



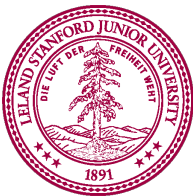
Functions

Chris Piech and Mehran Sahami
CS106A, Stanford University

Boolean Variable

```
karel_is_awesome = True
```

```
my_bool = 1 < 2
```



Boolean Operations

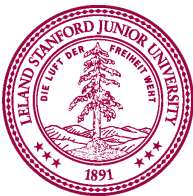
`a = True`

`b = False`

`both_true = a and b`

`either_true = a or b`

`opposite = not a`

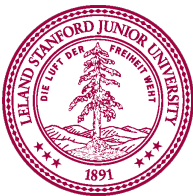


There is an *i* in for loop

```
for i in range(10):  
    print(i)
```

terminal

```
0  
1  
2  
3  
4  
5  
6  
7  
8  
9
```

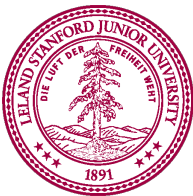


There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```

terminal

```
i j  
0 0  
0 1  
0 2  
1 0  
1 1  
1 2
```



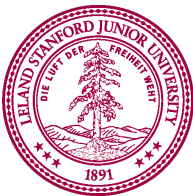
There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i, j)
```

terminal

```
i j
```

i	
j	



There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```

terminal

```
i j
```

i

0

j

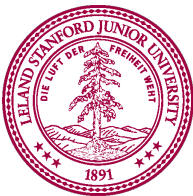
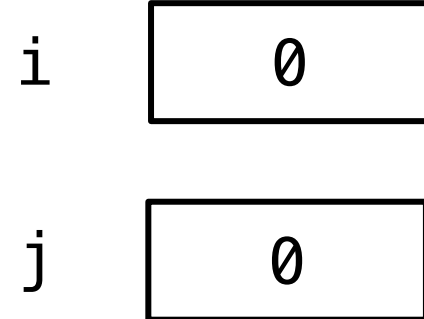


There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```

terminal

```
i j
```



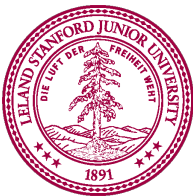
There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```

terminal

```
i j  
0 0
```

i	0
j	0



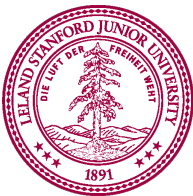
There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```

terminal

```
i j  
0 0
```

i	0
j	1



There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```

terminal

```
i j  
0 0  
0 1
```

i	0
j	1



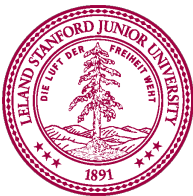
There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```

terminal

```
i j  
0 0  
0 1
```

i	0
j	2



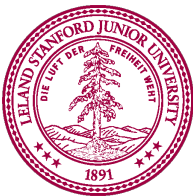
There is an *i* in for loop

```
print('i', 'j')
for i in range(2):
    for j in range(3):
        print(i, j)
```

terminal

```
i j
0 0
0 1
0 2
```

i	0
j	2



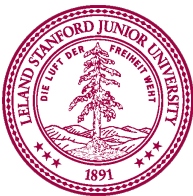
There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```

terminal

```
i j  
0 0  
0 1  
0 2
```

i	0
j	2



There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```



terminal

```
i j  
0 0  
0 1  
0 2
```

i

0

j

2



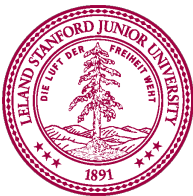
There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i,j)
```

terminal

```
i j  
0 0  
0 1  
0 2
```

i	1
j	



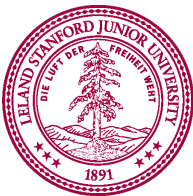
There is an *i* in for loop

```
print('i', 'j')  
for i in range(2):  
    for j in range(3):  
        print(i, j)
```

