# Python Programming

# Fonksiyonlar

# Hedefler

- Programcıların programları neden birlikte çalışan işlev kümelerine ayırdığını anlamak.
- Python'da yeni fonksiyonlar tanımlayabilmek.
- Python'da fonksiyon çağrılarının ve parametre geçişlerinin detaylarını anlamak.
- Kod tekrarını azaltmak ve program modülerliğini artırmak için işlevleri kullanan programlar yazmak.

# Fonksiyonların Fonksiyonu

- Şimdiye kadar dört farklı işlev türü gördük:
    - Programlarımız main() adı verilen tek bir işlevden oluşur.
    - Yerleşik Python işlevleri (mutlak)
    - Standart kitaplıklardan (math.sqrt) gelen işlevler
    - Grafik modülünden işlevler (p.getX())

- Birden fazla yerde benzer veya aynı kodun olması bazı dezavantajlara sahiptir.
    - Birinci sorun: aynı kodu iki veya daha fazla yazmak.
    - İkinci sorun: Bu aynı kod iki ayrı yerde tutulmalıdır.
- İşlevler, kod tekrarını azaltmak ve programların daha kolay anlaşılmasını ve sürdürülmesini sağlamak için kullanılabilir.

# İşlevler, Gayri Resmi Olarak

- Bir fonksiyon bir alt program gibidir, bir programın içindeki küçük bir programdır.
- Temel fikir – bir dizi ifade yazıyoruz ve sonra bu diziye bir isim veriyoruz.
- Daha sonra isme başvurarak bu diziyi istediğimiz zaman çalıştırabiliriz.
- Programın bir fonksiyon oluşturan kısmına fonksiyon tanımı denir.
- Fonksiyon bir programda kullanıldığında, tanımın çağrıldığını söyleriz.

# Fonksiyon Oluşturma

- Bir fonksiyon, yalnızca çağrıldığında çalışan bir kod bloğudur.
- Parametreler olarak bilinen verileri bir fonksiyona iletebilirsiniz.
- Bir fonksiyon, sonuç olarak verileri döndürebilir.
- Bir fonksiyonu çağırmak için, fonksiyonun adını ve ardından parantez kullanılır.

```
def my_function():
        print("Hello from a function")


my_function()
```

# Functions, Informally

- ## Happy Birthday lyrics…

```
def main1():
    print("Happy birthday to you!" )
    print("Happy birthday to you!" )
    print("Happy birthday, dear Fred...")
    print("Happy birthday to you!")
```

- ## Gives us this…

```
main1()
Happy birthday to you!
Happy birthday to you!
Happy birthday, dear Fred...
Happy birthday to you!
```

# Functions, Informally

- There's some duplicated code in the program! (`print("Happy birthday to you!")`)
- We can define a function to print out this line:
  ```
  def happy():
      print("Happy birthday to you!")
  ```
- With this function, we can rewrite our program.

# Functions, Informally

- The new program –
```
def singFred():
    happy()
    happy()
    print("Happy birthday, dear Fred...")
    happy()
```

- Gives us this output –
```
>>> singFred()
Happy birthday to you!
Happy birthday to you!
Happy birthday, dear Fred...
Happy birthday to you!
```

# Functions, Informally

- Creating this function saved us a lot of typing!

- What if it's Lucy's birthday? We could write a new singLucy function!

```
def singLucy():
    happy()
    happy()
    print("Happy birthday, dear Lucy...")
    happy()
```

# Functions, Informally

- We could write a main program to sing to both Lucy and Fred
```
def main():
    singFred()
    print()
    singLucy()
```
- This gives us this new output
```
main()
Happy birthday to you!
Happy birthday to you!
Happy birthday, dear Fred..
Happy birthday to you!

Happy birthday to you!
Happy birthday to you!
Happy birthday, dear Lucy...
Happy birthday to you!
```

# Functions, Informally

- Bu harika çalışıyor! Ama… hala çok fazla kod tekrarı var.
- singFred ve singLucy arasındaki tek fark, üçüncü print ifadesindeki addır.
- Bu iki rutin, bir parametre kullanılarak birlikte daraltılabilir.

# Parametreler

- Bilgi fonksiyonlara parametreler yoluyla geçirilir.
- Parametreler, fonksiyonun adından sonra parantez içinde belirtilir. İstediğiniz kadar parametre ekleyebilirsiniz, sadece virgülle ayırın.
- Aşağıdaki örnekte fonksiyonun (fname) adında bir parametresi vardır. fonksiyon çağrıldığında, girilen bilgileri fonksiyona parametre olarak gönderilir.

