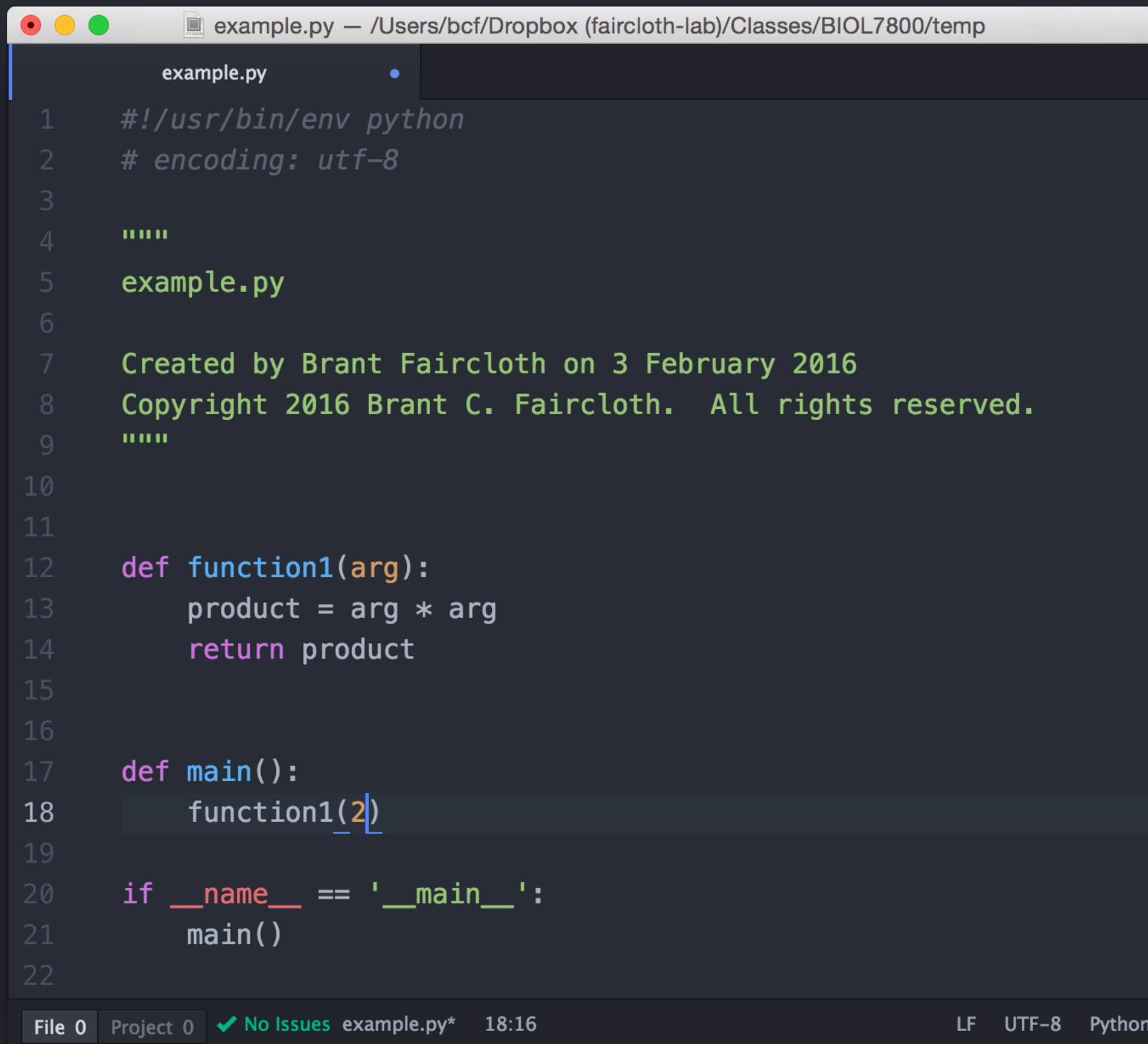




Functions II

Programming (for biologists)
BIOL 7800

Returns



```
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4  """
5  example.py
6
7  Created by Brant Faircloth on 3 February 2016
8  Copyright 2016 Brant C. Faircloth. All rights reserved.
9  """
10
11
12  def function1(arg):
13      product = arg * arg
14      return product
15
16
17  def main():
18      function1(2)
19
20  if __name__ == '__main__':
21      main()
22
```

File 0 Project 0 ✓ No Issues example.py* 18:16 LF UTF-8 Python

Returns

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4  """
5  example.py
6
7  Created by Brant Faircloth on 3 February 2016
8  Copyright 2016 Brant C. Faircloth. All rights reserved.
9  """
10
11
12  def function1(arg):
13      product = arg * arg
14      return product
15
16
17  def main():
18      function1(2)
19
20  if __name__ == '__main__':
21      main()
22
```

File 0 Project 0 ✓ No Issues example.py* 18:16 LF UTF-8 Python

The main purpose of **return** is to return a result(s) that we can use later.

return allows us to divide our programs into atomic functions that are easier to understand, debug, and use again.

Returns

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp

example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4  """
5  example.py
6
7  Created by Brant Faircloth on 3 February 2016
8  Copyright 2016 Brant C. Faircloth. All rights reserved.
9  """
10
11
12  def function1(arg):
13      product = arg * arg
14      return product
15
16
17  def main():
18      function1(2)
19
20  if __name__ == '__main__':
21      main()
22
```

returns the result to **main()**

But what's wrong here?