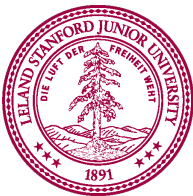
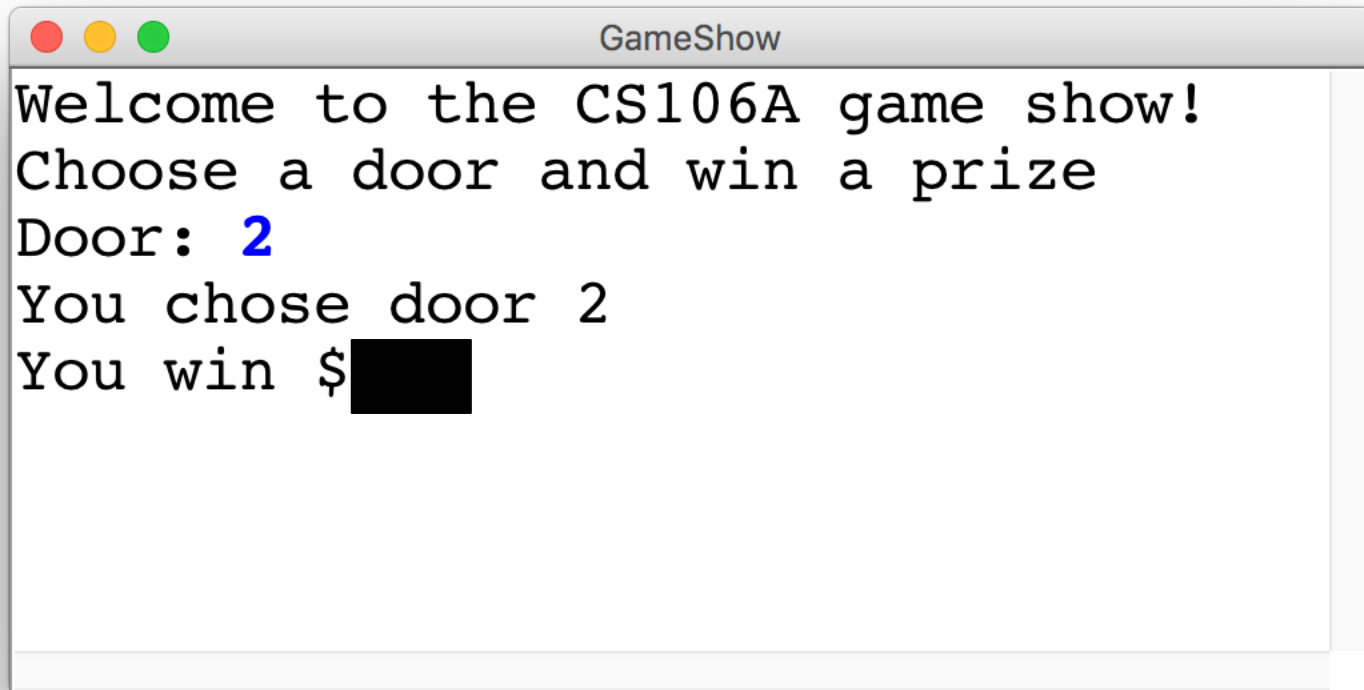
terminal

```
i j  
0 0  
0 1  
0 2  
1 0  
1 1  
1 2
```

i	1
j	



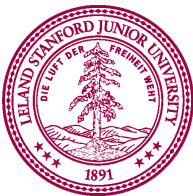
Game Show



Choose a Door

```
door = int(input("Door: "))  
# while the input is invalid  
while door < 1 or door > 3 :  
    # tell the user the input was invalid  
    print("Invalid door!")  
    # ask for a new input  
    door = int(input("Door: "))
```

or
and



The Door Logic

```
prize = 4
```

```
if door == 1:  
    prize = 2 + 9 // 10 * 100
```

```
elif door == 2:  
    locked = prize % 2 != 0  
    if not locked:  
        prize += 6
```

```
elif door == 3 :  
    for i in range(door):  
        prize += i
```

