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Iteration Example: Nice Numbers

#### **Nice Numbers**

Rounding off 2,799 to 2,800 makes it nice.

**Definition**: A nice number doesn't have 98, 99, 01, or 02 among its digits and 00 can only be followed by more 0's.

Not-so-nice numbers: 99 2,799 5,016 9,902 1,200,456 98,402,001

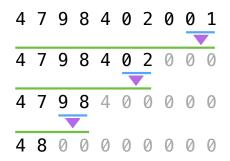
Nicer versions: 100 2,800 5,000 10,000 1,200,000 100,000,000

These numbers are nice enough already and unaffected: 755 2,859 45,622,895

Implement nice, which takes a positive integer n. It returns the nearest nice number to n.

- For numbers that end in 98 or 99 or 01 or 02, round to the nearest 100.
- Look for 98 or 99 or 01 or 02 among the digits that aren't at the end.

To solve a problem, describe a process and work through an example:



(Demo)

Designing Functions

# **Describing Functions**

A function's *domain* is the set of all inputs it might possibly take as arguments.

A function's *range* is the set of output values it might possibly return.

A pure function's *behavior* is the relationship it creates between input and output.

def square(x):
 """Return X \* X."""

x is a number

square returns a nonnegative real number

square returns the square of x

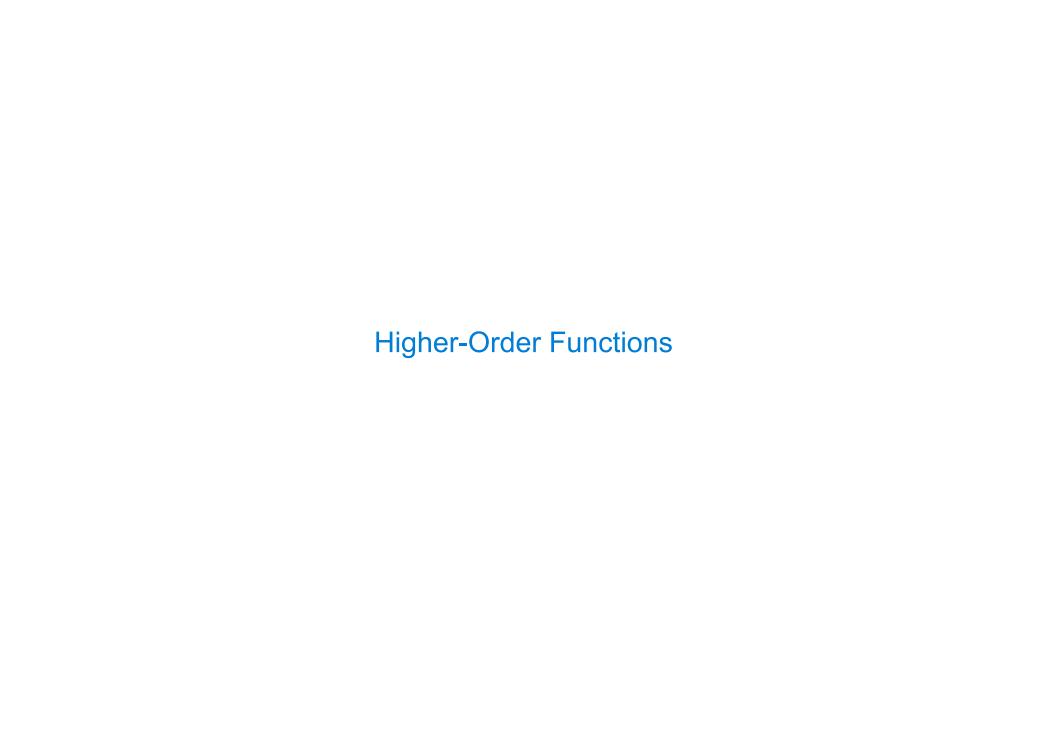
# A Guide to Designing Function

Give each function exactly one job, but make it apply to many related situations

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

(Demo)

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#### **Summation Example**

```
Function of a single argument
def cube(k):
                                 (not called "term")
     return pow(k, 3)
                            A formal parameter that will
def summation(n, term)
                               be bound to a function
     """Sum the first n terms of a sequence.
     >>> summation(5, cube)
     225
                           The cube function is passed
     11 11 11
                              as an argument value
     total, k = 0, 1
     while k <= n:
          total, k = total + term(k), k + 1
     return total
                             The function bound to term
  0 + 1 + 8 + 27 + 64 + 125
                                 gets called here
```

# Program Design

Modularity

Abstraction

Separation of Concerns

# Twenty-One Rules

Two players alternate turns, on which they can add 1, 2, or 3 to the current total

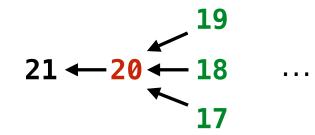
The total starts at 0

The game end whenever the total is 21 or more

The last player to add to the total loses

(Demo)

Some states are good; some are bad



(Demo)

# Functions as Return Values

(Demo)

# **Locally Defined Functions**

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

```
A function that returns a function

def make adder(n):

"""Return a function that takes one argument k and returns k + n.

>>> add three = make adder(3)

>>> add_three(4)

The name add_three is bound to a function

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"""

def adder(k):
    return k + n

return adder

Can refer to names in the enclosing function
```