Returns

No variable to
“catch” the result
so, it “disappears”

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp

example.py
2  # encoding: utf-8
3
4  """
5  example.py
6
7  Created by Brant Faircloth on 3 February 2016
8  Copyright 2016 Brant C. Faircloth. All rights reserved.
9  """
10
11
12  def function1(arg):
13      product = arg * arg
14      return product
15
16
17  def main():
18      result = function1(2)
19      print result
20
21  if __name__ == '__main__':
22      main()
23
```

File 0 Project 0 ✓ No Issues example.py* 22:11 LF UTF-8 Python

Returns

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4  • def function1(arg):
5      -- if arg <= 2:
6      •     product = arg * arg
7      else:
8          summ = arg + arg
9          return summ
10
11
12  def main():
13      result = function1(2)
14      print result
15
16  if __name__ == '__main__':
17      main()
18
```

What's wrong here?

Returns

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4  • def function1(arg):
5      • if arg <= 2:
6          • product = arg * arg
7      else:
8          summ = arg + arg
9          return summ
10
11
12 def main():
13     result = function1(2)
14     print result
15
16 if __name__ == '__main__':
17     main()
18
```

Only returns if the **else** condition is True
so, sometimes we **return** a result
sometimes we do not

Returns

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4  • def function1(arg):
5      if arg <= 2:
6      •     product = arg * arg
7      else:
8          summ = arg + arg
9      return summ
10
11
12  def main():
13      result = function1(2)
14      print result
15
16  if __name__ == '__main__':
17      main()
18
```

What's wrong here?

Returns

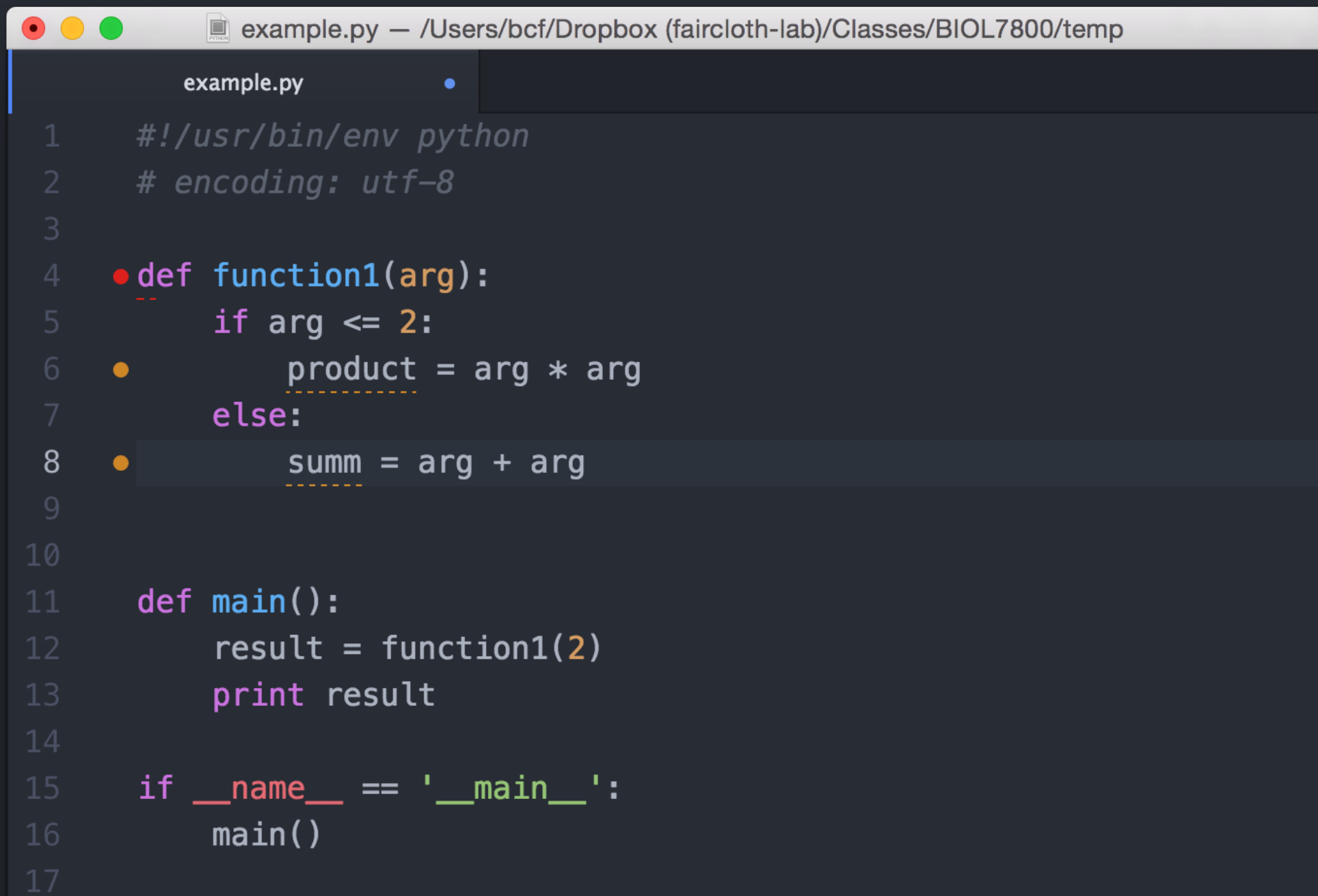
```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4  • def function1(arg):
5      • if arg <= 2:
6          • product = arg * arg
7      else:
8          summ = arg + arg
9          return summ
10
11
12 def main():
13     result = function1(2)
14     print result
15
16 if __name__ == '__main__':
17     main()
18
```

← returns **summ**, butt...