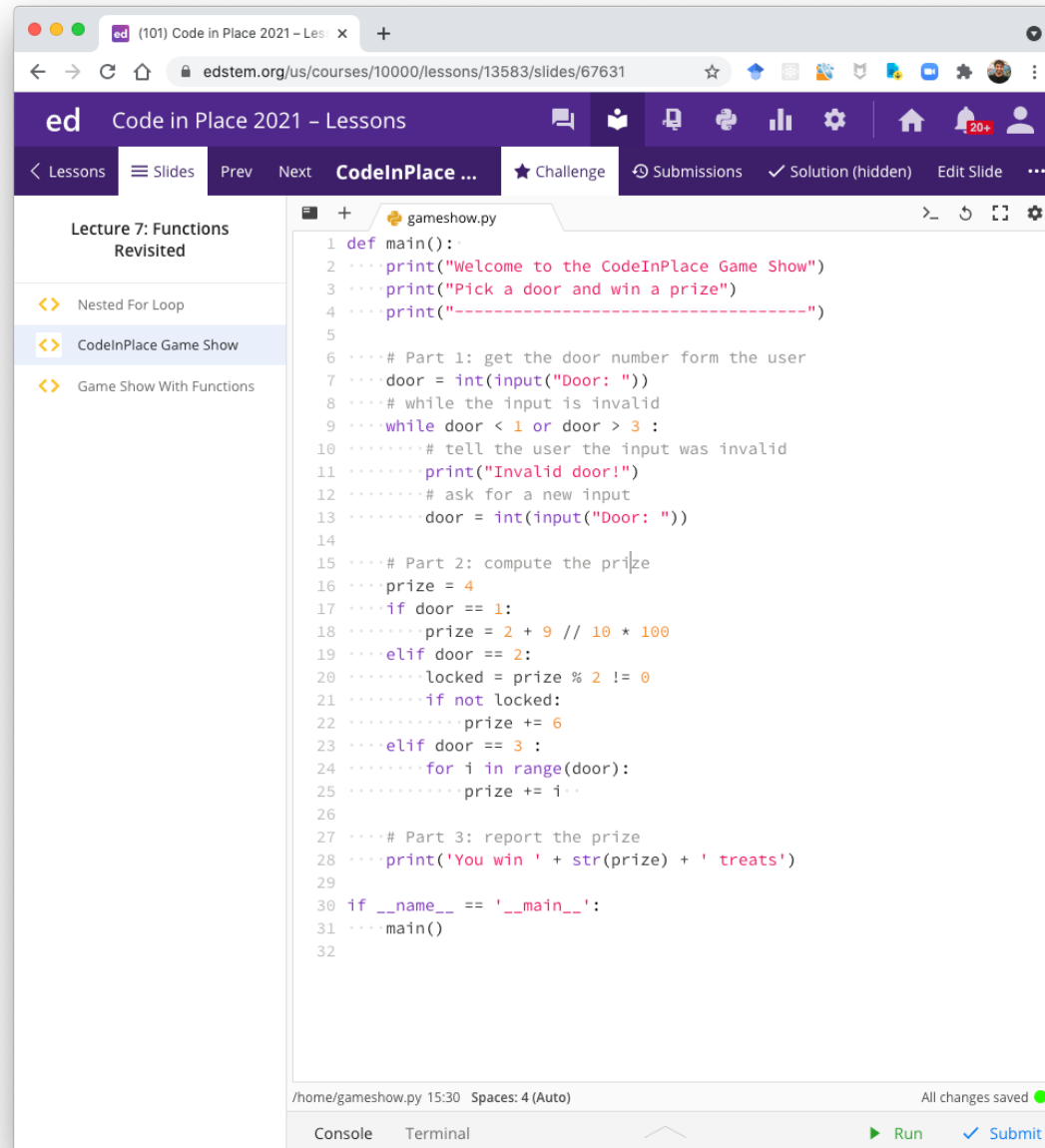


Learn How To:

1. Write a function that takes in information
2. Write a function that gives back information



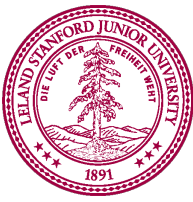
Why can't we just add functions?



The screenshot shows the edX Code in Place 2021 interface. The browser address bar displays `edstem.org/us/courses/10000/lessons/13583/slides/67631`. The page title is "Code in Place 2021 - Lessons". The left sidebar shows a navigation menu with "Lecture 7: Functions Revisited" selected, containing sub-items: "Nested For Loop", "CodeInPlace Game Show", and "Game Show With Functions". The main area displays a Python file named `gameshow.py` with the following code:

```
1 def main():
2     print("Welcome to the CodeInPlace Game Show")
3     print("Pick a door and win a prize")
4     print("-----")
5
6     # Part 1: get the door number form the user
7     door = int(input("Door: "))
8     # while the input is invalid
9     while door < 1 or door > 3 :
10        # tell the user the input was invalid
11        print("Invalid door!")
12        # ask for a new input
13        door = int(input("Door: "))
14
15    # Part 2: compute the prize
16    prize = 4
17    if door == 1:
18        prize = 2 + 9 // 10 * 100
19    elif door == 2:
20        locked = prize % 2 != 0
21        if not locked:
22            prize += 6
23    elif door == 3 :
24        for i in range(door):
25            prize += i
26
27    # Part 3: report the prize
28    print('You win ' + str(prize) + ' treats')
29
30 if __name__ == '__main__':
31     main()
32
```

The status bar at the bottom shows `/home/gameshow.py 15:30 Spaces: 4 (Auto)` and `All changes saved`. The bottom navigation bar includes "Console", "Terminal", "Run", and "Submit" buttons.



Calling functions

```
turn_right()
```

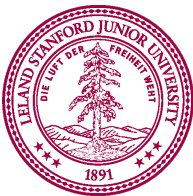
```
move()
```

```
# gives back the text the user entered  
input("string please! ")
```

