# **COMP** 110

# CL04 - Practice with while loops and functions

## **Memory Diagram**

```
1
     xs: str = "123"
2
    ys: str = "45"
 3
 4
     x_{idx}: int = 0
 5 \sim \text{while } x_{idx} < \text{len(xs)}:
         y idx: int = 0
 6
7 ~
         while y_idx < len(ys):
8
              print(f"({xs[x_idx]}, {ys[y_idx]})")
9
              y_idx = y_idx + 1
         x_idx = x_idx + 1
10
```

#### **Practice Writing Functions**

Write a mimic function: you input a string and it returns the same string back to you

- Function name: mimic
- Parameters: my\_words: str
- Return type: str
- Doc string: """Given the string my\_words, outputs the same string"""

Try calling it!

#### **Expected Code:**

```
def mimic(my_words: str) -> str:
    """Given the string my_words, outputs the same string"""
    return my_words
```

#### Calling it:

```
mimic("Hello!")

print(mimic("Hello!"))

my_words: str = "Hello!"
response: str = mimic(my_words)
print(response)
```

#### **Practice Writing Functions**

Write a different mimic function: you input a string and an index and it returns the latter at that index. If the index is too high for the string length, print "Too high of an index".

E.g. mimic\_letter("hello",0) returns "h", mimic\_letter("howdy",2) returns "w", mimic\_letter("hi",3) returns "Too high of an index"

Function name: mimic letter

- Parameters: my\_words: str, letter\_idx: int
- Return type: str
- Doc string: """Outputs the character of my\_words at index letter\_idx"""

## Expected Code:

```
def mimic_letter(my_words: str, letter_idx: int):
    """Outputs the character of my_words at index letter_idx"""
    if letter_idx >= len(my_words):
        return("Index too high")
    #If we made it here, that means the letter_idx is valid
    return my_words[letter_idx]
```

# Memory Diagram

```
def halve(x: float) -> float:
         """Returns half the value of x"""
 3
         print(f"halve({x})")
         return x / 2.0
 5
    def double(x: float) -> float:
 6
         """Double a value"""
 8
         print(f"double({x})")
         return x * 2.0
10
     y: float = double(2.0)
11
     print(halve(y))
12
```

# **Importing**

Practice importing halve() and running halve(3.0) in a different file

#### Take-Home Memory Diagram

```
def main():
         """Main code of program"""
 3
         y: float = double(2.0)
         print(halve(y))
 4
 5
 6
    def halve(x: float) -> float:
         """Returns half the value of x"""
         print(f"halve({x})")
 8
 9
         return x / 2.0
10
11
    def double(x: float) -> float:
12
         """Double a value"""
         print(f"double({x})")
13
14
         return x * 2.0
15
16
     if __name__ == "__main__":
17
         main()
```