Returns

So, how do we do this?

How do we correctly return **product** or **summ**?



```
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4  def function1(arg):
5      if arg <= 2:
6          product = arg * arg
7      else:
8          summ = arg + arg
9
10
11  def main():
12      result = function1(2)
13      print result
14
15  if __name__ == '__main__':
16      main()
17
```

Returns

Approach #1

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp

1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def function1(arg):
6      if arg <= 2:
7          result = arg * arg
8      else:
9          result = arg + arg
10     return result
11
12
13     def main():
14         result = function1(2)
15         print result
16
17     if __name__ == '__main__':
18         main()
19
```

} We assign both to **result**
← And we **return result**

Returns

Approach #2

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def function1(arg):
6      if arg <= 2:
7          product = arg * arg
8          return product
9      else:
10         summ = arg + arg
11         return summ
12
13
14  def main():
15      result = function1(2)
16      print result
17
18  if __name__ == '__main__':
19      main()
```

But we can also use
two **return** statements

Because both **return** statements
are in an **alternative conditional**,
only one of the two runs

Returns

using alternative conditionals

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def function1(arg):
6      if arg <= 2:
7          product = arg * arg
8          return product
9      else:
10         summ = arg + arg
11         return summ
12
13
14  def main():
15      result = function1(2)
16      print result
17
18  if __name__ == '__main__':
19      main()
```

But we can also use
two **return** statements

The function always
terminates after it hits a **return**

Returns

using alternative conditionals

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp

example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def abs_value(x):
6      if x < 0:
7          return -x
8      if x > 0:
9          return x
10
11
12  def main():
13      result = abs_value(2)
14      print result
15
16  if __name__ == '__main__':
17      main()
18
```

File 0 Project 0 ✓ No Issues example.py* 18:1 LF UTF-8 Python

When you use **alternative conditionals** to return a value you need to **be careful!**

What's wrong here?

Returns

using alternative conditionals

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp

1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def abs_value(x):
6      if x < 0:
7          return -x
8      if x > 0:
9          return x
10
11
12  def main():
13      result = abs_value(0)
14      print result
15
16  if __name__ == '__main__':
17      main()
18
```

File 0 Project 0 ✓ No Issues example.py* 18:1 LF UTF-8 Python

When you use **alternative conditionals** to return a value you need to **be careful!**

What's wrong here?

Returns

using alternative conditionals

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp

1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def abs_value(x):
6      if x < 0:
7          return -x
8      if x > 0:
9          return x
10
11
12  def main():
13      result = abs_value(0)
14      print result
15
16  if __name__ == '__main__':
17      main()
18
```

When you use **alternative conditionals** to return a value you need to **be careful!**

← What happens if we pass 0?

Returns

using alternative conditionals

When you use **alternative conditionals** to return a value you need to **be careful!**

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def abs_value(x):
6      if x < 0:
7          return -x
8      if x > 0:
9          return x
10
11
12  def main():
13      result = abs_value(0)
14      print result
15
16  if __name__ == '__main__':
17      main()
18
```

← What happens if we pass 0?

```
2. zsh
bcf at brant-4 in ~/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
$ python example.py
None
```

Returns

terminate execution

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def function1(arg):
6      if arg <= 2:
7          product = arg * arg
8          return product
9      else:
10         summ = arg + arg
11         return summ
12     print("This will never run")
13
14
15  def main():
16      result = function1(2)
17      print result
18
19  if __name__ == '__main__':
20      main()
```