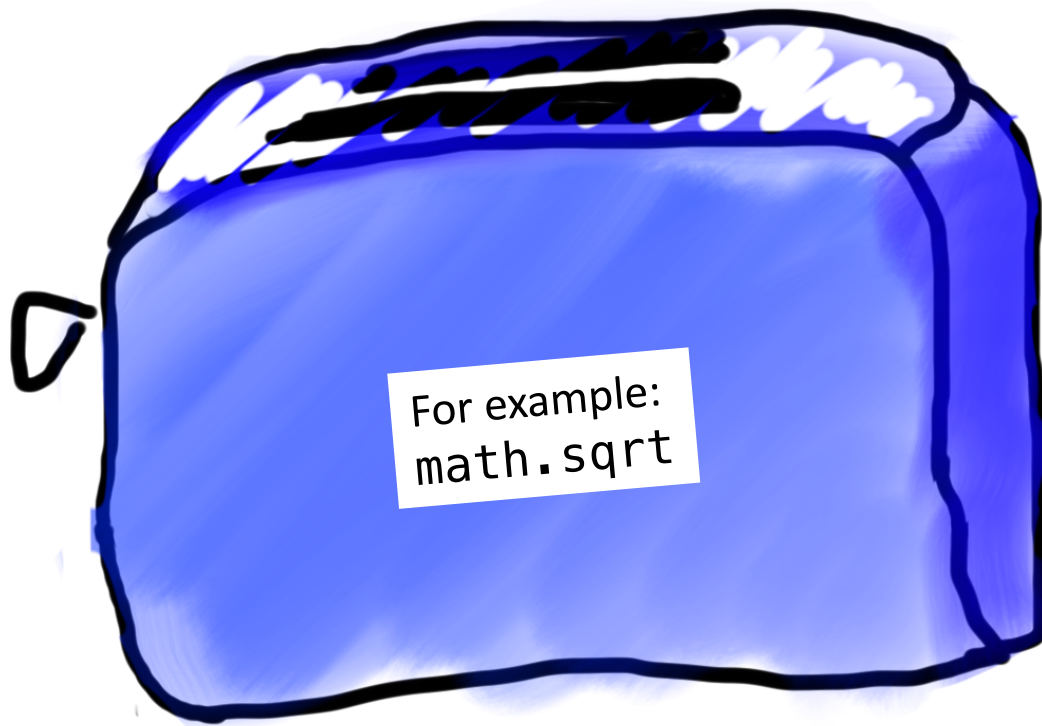
```
print("hello world")
```

```
# gives back a float version  
float("0.42")
```

```
# gives back the square root  
math.sqrt(25)
```



