61A Lecture 4

Monday, September 9

Announcements

•Homework 1 due Tuesday 9/10 at 5pm; Late homework is not accepted!

•Quiz on Wednesday 9/11 released at 1pm, due Thursday 9/12 at 11:59pm

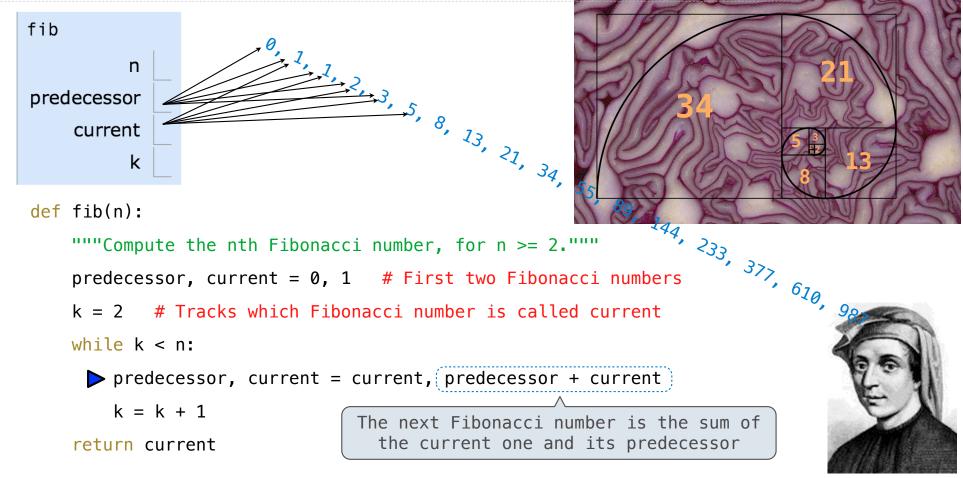
•Open-computer: You can use the Python interpreter, watch course videos, and read the online text (<u>http://composingprograms.com</u>).

•No external resources: Please don't search for answers, talk to your classmates, etc.

Content Covered: Lectures through last Friday 9/6; Same topics as Homework 1.

• Project 1 due next Thursday 9/19 at 11:59pm

Iteration Example



The Fibonacci Sequence

Example: http://goo.gl/vfymhd

Discussion Question

Complete the following definition by placing an expression in _

```
def choose(total, selection):
 """Return the number of ways to choose SELECTION items from TOTAL.
 choose(n, k) is typically defined in math as: n! / (n-k)! / k!
>>> choose(5, 2)
                                                     \frac{n \cdot (n-1) \cdot (n-2) \cdot \ldots \cdot (n-k+1)}{k \cdot (k-1) \cdot (k-2) \cdot \ldots \cdot 2 \cdot 1}
 10
 >>> choose(20, 6)
 38760
 .....
ways = 1
selected = 0
while selected < selection:</pre>
      selected = selected + 1
                                     total // selected , total - 1
      ways, total = ways *
 return ways
```

Example: <u>http://goo.gl/38ch3o</u>

Default Arguments

Designing Functions

Characteristics of Functions

	<pre>def square(x): """Return X * X."""</pre>	<pre>def choose(n, d): """Return the number of ways to choose D of N items."""</pre>
Α	function's domain is the set	of all inputs it might possibly take as arguments.
	x is a number	n and d are positive integers with n greater than or equal to d.
Α	function's range is the set of output values it might possibly return.	
	return value is a positive number	return value is a positive integer
Α	pure function's behavior is	the relationship it creates between input and output.
	return value is the square of the input	return value is the number of ways to choose d of n items.

A Guide to Designing Function

Give each function exactly one job.





Don't repeat yourself (DRY). Implement a process just once, but execute it many times.

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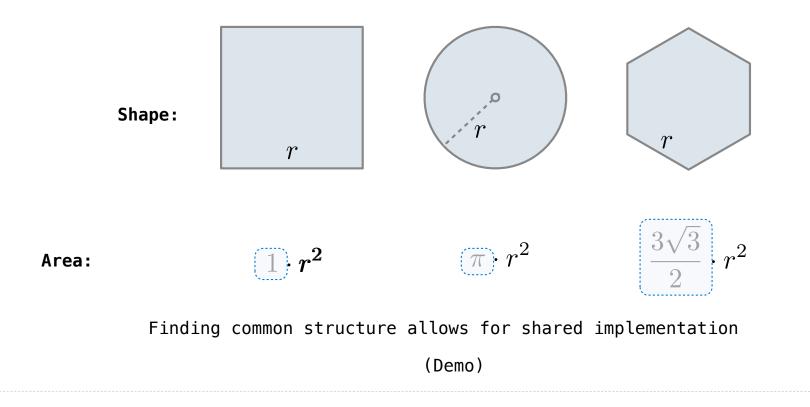
Define functions generally.