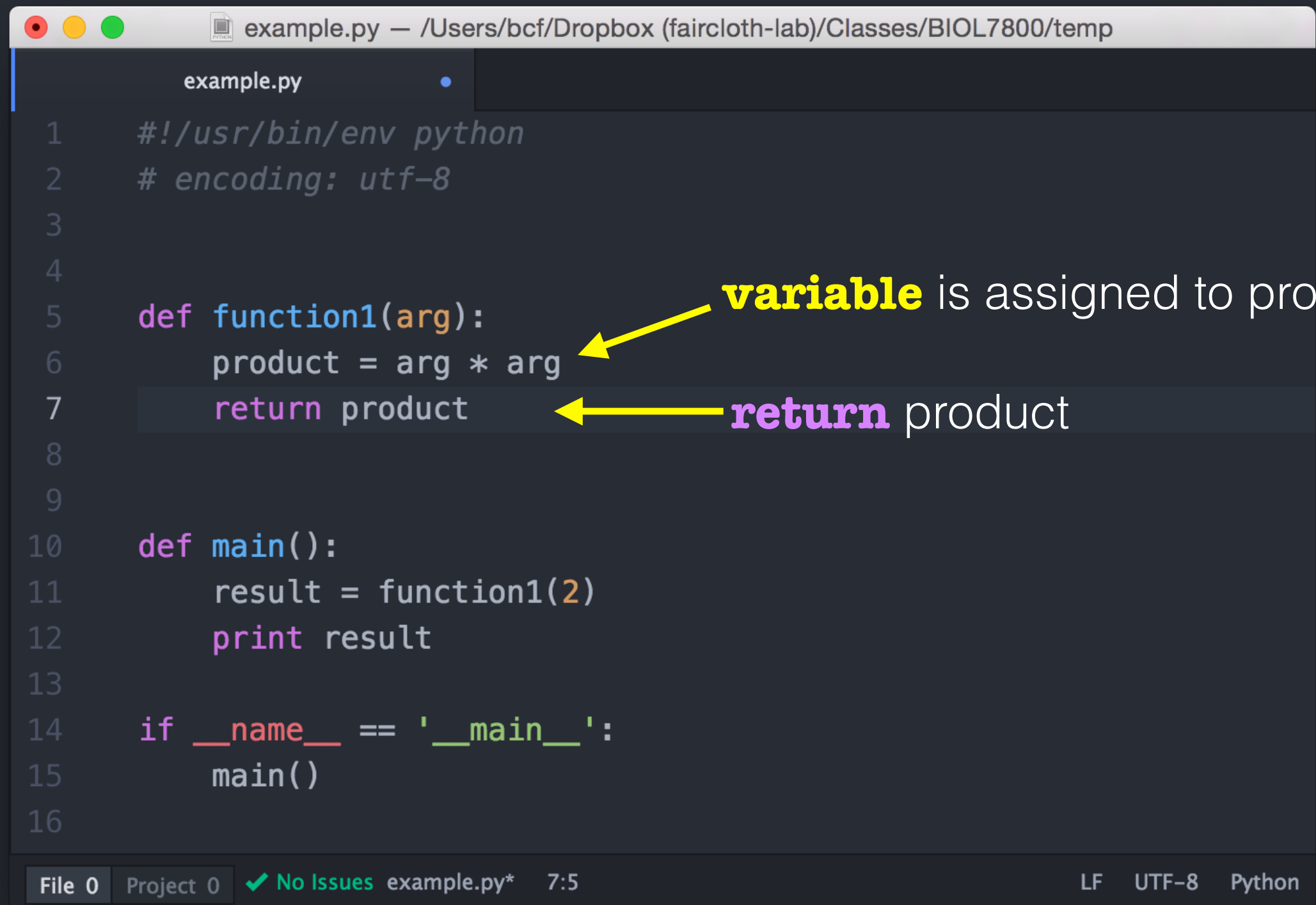
The function always **terminates** after it hits a **return**

← Won't run.

Returns

can be placed differently

Typical way you've been **return**ing values



The screenshot shows a code editor window titled "example.py" with a file path. The code defines a function `function1` that takes an argument `arg`, calculates `product = arg * arg`, and returns `product`. It also defines a `main` function that calls `function1(2)` and prints the result. The script is executed as a main module. Annotations with yellow arrows point to the `product` variable and the `return` statement in the `function1` definition.

```
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def function1(arg):
6      product = arg * arg
7      return product
8
9
10 def main():
11     result = function1(2)
12     print result
13
14 if __name__ == '__main__':
15     main()
16
```