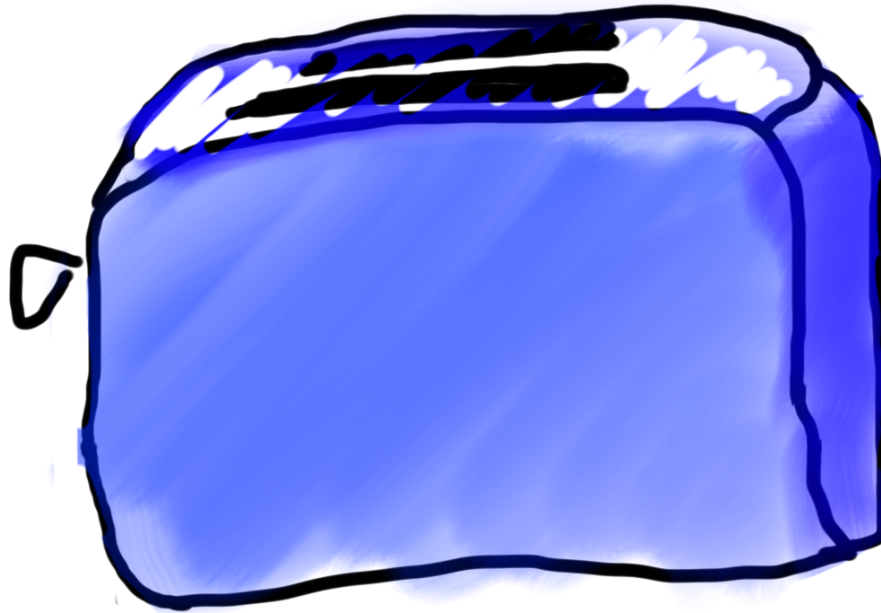
Toasters are functions



Toasters are functions



parameter



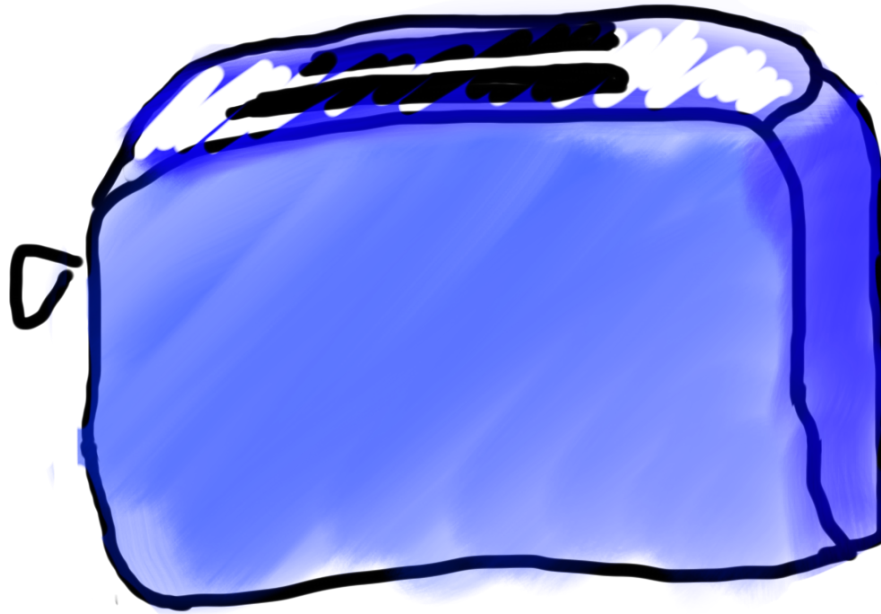
Toasters are functions