    *def my_function(fname):*

        *print(fname + " Refsnes")*


- my_function("Emil")
- my_function("Tobias")
- my_function("Linus")

# Varsayılan Değerli Parametre

- Aşağıdaki örnek, varsayılan bir parametre değerinin nasıl kullanılacağını gösterir. Fonksiyonu parametresiz olarak çağırırsak, varsayılan değeri kullanır.

```
def my_function(country = "Norway"):
    print("I am from " + country)
```

```
my_function("Sweden")
my_function("India")
my_function()
my_function("Brazil")
```

# Functions, Informally

- The generic function *sing*
  ```
  def sing(person):
      happy()
      happy()
      print("Happy birthday, dear", person + ".")
      happy()
  ```

- Bu işlev, "person" adlı bir parametre kullanır. Parametre, işlev çağrıldığında başlatılan bir değişkendir.

# Functions, Informally

- Our new output –
```
>>> sing("Fred")
Happy birthday to you!
Happy birthday to you!
Happy birthday, dear Fred.
Happy birthday to you!
```

- We can put together a new main program!

# Functions, Informally

- Our new main program:

```
def main():
    sing("Fred")
    print()
    sing("Lucy")
```

- Gives us this output:

```
>>> main()
Happy birthday to you!
Happy birthday to you!
Happy birthday, dear Fred.
Happy birthday to you!

Happy birthday to you!
Happy birthday to you!
Happy birthday, dear Lucy.
Happy birthday to you!
```

# Future Value with a Function

- In the future value graphing program, we see similar code twice:

```
# Draw bar for initial principal
bar = Rectangle(Point(0, 0), Point(1, principal))
bar.setFill("green")
bar.setWidth(2)
bar.draw(win)


bar = Rectangle(Point(year, 0), Point(year+1, principal))
bar.setFill("green")
bar.setWidth(2)
bar.draw(win)
```

# Future Value with a Function

- To properly draw the bars, we need three pieces of information.
  - The year the bar is for
  - How tall the bar should be
  - The window the bar will be drawn in
- These three values can be  supplied as parameters to the function.

# Future Value with a Function

- The resulting function looks like this:

```
def drawBar(window, year, height):
    # Draw a bar in window starting at year with given height
    bar = Rectangle(Point(year, 0), Point(year+1, height))
    bar.setFill("green")
    bar.setWidth(2)
    bar.draw(window)
```

- To use this function, we supply the three values. If win is a Graphwin, we can draw a bar for year 0 and principal of $2000 using this call:

```
drawBar(win, 0, 2000)
```

# Functions and Parameters: The Details

- It makes sense to include the year and the principal in the drawBar function, but why send the window variable?

- The *scope* of a variable refers to the places in a program a given variable can be referenced.

- Each function is its own little subprogram. The variables used inside of a function are *local* to that function, even if they happen to have the same name as variables that appear inside of another function.

- The only way for a function to see a variable from another function is for that variable to be passed as a parameter.

# Functions and Parameters: The Details

- Since the `GraphWin` in the variable `win` is created inside of `main`, it is not directly accessible in `drawBar`.

- The `window` parameter in `drawBar` gets assigned the value of `win` from `main` when `drawBar` is called.

- A function definition looks like this:
  def <name>(<formal-parameters>):
      <body>

- The name of the function must be an identifier

- Formal-parameters is a possibly empty list of variable names

# Functions and Parameters: The Details

- Formal parameters, like all variables used in the function, are only accessible in the body of the function. Variables with identical names elsewhere in the program are distinct from the formal parameters and variables inside of the function body.

- A function is called by using its name followed by a list of *actual parameters* or *arguments*.
  <name>(<actual-parameters>)

- When Python comes to a function call, it initiates a four-step process.

# Functions and Parameters: The Details

- The calling program suspends execution at the point of the call.
- The formal parameters of the function get assigned the values supplied by the actual parameters in the call.
- The body of the function is executed.
- Control returns to the point just after where the function was called.

- Let's trace through the following code:
```
sing("Fred")
print()
sing("Lucy")
```

- When Python gets to `sing("Fred")`, execution of `main` is temporarily suspended.

- Python looks up the definition of `sing` and sees that it has one formal parameter, `person`.

- The formal parameter is assigned the value of the actual parameter. It's as if the following statement had been executed:
```
person = "Fred"
```

# Functions and Parameters: The Details

```
def main():                     def sing(person):
    sing("Fred") person = "Fred"    happy()
    print()                         happy()
    sing("Lucy")                    print ("Happy birthday, dear", person + ".")
                                    happy()


                        person: "Fred"
```

Note that the variable `person` has just been initialized.

# Functions and Parameters: The Details

- At this point, Python begins executing the body of `sing`.
- The first statement is another function call, to `happy`. What happens next?
- Python suspends the execution of `sing` and transfers control to `happy`.
- `happy` consists of a single print, which is executed and control returns to where it left off in sing.

