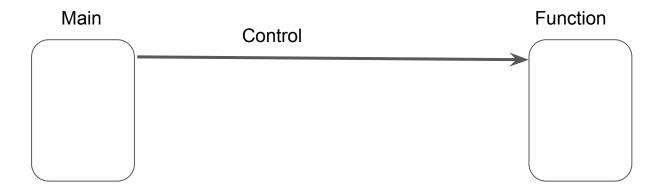
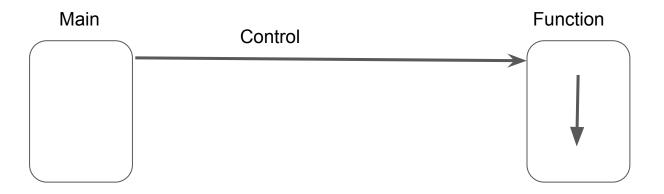
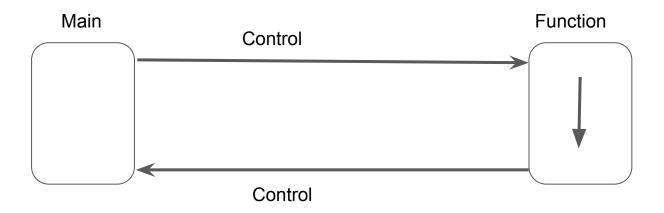
FN.5 - FN.11

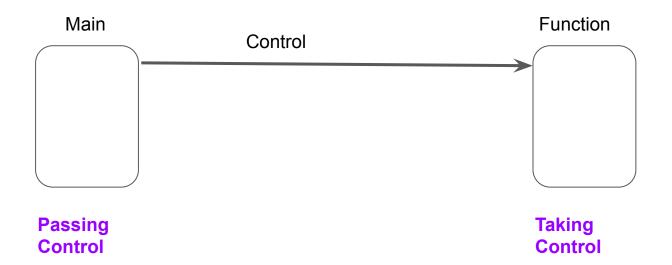


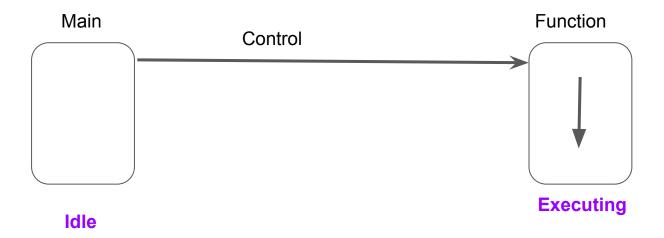


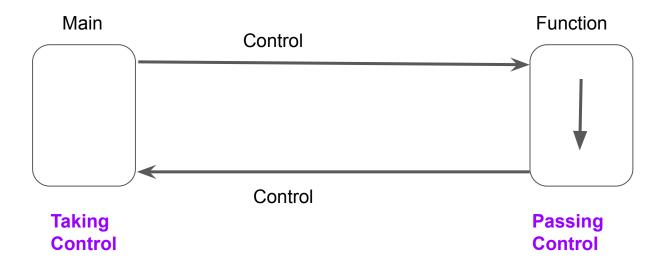














Control is given to function, control is returned after function execution.

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But what about data being passed back and forth?

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But what about data being passed back and forth?

Depending on data movement, there are 4 different ways to structure a function.

No data in, no data returned

No data in, no data returned

```
def menu():
    print("Here are the options for your chosen action:")
    print("-- a -- to add a new item to the inventory")
    print("-- u -- to update the inventory of a item")
    print("-- r -- to 'remove' inventory of an item as a result of a sale")
    print("-- v -- to compute the value of all the inventory in the store")
    print("-- o -- to print out all items that need reordering")
    print("-- q -- to quit the program\n")
    return
```

No data in, no data returned

```
def main():
    menu()
    print("Here are the options for your chosen action:")
    print("OK")
    print("-- a -- to add a new item to the inventory")
    print("-- u -- to update the inventory of a item")
    print("-- r -- to 'remove' inventory of an item as a result of a sale")
    print("-- v -- to compute the value of all the inventory in the store")
    print("-- o -- to print out all items that need reordering")
    print("-- q -- to quit the program\n")
    return
```

Data in, no data returned

```
def prettyPrint(item, quantity, price):
      print( "In inventory we have", quantity, " of $", item)
      print( "They sell for ", price, " each for a total
              value of ", quantity * price)
      return
def main( ):
      prettyPrint("no-name laptop", 25, 750)
main( )
```

No data in, data returned

```
def userOption():
    print("Here are the options for your chosen action:")
    print("-- a -- to add a new item to the inventory")
    print("-- u -- to update the inventory of a item")
    print("-- r -- to 'remove' inventory of an item as a result of a sale")
    print("-- v -- to compute the value of all the inventory in the store")
    print("-- o -- to print out all items that need reordering")
    print("-- q -- to quit the program\n")
    choice = input("Please enter your action")
    return choice
```

No data in, data returned

```
def main():
    action = userOption()
    print(action)
    print("-- a -- to add a new item to the inventory")
    print("-- u -- to update the inventory of a item")
    print("-- r -- to 'remove' inventory of an item as a result of a sale")
    print("-- v -- to compute the value of all the inventory in the store")
    print("-- o -- to print out all items that need reordering")
    print("-- q -- to quit the program\n")
    choice = input("Please enter your action")
    return choice
```

Data in, data returned

```
def value(quantity, price):
    return quantity * price

def main():
    quantity = 25
    item = "no name laptop"
    price = 750
    print( "In inventory we have ", quantity, " of ", item)
    print( "They sell for ", price, " each for a total value of $", value(quantity, price))

main()
```

Summary

When writing your own functions, consider the following:

- 1. what part of the program's "job" can be compartmentalized into a function?
- 2. does the function need to receive any data in order to do its job?
 - a. if so, exactly what data does it need?
- 3. does the calling program need to receive any results from the function?
 - a. if so, how will those results be used by the calling program?

Answer these questions and think about the control and data flow **before** you start to code!!!