variable is assigned to product

return product

File 0 Project 0 ✓ No Issues example.py* 7:5 LF UTF-8 Python

Returns

can be placed differently

But we can also **return** the result of an expression

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp

1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def function1(arg):
6      return arg * arg
7
8
9  def main():
10     result = function1(2)
11     print result
12
13  if __name__ == '__main__':
14     main()
15
```

← **return** result of expression

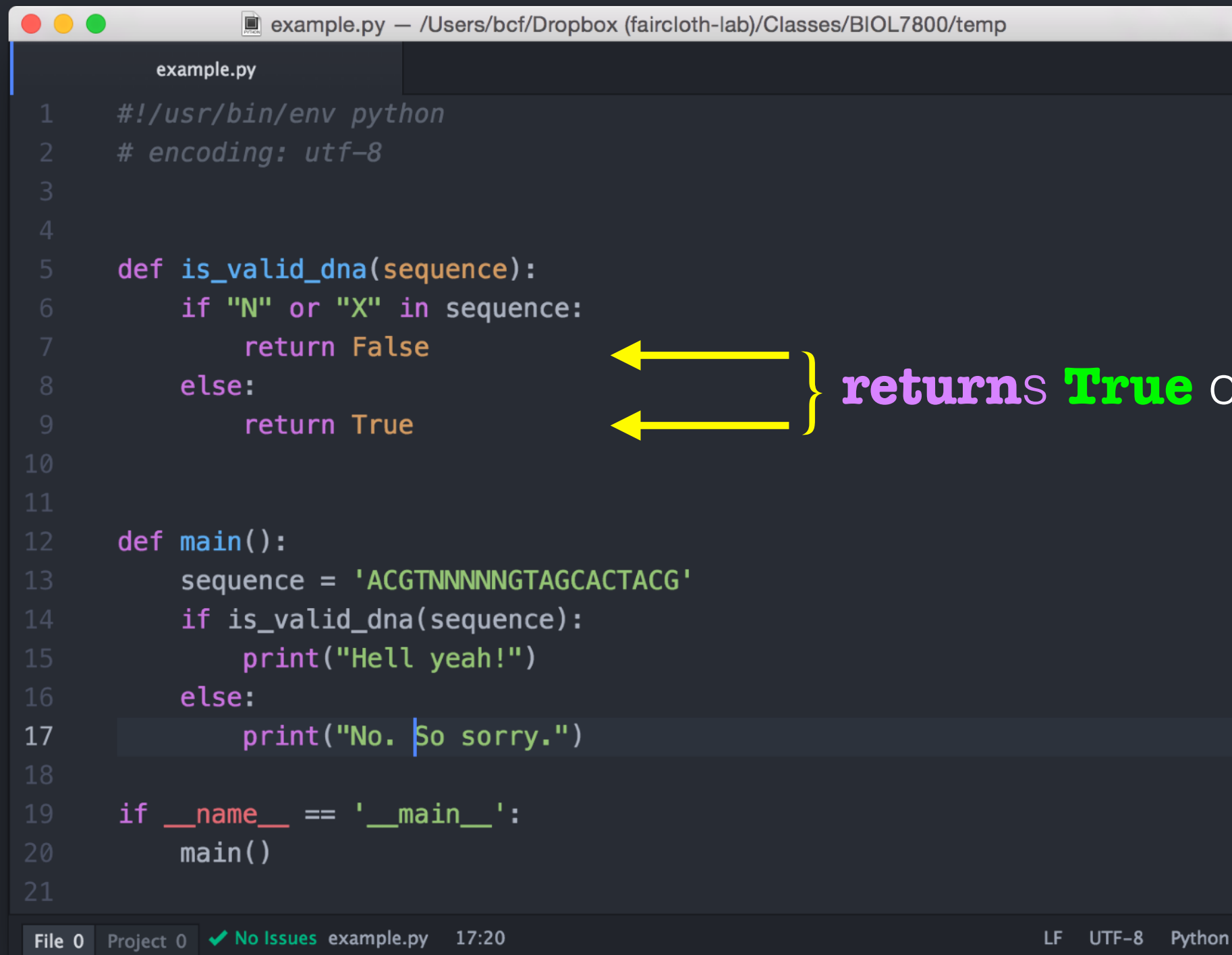
Which approach is “better”?

File 0 Project 0 ✓ No Issues example.py* 5:20 LF UTF-8 Python

Boolean Functions

Functions can return **True** or **False**, just as they return other values

These are called **boolean functions**!



```
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def is_valid_dna(sequence):
6      if "N" or "X" in sequence:
7          return False
8      else:
9          return True
10
11
12  def main():
13      sequence = 'ACGTNNNNNGTAGCACTACG'
14      if is_valid_dna(sequence):
15          print("Hell yeah!")
16      else:
17          print("No. So sorry.")
18
19  if __name__ == '__main__':
20      main()
21
```

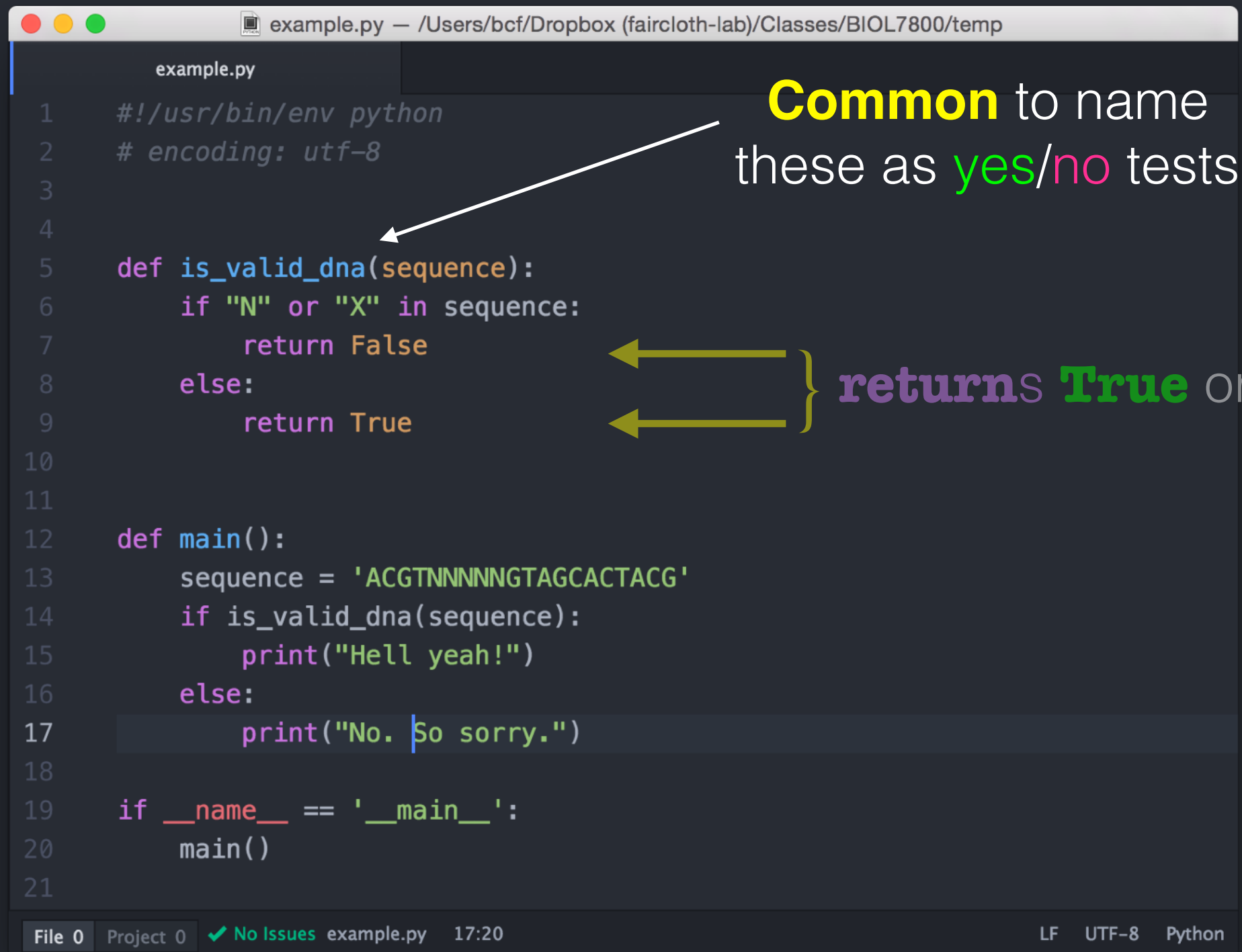
returns **True** or **False**

File 0 Project 0 ✓ No Issues example.py 17:20 LF UTF-8 Python

Boolean Functions

Functions can return **True** or **False**, just as they return other values

These are called **boolean functions!**



The screenshot shows a Python IDE window titled "example.py" with the following code:

```
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def is_valid_dna(sequence):
6      if "N" or "X" in sequence:
7          return False
8      else:
9          return True
10
11
12  def main():
13      sequence = 'ACGTNNNNNGTAGCACTACG'
14      if is_valid_dna(sequence):
15          print("Hell yeah!")
16      else:
17          print("No. So sorry.")
18
19  if __name__ == '__main__':
20      main()
21
```

Annotations on the code:

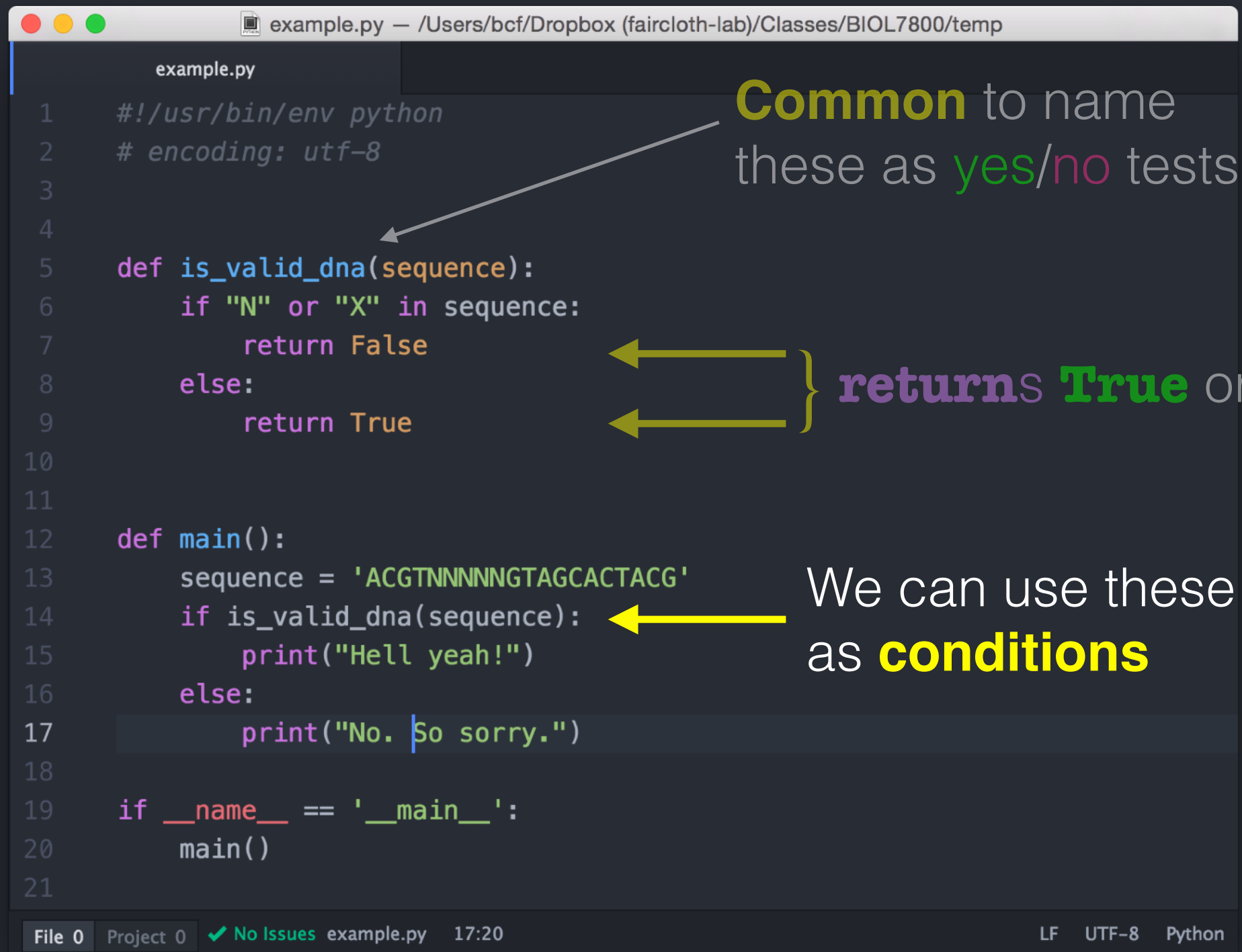
- An arrow points from the text "Common to name these as yes/no tests" to the `is_valid_dna` function definition.
- A bracket on the right side of the function body (lines 6-9) is labeled "returns True or False".

The IDE status bar at the bottom shows "File 0", "Project 0", "No Issues", "example.py", "17:20", "LF", "UTF-8", and "Python".

Boolean Functions

Functions can return **True** or **False**, just as they return other values

These are called **boolean functions!**



The screenshot shows a code editor window titled "example.py" with the following Python code:

```
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def is_valid_dna(sequence):
6      if "N" or "X" in sequence:
7          return False
8      else:
9          return True
10
11
12  def main():
13      sequence = 'ACGTNNNNNGTAGCACTACG'
14      if is_valid_dna(sequence):
15          print("Hell yeah!")
16      else:
17          print("No. So sorry.")
18
19  if __name__ == '__main__':
20      main()
21
```

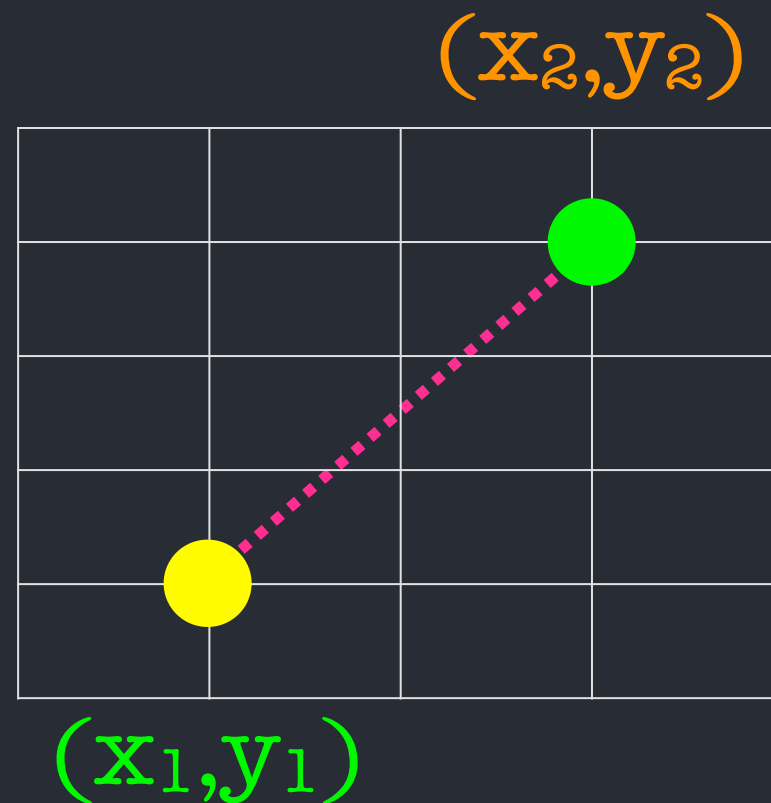
Annotations on the code:

- An arrow points from the text "Common to name these as yes/no tests" to the `is_valid_dna` function definition.
- A bracket on the right side of the `is_valid_dna` function body points to the text "returns True or False".
- An arrow points from the text "We can use these as conditions" to the `if is_valid_dna(sequence):` line in the `main` function.

The status bar at the bottom shows "File 0", "Project 0", "No Issues", "example.py", "17:20", "LF", "UTF-8", and "Python".

Incremental development

It's common to develop functions in a **step-by-step** process testing the result as you **add complexity**



$$\text{distance} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

Incremental development

$$\text{distance} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def distance(x1, y1, x2, y2):
6      print("x1=", x1, "y1=", y1, "x2=", x2, "y2=", y2)
7
8
9  def main():
10     distance(1, 1, 3, 4)
11
12  if __name__ == '__main__':
13     main()
14
```

