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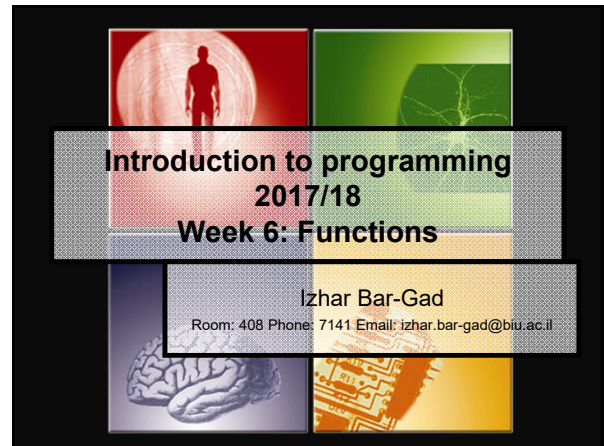
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Introduction to programming  
2017/18  
Week 6: Functions

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Room: 408 Phone: 7141 Email: izhar.bar-gad@biu.ac.il

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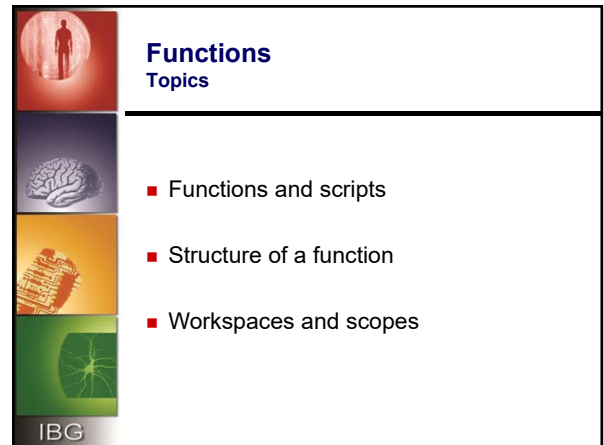
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**Functions**  
Topics

- Functions and scripts
- Structure of a function
- Workspaces and scopes

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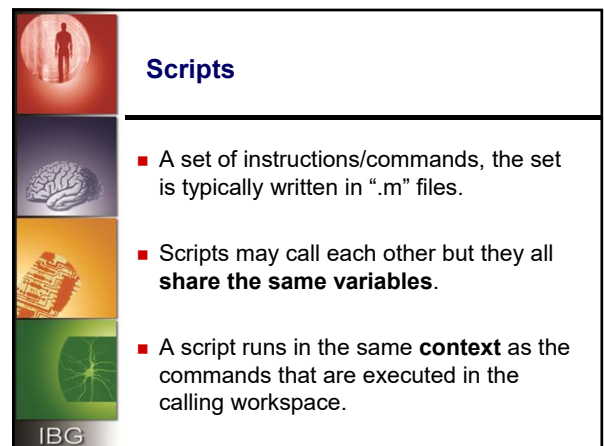
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**Scripts**

- A set of instructions/commands, the set is typically written in “.m” files.
- Scripts may call each other but they all **share the same variables**.
- A script runs in the same **context** as the commands that are executed in the calling workspace.

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### Script - example




- The file `threePowers.m`

```
disp([x x^2 x^3]);  
x=x+1;
```



- Typing in the workspace

```
>> x=3; threePowers  
3 9 27  
  
>> threePowers  
4 16 64
```



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### Scripts - problems



- Lack of separation between variables and environment of the various scripts.
- Requires explicit knowledge of the internal mechanism of all used scripts.
- Internal changes in one script alter the activity of other scripts.
- Impossible the divide a huge project into sub-projects.



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### Functions



- A set of instructions/commands that performs a specific operation encapsulated by an input/output interface.
- Input – A function *can* get variables as input – **input arguments**.
- Output – A function *can* return variables – **output arguments**.
- The input and output argument are the only way for the function to interact with the rest of the software.



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There are of course exceptions that will be discussed in the final parts of the lecture.

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## Functions – Why?



- Logical separation of a big project into smaller portions.
- Simple 'digestible' code which is easier to maintain and debug.
- Separate a project to multiple programmers.
- Allows for portability of code.
- Avoid code duplication by allowing different programs or different parts within the same program to use the function.

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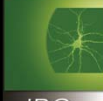


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## Functions - syntax



- There are several types of functions, the most common type is defined and stored in a '.m' file
- The file starts with the following line:

```
function [out1,out2, ..] = function_name(in1, in2, ...)
```

- 'function' is a **reserved word**.
- out1,...: names of the output arguments (possibly none).
- function\_name: the name of the function.
- in1,...: names of the input arguments (possibly none).