# Functions and Parameters: The Details

```
def main():                                  def sing(person):        def happy():
    sing("Fred")    person = "Fred"             happy()                  print ("Happy Birthday to you!")
    print()                                     happy()
    sing("Lucy")                                happy()
                                                print ("Happy birthday, dear", person + ".")
                                                happy()

                          person:  "Fred"
```
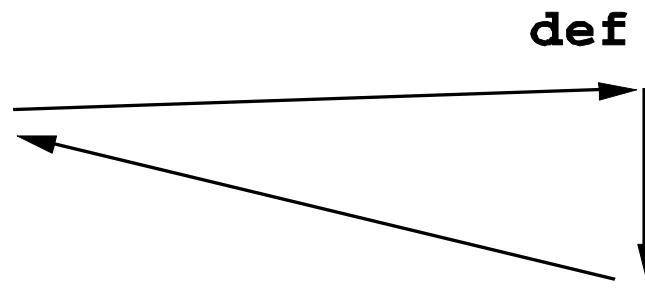
- Execution continues in this way with two more trips to `happy`.
- When Python gets to the end of `sing`, control returns to `main` and continues immediately following the function call.

# Functions and Parameters: The Details

```
def main():              def sing(person):
    sing("Fred")             happy()
    print()                  happy()
    sing("Lucy")             print ("Happy birthday, dear", person + ".")
                             happy()
```

- Notice that the `person` variable in `sing` has disappeared!
- The memory occupied by local function variables is reclaimed when the function exits.
- Local variables do **not** retain any values from one function execution to the next.

# Functions and Parameters: The Details

- The next statement is the bare `print`, which produces a blank line.

- Python encounters another call to `sing`, and control transfers to the `sing` function, with the formal parameter "Lucy".

# Functions and Parameters: The Details

```
def main():                person = "Lucy"    def sing(person):
   sing("Fred")                                   happy()
   print()                                         happy()
   sing("Lucy")                                    print ("Happy birthday, dear", person + ".")
                                                   happy()

                                   person:  "Lucy"
```

- The body of `sing` is executed for Lucy with its three side trips to `happy` and control returns to `main`.

# Functions and Parameters: The Details

```
def main():
    sing("Fred")
    print()
    sing("Lucy")
```

```
def sing(person):
    happy()
    happy()
    print ("Happy birthday, dear", person + ".")
    happy()
```

# Functions and Paramters: The Details

- One thing not addressed in this example was multiple parameters. In this case the formal and actual parameters are matched up based on *position*, e.g. the first actual parameter is assigned to the first formal parameter, the second actual parameter is assigned to the second formal parameter, etc.

- As an example, consider the call to `drawBar`:

```
drawBar(win, 0, principal)
```

- When control is passed to `drawBar`, these parameters are matched up to the formal parameters in the function heading:

```
def drawBar(window, year, height):
```

- The net effect is as if the function body had been prefaced with three assignment statements:

```
window = win
year = 0
height = principal
```

# Değer Döndürme

- Bir fonksiyonun bir değer döndürmesini sağlamak için return ifadesini kullanıılır.

*def my_function(x):*

       *a=5\*x*

       *return(a)*

*b=my_function(6)*

*print(b)*

# Getting Results from a Function

- Passing parameters provides a mechanism for initializing the variables in a function.

- Parameters act as inputs to a function.

- We can call a function many times and get different results by changing its parameters.

- We've already seen numerous examples of functions that return values to the caller.
  ```
  discRt = math.sqrt(b*b – 4*a*c)
  ```

- The value `b*b – 4*a*c` is the actual parameter of `math.sqrt`.

- We say `sqrt` *returns* the square root of its argument.

# Functions That Return Values

- This function returns the square of a number:

```
def square(x):
    return x*x
```

- When Python encounters `return`, it exits the function and returns control to the point where the function was called.

- In addition, the value(s) provided in the `return` statement are sent back to the caller as an expression result.

# Functions That Return Values

- ```
  >>> square(3)
  9
  ```

- ```
  >>> print(square(4))
  16
  ```

- ```
  >>> x = 5
  >>> y = square(x)
  >>> print(y)
  25
  ```

- ```
  >>> print(square(x) + square(3))
  34
  ```

# Functions That Return Values

- We can use the square function to write a routine to calculate the distance between $(x_1, y_1)$ and $(x_2, y_2)$.

- 
```
def distance(p1, p2):
    dist = math.sqrt(square(p2.getX() - p1.getX()) +
square(p2.getY() - p1.getY()))
    return dist
```

# Functions That Return Values

- Sometimes a function needs to return more than one value.

- To do this, simply list more than one expression in the `return` statement.

```
def sumDiff(x, y):
    sum = x + y
    fark = x - y

    return sum, fark

c=9
d=29
a,b=sumDiff(c, d)
print(a,b)
```

# Functions That Return Values

- When calling this function, use simultaneous assignment.