Generalization

Generalizing Patterns with Arguments

Regular geometric shapes relate length and area.



Higher-Order Functions

Generalizing Over Computational Processes

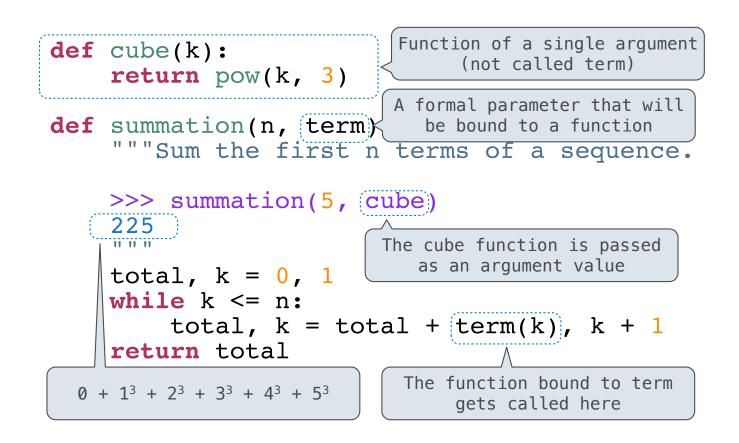
The common structure among functions may be a computational process, rather than a number.

$$\sum_{k=1}^{5} k = 1 + 2 + 3 + 4 + 5 = 15$$

$$\sum_{k=1}^{5} k^{3} = 1^{3} + 2^{3} + 3^{3} + 4^{3} + 5^{3} = 225$$

$$\sum_{k=1}^{5} \left[\frac{8}{(4k-3) \cdot (4k-1)} \right] = \frac{8}{3} + \frac{8}{35} + \frac{8}{99} + \frac{8}{195} + \frac{8}{323} = 3.04$$

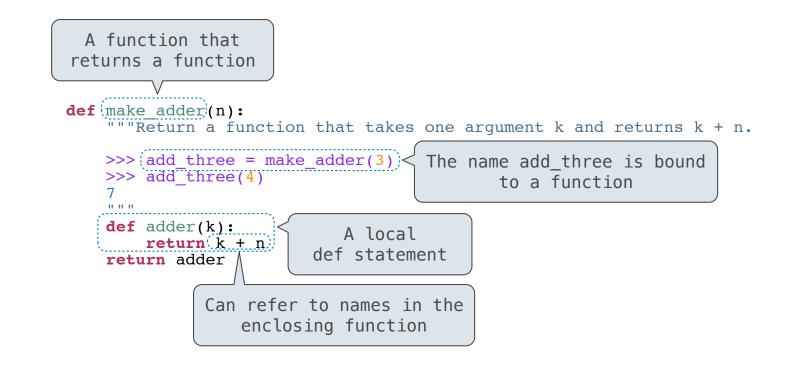
Summation Example



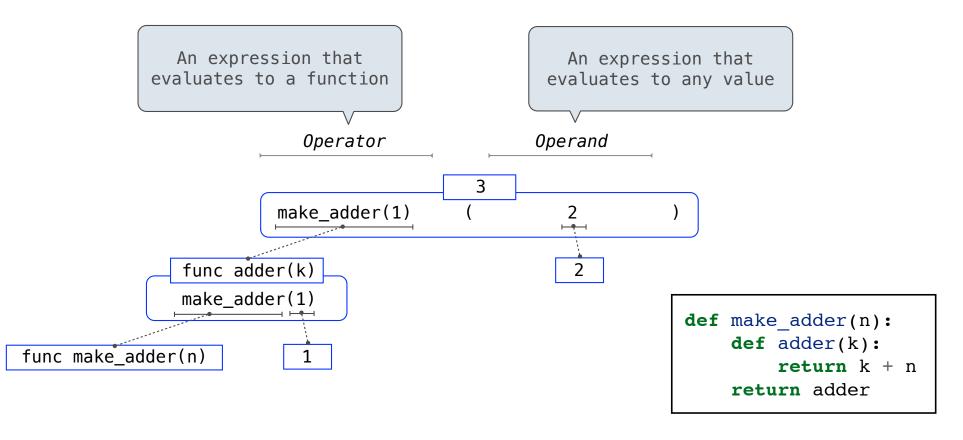
Functions as Return Values

Locally Defined Functions

Functions defined within other function bodies are bound to names in a local frame



Call Expressions as Operator Expressions



The Purpose of Higher-Order Functions

Functions are first-class: Functions can be manipulated as values in our programming language.

Higher-order function: A function that takes a function as an argument value or returns a function as a return value

Higher-order functions:

- Express general methods of computation
- Remove repetition from programs
- Separate concerns among functions

The Game of Hog