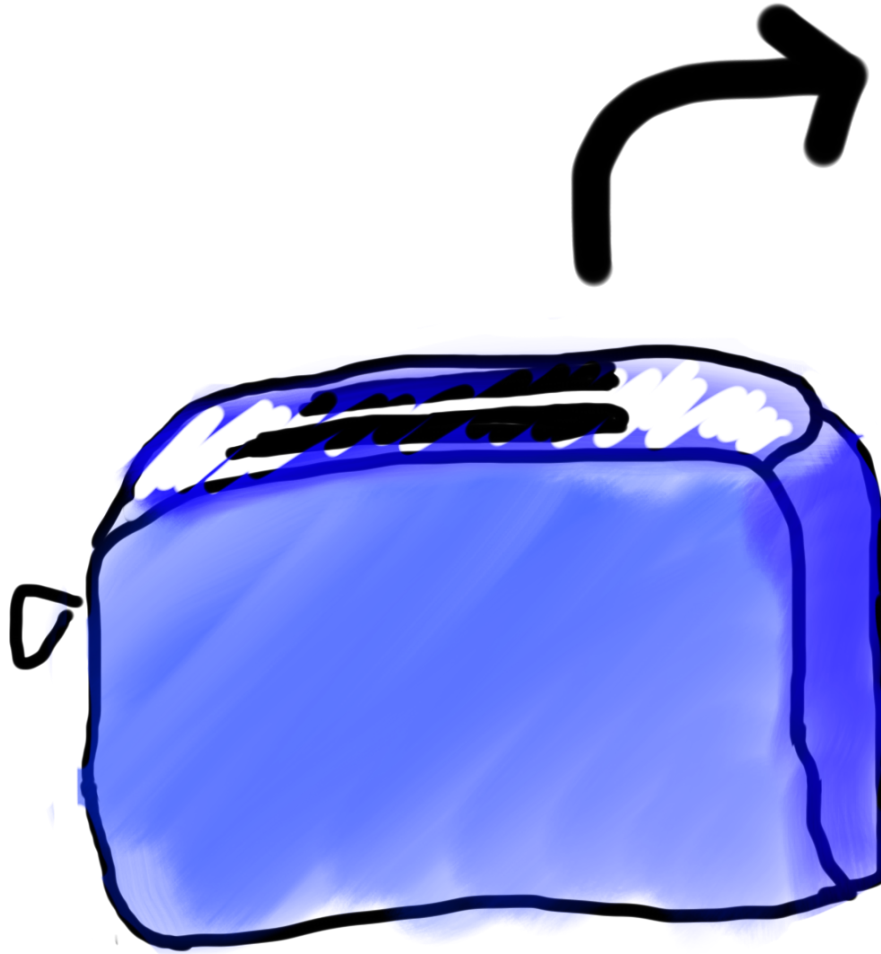
parameter



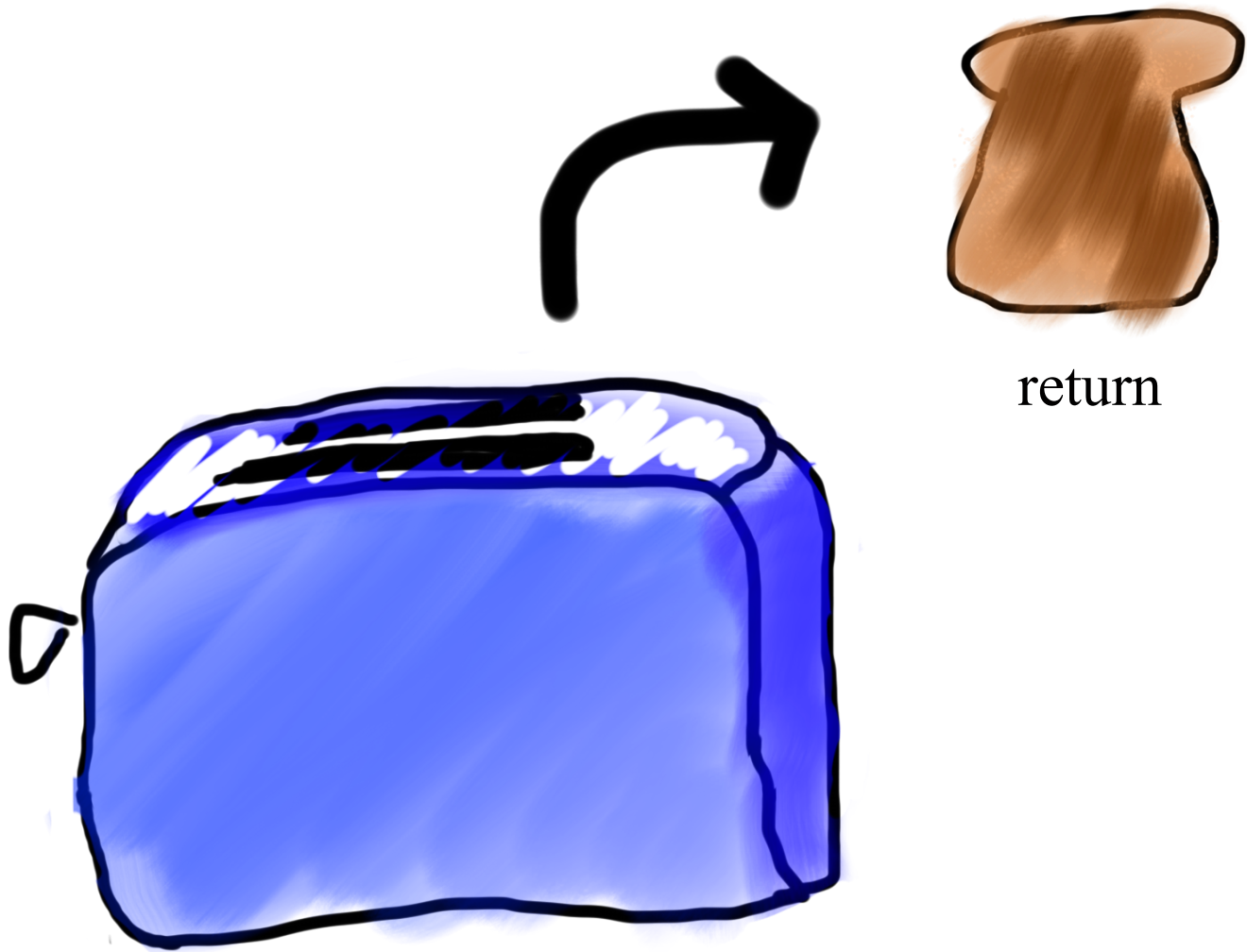
Toasters are functions



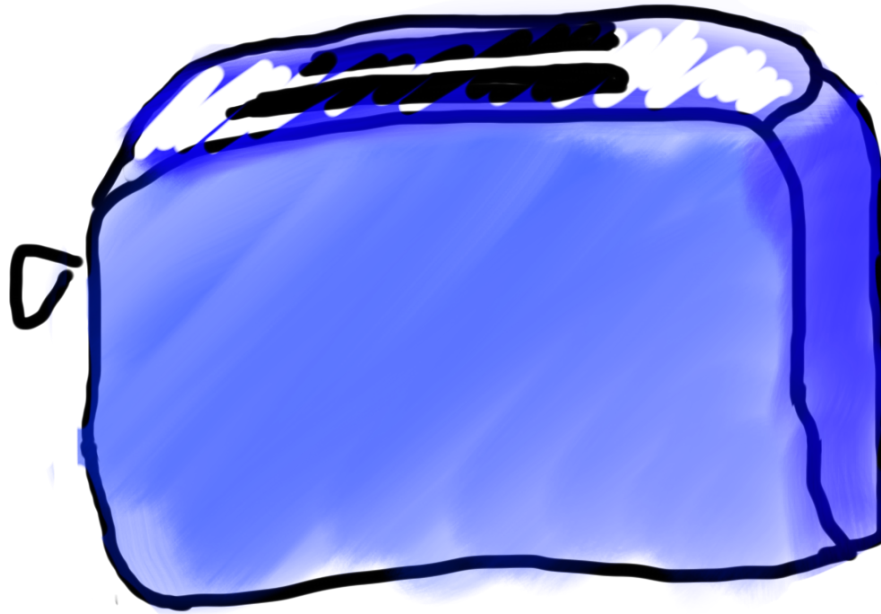
Toasters are functions