- As before, the values are assigned based on position, so *s* gets the first value returned (the sum), and *d* gets the second (the difference).

```
def sumDiff(x, y):
    sum = x + y
    fark = x - y

    return sum, fark


c=9
d=29
a,b=sumDiff(c, d)
print(a,b)


num1, num2 = eval(input("Enter two numbers (num1, num2) "))
s, t = sumDiff(num1, num2)
print("The sum is", s, "and the difference is", t)
```

# Functions That Return Values

- One "gotcha" – all Python functions return a value, whether they contain a `return` statement or not. Functions without a `return` hand back a special object, denoted `None`.

- A common problem is writing a value-returning function and omitting the `return`!

- If your value-returning functions produce strange messages, check to make sure you remembered to include the `return`!

# Functions that Modify Parameters

- Return values are the main way to send information from a function back to the caller.
- Sometimes, we can communicate back to the caller by making changes to the function parameters.
- Understanding when and how this is possible requires the mastery of some subtle details about how assignment works and the relationship between actual and formal parameters.
- Suppose you are writing a program that manages bank accounts. One function we would need to do is to accumulate interest on the account. Let's look at a first-cut at the function.
- ```
  def addInterest(balance, rate):
      newBalance = balance * (1 + rate)
      balance = newBalance
  ```

# Functions that Modify Parameters

- The intent is to set the balance of the account to a new value that includes the interest amount.

- Let's write a main program to test this:

```
def test():
    amount = 1000
    rate = 0.05
    addInterest(amount, rate)
    print(amount)
```

- We hope that that the 5% will be added to the amount, returning 1050.

- ```
>>> test()
1000
```

- What went wrong? Nothing!

# Functions that Modify Parameters

- The first two lines of the test function create two local variables called `amount` and `rate` which are given the initial values of `1000` and `0.05`, respectively.

```
def addInterest(balance, rate):
    newBalance = balance * (1 + rate)
    balance = newBalance

def test():
    amount = 1000
    rate = 0.05
    addInterest(amount, rate)
    print(amount)
```

# Functions that Modify Parameters

- Control then transfers to the `addInterest` function.

- The formal parameters `balance` and `rate` are assigned the values of the actual parameters `amount` and `rate`.

- Even though `rate` appears in both, they are separate variables (because of scope rules).

```python
def addInterest(balance, rate):
    newBalance = balance * (1 + rate)
    balance = newBalance

def test():
    amount = 1000
    rate = 0.05
    addInterest(amount, rate)
    print(amount)
```

# Functions that Modify Parameters

- The assignment of the parameters causes the variables `balance` and `rate` in `addInterest` to refer to the *values* of the actual parameters!

```python
def addInterest(balance, rate):
    newBalance = balance*(1 + rate)
    balance = newBalance

def test():
    amount = 1000
    rate = 0.05
    addInterest(amount, rate)
    print(amount)
```
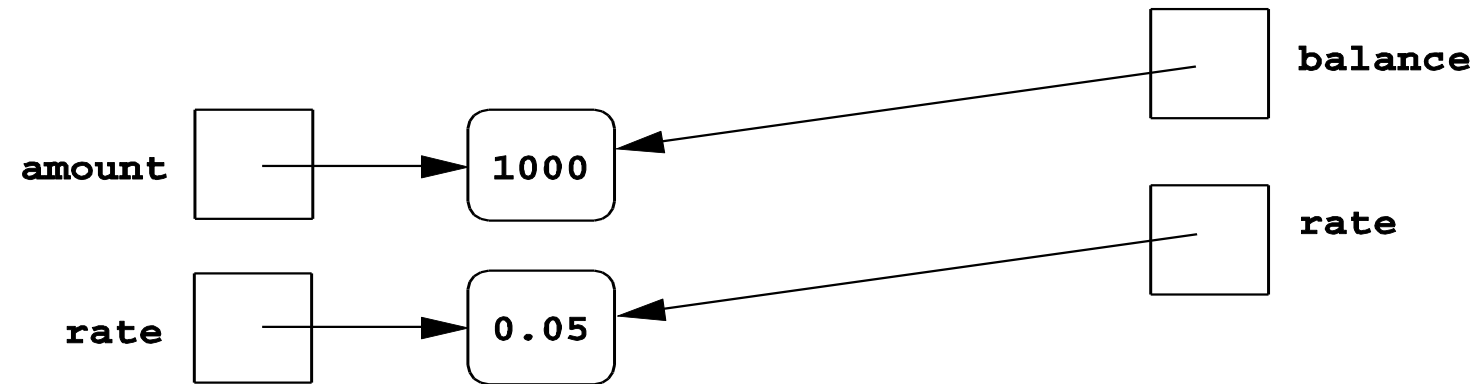
# Functions that Modify Parameters

```
def test():
    amount = 1000
    rate = 0.05
    addInterest(amount,rate)
    print(amount)
```

balance=amount
rate=rate

```
def addInterest(balance, rate):
    newBalance = balance * (1 + rate)
    balance = newBalance
```

balance

amount  [  ] → [ 1000 ]

rate

rate  [  ] → [ 0.05 ]

# Functions that Modify Parameters

- Executing the first line of `addInterest` creates a new variable, `newBalance`.

