

# Functions in Python

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# FUNCTIONS

- ❑ A **function** is a **block of organized, reusable code** that is used to perform a **single, related action**.
- ❑ **Functions** provide **better modularity** for the applications.
- ❑ **Functions** provide a **high degree of code reusing**.

# RULES FOR DEFINING FUNCTION IN PYTHON

- ❑ Function blocks begin with the **keyword def** followed by the **function name** and **parentheses ( )**.
- ❑ Any **input parameters or arguments** should be placed **within these parentheses**.  
We also define **parameters inside these parentheses**.
- ❑ The **code block** within every function **starts** with a **colon (:) and is indented**.
- ❑ The **statement return [expression]** **exits a function**, optionally **passing back an expression** to the **caller**.
- ❑ A **return statement with no arguments** is the **same as return None**.

# Function Syntax

Input Parameter is placed within the parenthesis() and also define parameter inside the parenthesis.

The keyword **def** introduces a function definition.

```
def function_name( parameters ):
    statement 1...
    Statement 2...
    .....
    return [expression]
```

The **code block** within every function starts with a **colon(:)** .

**Return statement** exits a function block. And we can also use **return** with **no argument**.

## Example

```
# Defining function print_str(str1)
''' This function prints the string being passed as an
argument '''
def print_str(str1):
    print(str1)
    return

# Calling user-defined function print_str(str1)
print_str("Calling the user defined function")
```

Function is  
printing the  
argument 'str1'

Function  
Call

# PASSING ARGUMENTS TO FUNCTIONS

❑ In programming, there are two ways in which arguments can be passed to functions :-

## ❑ Pass by Value:

- Function creates a copy of the variable(Object in Python) passed to it as an argument.
- The actual object is not affected.
- Object is of **immutable type**, because immutable objects cannot be modified.

## ❑ Pass by Reference:

- The actual object is passed to the called function.
- All the changes made to the object inside the function affect its original value.
- Object is **mutable type**, as mutable objects can be changed, the passed objects are updated.