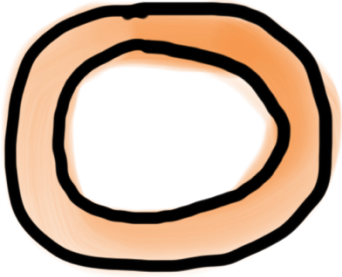
Toasters are functions



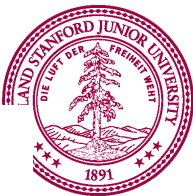
Toasters are functions



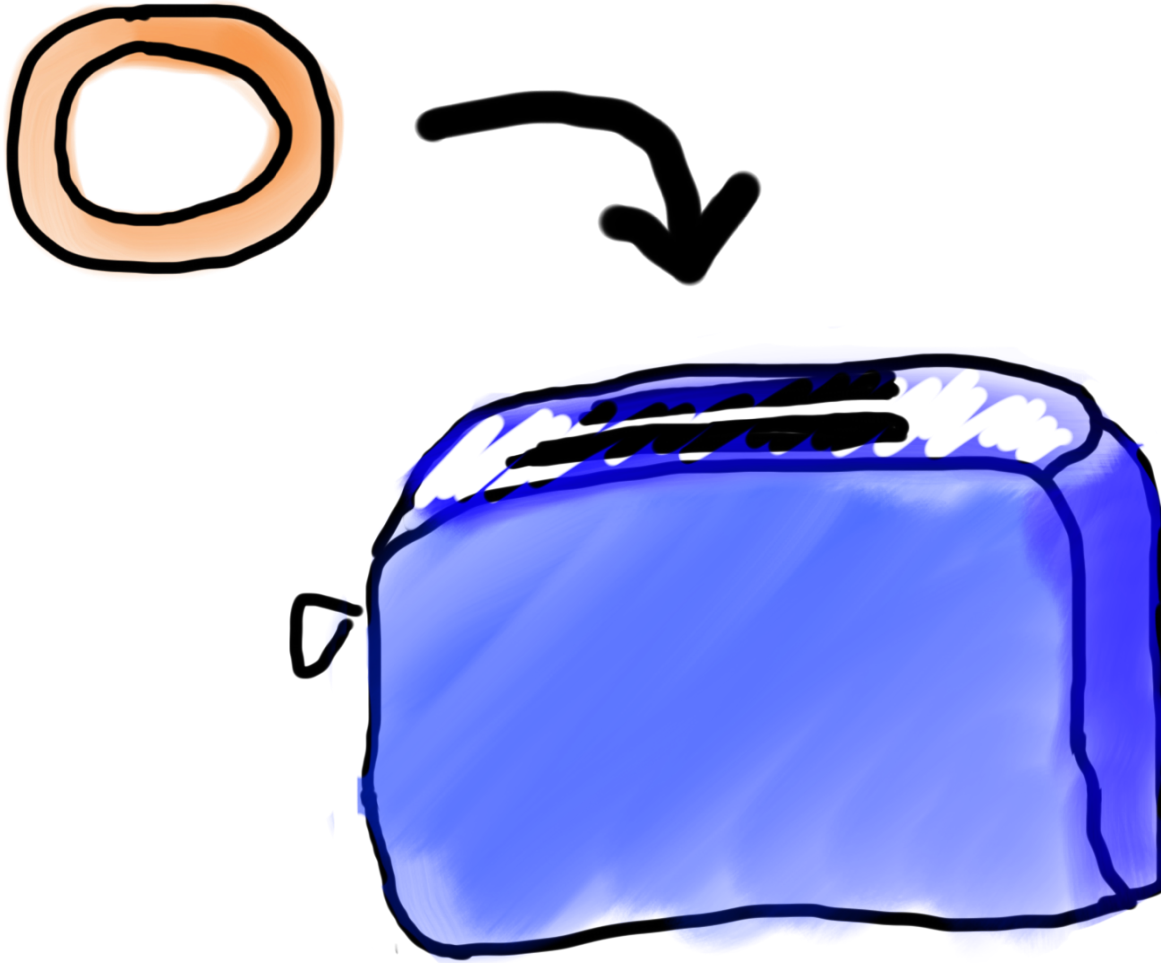
Toasters are functions