- `balance` is then assigned the value of `newBalance`.

```python
def addInterest(balance, rate):
    newBalance = balance * (1 + rate)
    balance = newBalance

def test():
    amount = 1000
    rate = 0.05
    addInterest(amount, rate)
    print(amount)
```
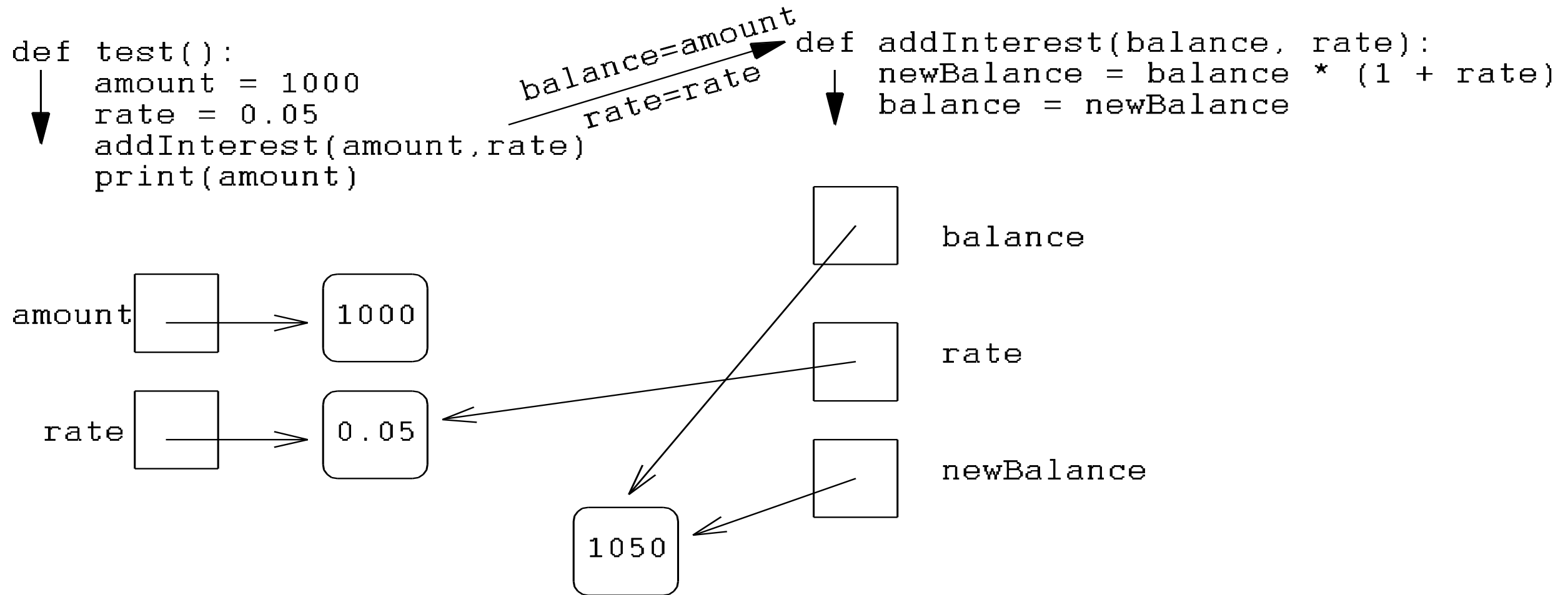
# Functions that Modify Parameters

- `balance` now refers to the same value as `newBalance`, but this had no effect on `amount` in the `test` function.

```
def addInterest(balance, rate):
    newBalance = balance * (1 + rate)
    balance = newBalance

def test():
    amount = 1000
    rate = 0.05
    addInterest(amount, rate)
    print (amount)
```

# Functions that Modify Parameters

```
def test():
    amount = 1000
    rate = 0.05
    addInterest(amount,rate)
    print(amount)
```

balance=amount
rate=rate

```
def addInterest(balance, rate):
    newBalance = balance * (1 + rate)
    balance = newBalance
```

balance

rate

newBalance

amount [ ] → ( 1000 )

rate [ ] → ( 0.05 )

( 1050 )

# Functions that Modify Parameters

- Execution of `addInterest` has completed and control returns to `test`.

