

# Higher-Order Functions

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# Announcements

# Office Hours: You Should Go!

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**You are not alone!**

<https://cs61a.org/office-hours/>

# 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 non-negative real number*

*square returns the square of x*

# A Guide to Designing Function

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

```
>>> round(1.23)      >>> round(1.23, 1)      >>> round(1.23, 0)      >>> round(1.23, 5)  
1                      1.2                      1                      1.23
```

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

# Higher-Order Functions

## Summation Example

```
def cube(k):  
    return pow(k, 3)
```

Function of a single argument  
(*not called "term"*)

```
def summation(n, term):  
    """Sum the first n terms of a sequence.
```

A formal parameter that will  
be bound to a function

```
>>> summation(5, cube)
```

```
225
```

The cube function is passed  
as an argument value

```
total, k = 0, 1  
while k <= n:  
    total, k = total + term(k), k + 1  
return total
```

$0 + 1 + 8 + 27 + 64 + 125$

The function bound to term  
gets called here

Modularity

Abstraction

Separation of Concerns

## Ten-to-0-by-1-or-2 Rules

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Two players alternate turns, on which they can remove 1 or 2 from the current total

The total starts at 10

The game end whenever the total is 0

The last player to move wins (i.e., "if you can't move, you lose")

(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)  
    7  
    """  
  
    def adder(k):  
        return k + n  
    return adder
```

The name add\_three is bound to a function

A def statement within another def statement

Can refer to names in the enclosing function

## Ten-to-0-by-1-or-2 Strategies

(Demo)