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## Function - Example



```
% The contents of the file stupidAppear.m  
function result = stupidAppear(array,value)  
  
if (any(array==value))  
    disp('Found');  
    result = 1;  
else  
    disp('Not Found');  
    result = 0;  
end
```

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### Calling a Function I

- Calling a function: By typing its name with the appropriate arguments.
- Syntax:  
`[out1, out2, ...] = function_name(in1, in2, ...);`
- Example:  
`isValue = stupidAppear(data, 13);`  
The arguments can be values (not necessarily variables):  
`isValue = stupidAppear([1 24 14 13 24 13], 13);`



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### Calling a function II

- The names of input & output arguments may be different in the calling and called function.
- Example:  
The function:  
`function y=doSomething(x)`  
May be called by:  
`a=doSomething(b);`



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### Calling a function III

- A function may have no parameters
  - Example  
`y = noParmFunc();`  
or `y = noParmFunc;`
- The function is found according to a path of directories.



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### Function – ‘Black Box’



A function is a ‘black box’ – when we call it, we only care **what** it does and how to **interface** with it, we don’t mind **how** it does it.

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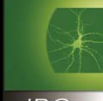


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### Scopes



- A variable name and value has a meaning only within a **scope**.
- Different variables may have the same name in different scopes.
- A new scope is created with every call to a function and is destroyed every time you leave it.

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### Local variables



- Variables are generated and stored locally within the function they are removed from memory upon exit from the function.
- Input variables are a duplication of the variables used to call the function.

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	<b>Local variables – example 1</b>	
	<p><u>Main script</u></p> <pre>x = 2;  disp('Before function'); disp(x);  myFunc(x)  disp('After function'); disp(x);</pre>	<p><u>File – myFunc.m</u></p> <pre>function myFunc(x)  x = 3;  disp('In Function'); disp(x);</pre>

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	<b>Local variables – example 2</b>	
	<p><u>Main script</u></p> <pre>x = 2;  myFunc(x) disp('After first call'); disp(x);  myFunc(x) disp('After second call'); disp(x);</pre>	<p><u>File – myFunc.m</u></p> <pre>function myFunc(x)  x = x + 1;  disp('In Function'); disp(x);</pre>

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	<b>Local variables – example 3</b>	
	<p><u>Main script</u></p> <pre>x=2;  x = myFunc(x) disp('After first call'); disp(x);  x = myFunc(x) disp('After second call'); disp(x);</pre>	<p><u>File – myFunc.m</u></p> <pre>function a = myFunc(x)  a = x + 1;  disp('In Function'); disp(x);</pre>

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### Global variables



- Global variables are accessible by all functions and exist within the global scope.
- The command *global* is used to create global variables.
- **Example:** `global firstVar secondVar;`
- Do not use global variables !!!

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### Global variables – example

	<u>Main script</u>	<u>File – myFunc.m</u>
	<pre>global y; x = 2; y = x;</pre>	<pre>function myFunc(x)  global y; x = x + 1; y = y + 1;</pre>
	<pre>myFunc(x) disp('After first call'); disp([x y]);</pre>	<pre>disp('In Function'); disp([x y]);</pre>
	<pre>myFunc(x) disp('After second call'); disp([x y]);</pre>	

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### Function scopes



- A function has access to two basic scopes:
  - Its local scope
  - Global scope
- Typing in the command line also has these two types of scopes.
- A script shares its scope with its parent (or caller).

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## Persistency

- The *persistent* command defines variables that are local to the function in which they are declared yet their values are retained in memory between calls to the function.
- It is important to remember that the variable needs to be initiated during the first call.

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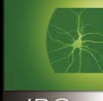
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## Persistent variables – example

<u>File – regularSquare.m</u>	<u>File – persistentSquare.m</u>
<pre>function regularSquare() if (~exist('y')) y=0; else y=y+1; end disp(y^2);</pre>	<pre>function persistentSquare() persistent y; if (~exist('y')) y=0; else y=y+1; end disp(y^2);</pre>

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## Sub-function

- MATLAB enables calling a sub-function within the same file which cannot be called from functions outside the file.
- Example, file superFunc.m

```
function superFunc(x)
for i=1:1:100
x=miniFunc(i+x);
end

function z=miniFunc(y)
disp(y);
z=y^2;
```

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### Functions in MATLAB

- The default installation of MATLAB contains many functions
  - Built-in functions
  - Toolboxes
- In addition functions are publicly available from many source for performing many procedures.
- It is usually better to use an external function rather than writing your own.
- A good source is:  
<http://www.mathworks.com/matlabcentral/fileexchange/>

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### Naming functions

- Name of the file and the function SHOULD ALWAYS be the same.
- In their simplistic form, every function is saved in a different file.
- There are multiple standards for names. My favorite is identical to the one for variables.
- Avoid **shadowing** by variables or other functions by prefixing with project name or your name.

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