- The local variables, including the parameters, in `addInterest` go away, but `amount` and `rate` in the `test` function still refer to their initial values!

```python
def addInterest(balance, rate):
    newBalance = balance * (1 + rate)
    balance = newBalance

def test():
    amount = 1000
    rate = 0.05
    addInterest(amount, rate)
    print(amount)
```

# Functions that Modify Parameters

- To summarize: the formal parameters of a function only receive the *values* of the actual parameters. The function does not have access to the variable that holds the actual parameter.

- Python is said to pass all parameters *by value*.

- Some programming languages (C++, Ada, and many more) do allow variables themselves to be sent as parameters to a function. This mechanism is said to pass parameters *by reference*.

- When a new value is assigned to the formal parameter, the value of the variable in the calling program actually changes.

- Since Python doesn't have this capability, one alternative would be to change the `addInterest` function so that it returns the `newBalance`.

# Functions that Modify Parameters

```python
def addInterest(balance, rate):
    newBalance = balance * (1 + rate)
    return newBalance


def test():
    amount = 1000
    rate = 0.05
    amount = addInterest(amount, rate)
    print(amount)


test()
```

# Functions that Modify Parameters

- Instead of looking at a single account, say we are writing a program for a bank that deals with many accounts. We could store the account balances in a list, then add the accrued interest to each of the balances in the list.

- We could update the first balance in the list with code like: `balances[0] = balances[0] * (1 + rate)`

- This code says, "multiply the value in the $0^{th}$ position of the list by (1 + rate) and store the result back into the $0^{th}$ position of the list."

- A more general way to do this would be with a loop that goes through positions 0, 1, …, length $- 1$.

# Functions that Modify Parameters

```
# addinterest3.py
#    Illustrates modification of a mutable parameter (a list).

def addInterest(balances, rate):
    for i in range(len(balances)):
        balances[i] = balances[i] * (1+rate)


def test():
    amounts = [1000, 2200, 800, 360]
    rate = 0.05
    addInterest(amounts, 0.05)
    print(amounts)

test()
```

# Functions that Modify Parameters

- Remember, our original code had these values:
  `[1000, 2200, 800, 360]`

- The program returns:
  `[1050.0, 2310.0, 840.0, 378.0]`

- What happened? Python passes parameters by value, but it looks like `amounts` has been changed!
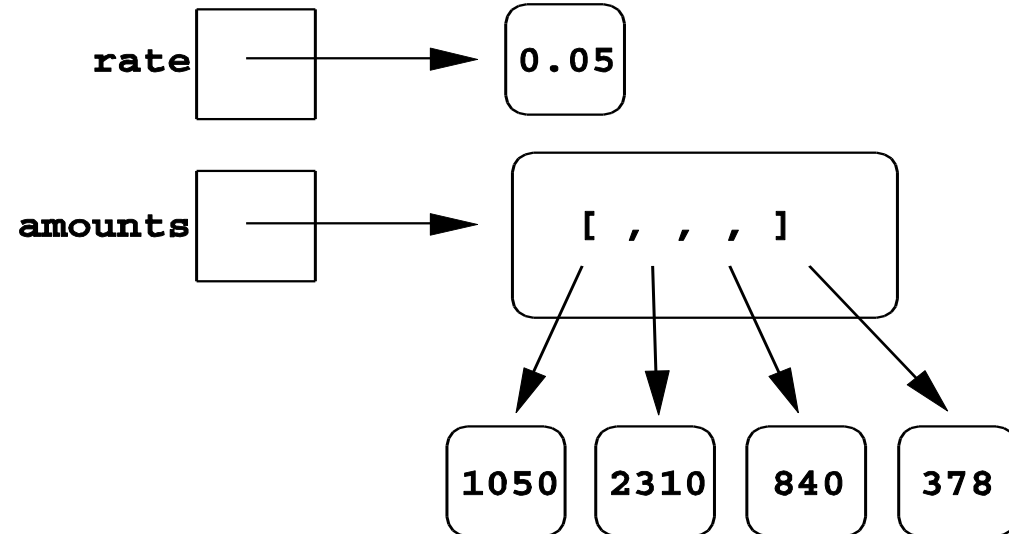
# Functions that Modify Parameters

- The first two lines of `test` create the variables `amounts` and `rate`.

