** only in some (e.g., Ruby, sort of JavaScript)

Homework

- Read and store world country & population data
- Report on population of a country & its % of whole
- Write three functions (that I specify)
- BE SURE TO LABEL YOUR PRINTOUT!!!

```
#!/usr/bin/env python
```

```
"""Homework for CS 368-2 (2012 Spring)
Assigned on Day 05, 2012-03-27
Written by <Your Name>
"""
```