We want to break problem
into component parts

And check each component,
incrementally

So, first, we make sure
variables are being
passed correctly

Incremental development

$$\text{distance} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

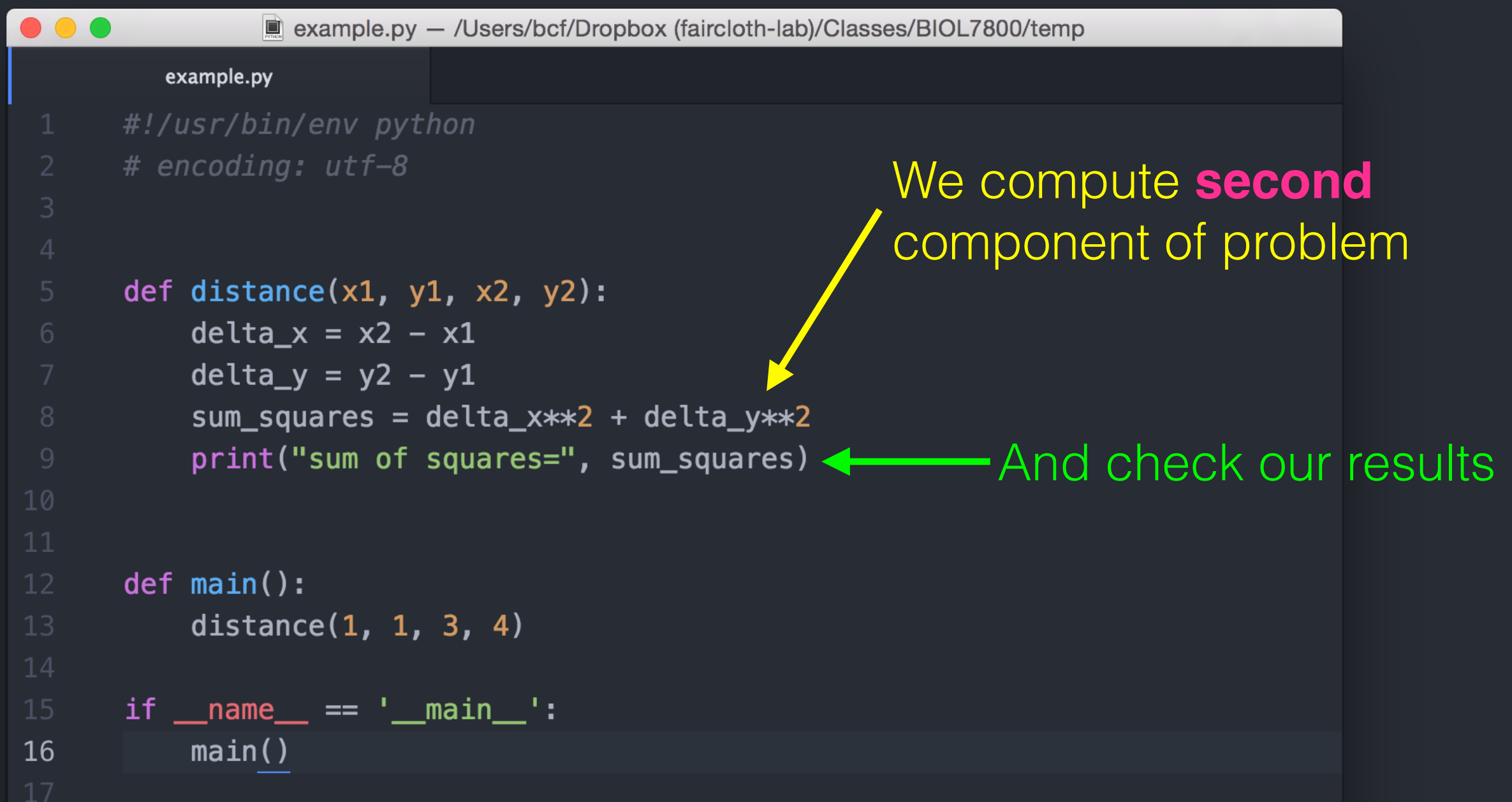
```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def distance(x1, y1, x2, y2):
6      delta_x = x2 - x1
7      delta_y = y2 - y1
8      print("delta_x: ", delta_x)
9      print("delta_y: ", delta_y)
10
11
12  def main():
13      distance(1, 1, 3, 4)
14
15  if __name__ == '__main__':
16      main()
17
```

We compute **first**
components of problem
And check our results

If those are okay, move along....

Incremental development

$$\text{distance} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$



```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp

example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4
5  def distance(x1, y1, x2, y2):
6      delta_x = x2 - x1
7      delta_y = y2 - y1
8      sum_squares = delta_x**2 + delta_y**2
9      print("sum of squares=", sum_squares)
10
11
12  def main():
13      distance(1, 1, 3, 4)
14
15  if __name__ == '__main__':
16      main()
17
```

We compute **second** component of problem

And check our results

Incremental development

$$\text{distance} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
1  #!/usr/bin/env python
2  # encoding: utf-8
3
4  import math
5
6
7  def distance(x1, y1, x2, y2):
8      delta_x = x2 - x1
9      delta_y = y2 - y1
10     sum_squares = delta_x**2 + delta_y**2
11     distance = math.sqrt(sum_squares)
12     print("distance=", distance)
13
14
15     def main():
16         distance(1, 1, 3, 4)
17
18     if __name__ == '__main__':
19         main()
```

We compute **third** component of problem

And check our results

Incremental development

$$\text{distance} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

```
example.py — /Users/bcf/Dropbox (faircloth-lab)/Classes/BIOL7800/temp
example.py
2  # encoding: utf-8
3
4  import math
5
6
7  def distance(x1, y1, x2, y2):
8      """compute distance between to cartesian coords"""
9      delta_x = x2 - x1
10     delta_y = y2 - y1
11     sum_squares = delta_x**2 + delta_y**2
12     distance = math.sqrt(sum_squares)
13     return distance
14
15
16 def main():
17     result = distance(1, 1, 3, 4)
18     print("The distance is", result)
19
20 if __name__ == '__main__':
21     main()
```

Add **description**

return result

print result