- The value of the variable `amounts` is a list object that contains four int values.

```
def addInterest(balances, rate):
    for i in range(len(balances)):
        balances[i] = balances[i] * (1+rate)

def test():
    amounts = [1000, 2200, 800, 360]
    rate = 0.05
    addInterest(amounts, 0.05)
    print(amounts)
```

# Functions that Modify Parameters

```python
def test():
    amounts = [1000,2150,800,3275]
    rate = 0.05
    addInterest(amounts,rate)
    print amounts
```

```python
def addInterest(balances, rate):
    for i in range(len(balances)):
        balances[i] = balances[i] * (1+rate)
```
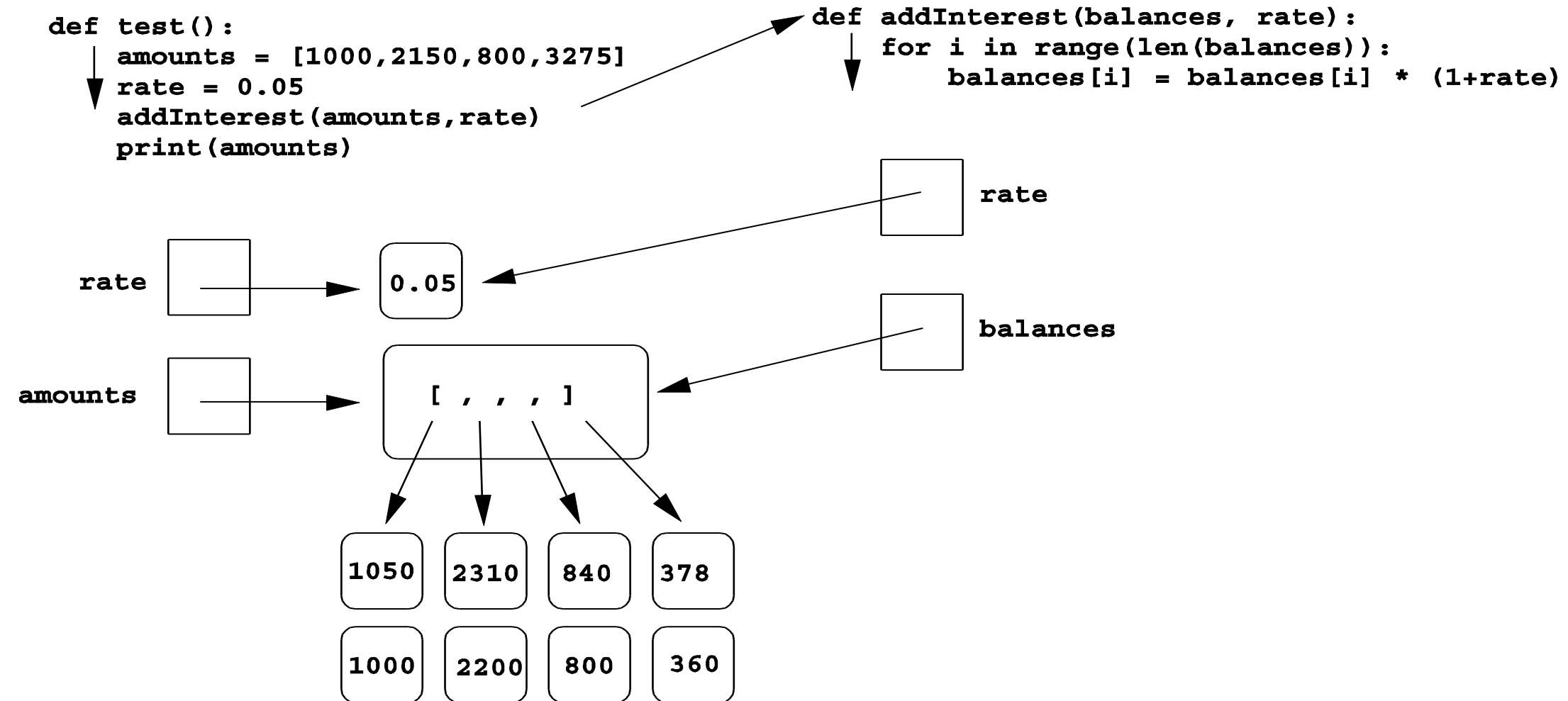
# Functions that Modify Parameters

- **Next,** `addInterest` executes. The loop goes through each  index in the range 0, 1, …, length –1 and updates that value in `balances`.

```python
def addInterest(balances, rate):
    for i in range(len(balances)):
        balances[i] = balances[i] * (1+rate)

def test():
    amounts = [1000, 2200, 800, 360]
    rate = 0.05
    addInterest(amounts, 0.05)
    print(amounts)
```

# Functions that Modify Parameters

```python
def test():
    amounts = [1000,2150,800,3275]
    rate = 0.05
    addInterest(amounts,rate)
    print(amounts)
```

```python
def addInterest(balances, rate):
    for i in range(len(balances)):
        balances[i] = balances[i] * (1+rate)
```

rate

rate    ☐ → 0.05

balances

amounts    ☐ → [ , , , ]

1050    2310    840    378

1000    2200    800    360

# Functions that Modify Parameters

- In the diagram the old values are left hanging around to emphasize that the numbers in the boxes have not changed, but the new values were created and assigned into the list.

