

More about functions: Keyword arguments and parameters



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Parameters versus Arguments



- Parameters are variables used in a function header.
- Parameters get assigned values when a function is called.

```
def foo(x, y, z):  
    x = y + z  
    return x + y + z
```

- Here `x`, `y`, and `z` are parameters of the function `foo`.
- Inside the function `foo`, they can be treated as variables that acquire values provided by a function call (e.g., `foo(2, 7, 3)`).

Parameters versus Arguments



- Arguments in a function call could be complicated expressions that will be evaluated to a value first before being sent in to the function.

Example: `manyRandomWalks(80/x, y + 1)`

- In fact, arguments could be expressions involving calls to other functions.

Example: `manyRandomWalks(int(math.sqrt(x)), y + 1)`

Matching arguments to parameters



- One way in which Python matches arguments to parameters is by reading them left to right and matching 1st argument to 1st parameter, 2nd argument to 2nd parameter, etc.
- This is called the *positional style* of parameter passing.
- So
 - `manyRandomWalks(10, 100)`
 - and
 - `manyRandomWalks(100, 10)`will return very different values.
- In this way of parameter passing the number of arguments and the number of parameters also have to exactly match.

Keyword arguments



- You can avoid matching by position by using *keyword arguments* in the function call.
- **Example:** `manyRandomWalks(numRepetitions = 200, n = 20)`
- Here `numRepetitions` and `n` are function parameters.
- Since the actual parameters are explicitly being provided values in the function call, the matching of arguments to parameters is no longer positional.
- The above function call is identical to the call
`manyRandomWalks(n = 20, numRepetitions = 200)`

Keyword parameters



- There is a way to define *default* values of parameters.
- **Example:** `def manyRandomWalks(n, numRepetitions = 100)`
- This function can now be called with one or two arguments and in different styles.
- **Examples:** Try these out
 - `manyRandomWalks(10)`
(The default value of 100 is used for `numRepetitions`; 10 is used for `n`)
 - `manyRandomWalks(40, 150)`
(40 is used for `n`, 150 for `numRepetitions`)

Another example



```
def test(x = 3, y = 100, z = 200):  
    return x - y + z
```

Examples of function calls:

1. `test(10)` (10 is used for `x`; default values 100 for `y` and 200 for `z`)
2. `test(10, 20)` (10 is used for `x`, 20 for `y`; default value 200 for `z`)
3. `test(z = 35)` (default values 3 for `x`, 100 for `y`; 35 for `z`)
4. `test(10, z = 35)` (10 for `x`, default value 100 for `y`, 35 for `z`)
5. `test(z = 50, 10, 12)` (Error: positional arguments come first, then keyword arguments)

Things that functions return



- Functions don't have to explicitly return values. For example:

```
def printGreeting(name):  
    print("Hello", name, "how are you?")
```

- How would you call such a function?

Example:

```
printGreeting("Michelle")
```

- What would happen if you executed?

```
x = printGreeting("Michelle")
```


The object `None`



- `None` is a built-in constant in Python that is used to indicate the absence of a value.
- In the example,

```
x = printGreeting("Michelle")
```

`x` is assigned the value `None`. You can see this by trying

```
print(x)
```
- To understand `None` better try:
 - `type(x)`
 - `bool(x)`
- Unlike `True` and `False` which can be assigned to even though they are listed as built-in Python constants, `None` cannot be assigned to.