

# 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

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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

<code>&gt;&gt;&gt; round(1.23)</code>	<code>&gt;&gt;&gt; round(1.23, 1)</code>	<code>&gt;&gt;&gt; round(1.23, 0)</code>	<code>&gt;&gt;&gt; round(1.23, 5)</code>
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
```

```
"""
```

```
    total, k = 0, 1
```

```
    while k <= n:
```

```
        total, k = total + term(k), k + 1
```

```
    return total
```

The cube function is passed  
as an argument value

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  
"""
```

The name `add_three` is bound to  
a function

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

A `def` statement within  
another `def` statement

Can refer to names in the  
enclosing function

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

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( Demo )