- The old values will be destroyed during garbage collection.

```python
def addInterest(balances, rate):
    for i in range(len(balances)):
        balances[i] = balances[i] *
(1+rate)


def test():
    amounts = [1000, 2200, 800, 360]
    rate = 0.05
    addInterest(amounts, 0.05)
    print amounts
```

# Functions that Modify Parameters

- When `addInterest` terminates, the list stored in `amounts` now contains the new values.

- The variable `amounts` wasn't changed (it's still a list), but the state of that list has changed, and this change is visible to the calling program.

- Parameters are always passed by value. However, if the value of the variable is a mutable object (like a list of graphics object), then changes to the state of the object *will* be visible to the calling program.

- This situation is another example of the aliasing issue discussed in Chapter 4!

# Functions and Program Structure

- So far, functions have been used as a mechanism for reducing code duplication.

- Another reason to use functions is to make your programs more *modular*.

- As the algorithms you design get increasingly complex, it gets more and more difficult to make sense out of the programs.

- One way to deal with this complexity is to break an algorithm down into smaller subprograms, each of which makes sense on its own.

# Functions and Program Structure

```python
def main():
    # Introduction
    print("This program plots the growth of a 10 year
     investment.")

    # Get principal and interest rate
    principal = eval(input("Enter the initial principal:
     "))
    apr = eval(input("Enter the annualized interest rate:
     "))

    # Create a graphics window with labels on left edge
    win = GraphWin("Investment Growth Chart", 320, 240)
    win.setBackground("white")
    win.setCoords(-1.75,-200, 11.5, 10400)
    Text(Point(-1, 0), ' 0.0K').draw(win)
    Text(Point(-1, 2500), ' 2.5K').draw(win)
```

```python
    Text(Point(-1, 5000), ' 5.0K').draw(win)
    Text(Point(-1, 7500), ' 7.5k').draw(win)
    Text(Point(-1, 10000), '10.0K').draw(win)


    # Draw bar for initial principal
    drawBar(win, 0, principal)

    # Draw a bar for each subsequent year
    for year in range(1, 11):
        principal = principal * (1 + apr)
        drawBar(win, year, principal)

    input("Press <Enter> to quit.")
    win.close()
```

# Functions and Program Structure

- We can make this program more readable by moving the middle eight lines that create the window where the chart will be drawn into a value returning function.

# Functions and Program Structure

```python
def createLabeledWindow():
    window = GraphWin("Investment Growth Chart", 320, 240)
    window.setBackground("white")
    window.setCoords(-1.75,-200, 11.5, 10400)
    Text(Point(-1, 0), ' 0.0K').draw(window)
    Text(Point(-1, 2500), ' 2.5K').draw(window)
    Text(Point(-1, 5000), ' 5.0K').draw(window)
    Text(Point(-1, 7500), ' 7.5k').draw(window)
    Text(Point(-1, 10000), '10.0K').draw(window)
    return window
```

```python
def main():
    print("This program plots the growth of a 10 year
    investment.")

    principal = eval(input("Enter the initial principal:
    "))
    apr = eval(input("Enter the annualized interest rate:
    "))

    win = createLabeledWindow()
    drawBar(win, 0, principal)
    for year in range(1, 11):
        principal = principal * (1 + apr)
        drawBar(win, year, principal)

    input("Press <Enter> to quit.")
    win.close()
```

# Lambda Fonksiyonları

- Python'da, lambda anahtar kelimesi anonim fonksiyonlar oluşturmak için kullanılır.
- Bunlar esas olarak önceden tanımlanmış isimler içermez.
- Uyarlanabilir fonksiyonlar oluşturmak için iyidir ve bu sayede etkinlik yönetimi için iyidir.
- Örnek:
- i'nin 2 ile çarpım değerini döndüren anonim bir fonksiyon:

*myfunc = lambda i: i*2*

*print(myfunc(2))*

# Lambda Fonksiyonları

- Lambda tanımlı fonksiyonlar, burada gösterildiği gibi birden fazla tanımlı girişe sahip olabilir

- Örnek:

- i'nin 2 ile çarpım değerini döndüren anonim bir fonksiyon:

    *myfunc = lambda x,y: x\*y*

    *print(myfunc(3,6))*

# Lambda Fonksiyonları

- Aşağıdaki örnekte gösterildiği gibi, çalışma zamanında anonim fonksiyonlar oluşturduğunuzda, lambda'nın gücü daha iyi anlaşılır.

- Burada myfunc adında tanımlanmış fonksiyonu görüyoruz, which creates an anonymous function that doubles some on-the-fly variable i with a just-in-time variable n representing our multiplier.

- Örnek:

- i'nin 2 ile çarpım değerini döndüren anonim bir fonksiyon:

```
def myfunc(n):
    return lambda i: i*n


doubler = myfunc(2)
tripler = myfunc(3)
val = 11
print("Doubled: " + str(doubler(val)) + ". Tripled: " + str(tripler(val)))
```