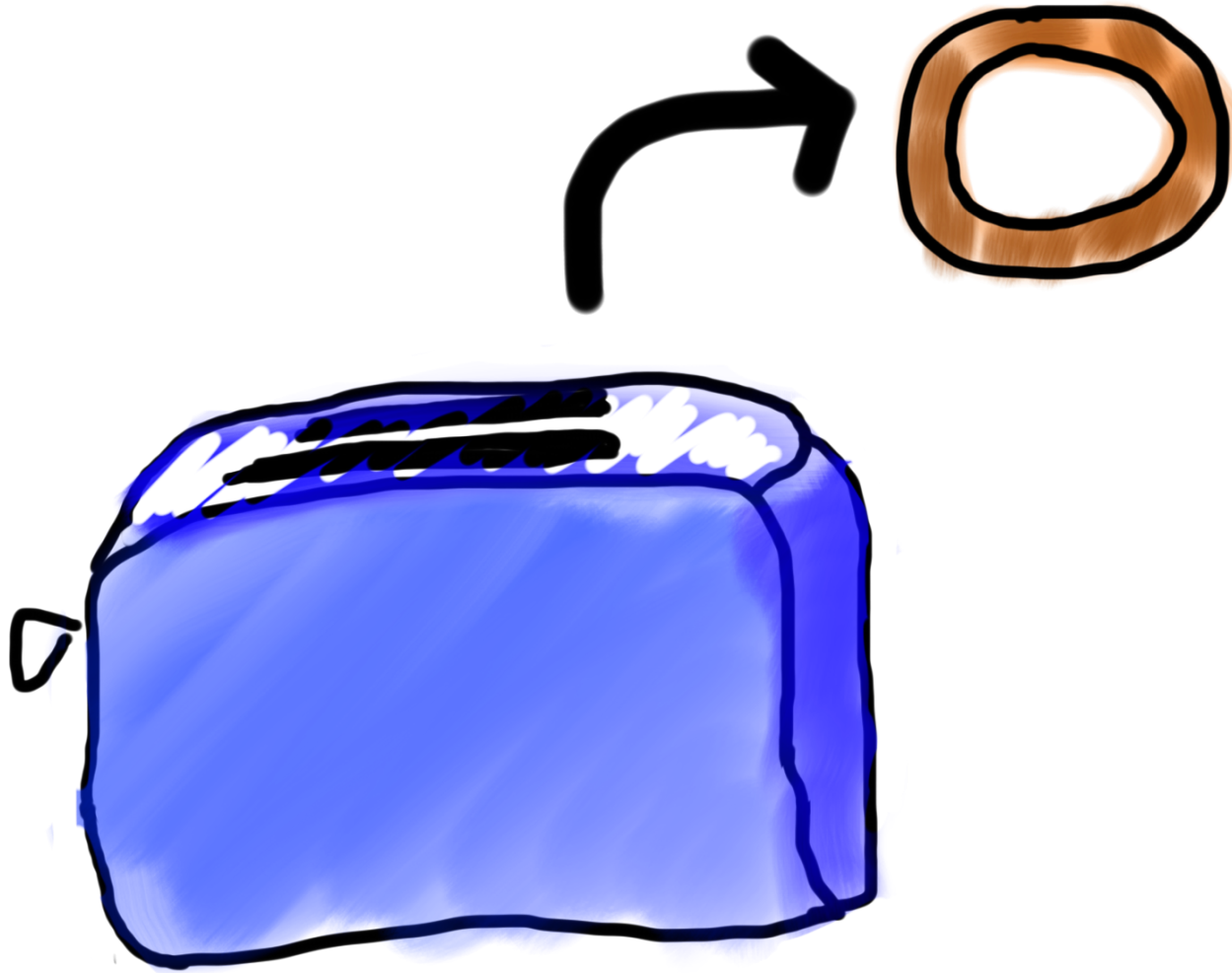
* You don't need a second toaster if you want to toast bagels. Use the same one.



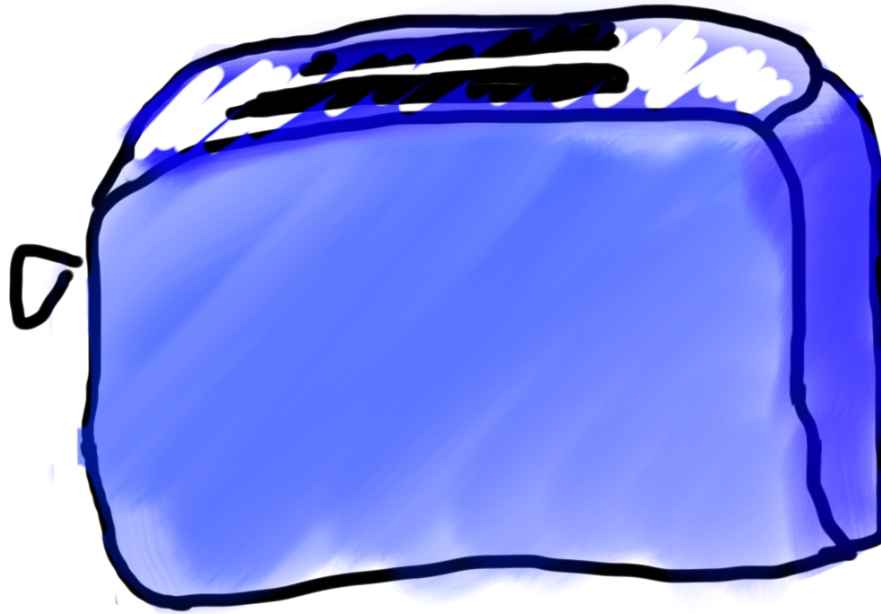
Toasters are functions



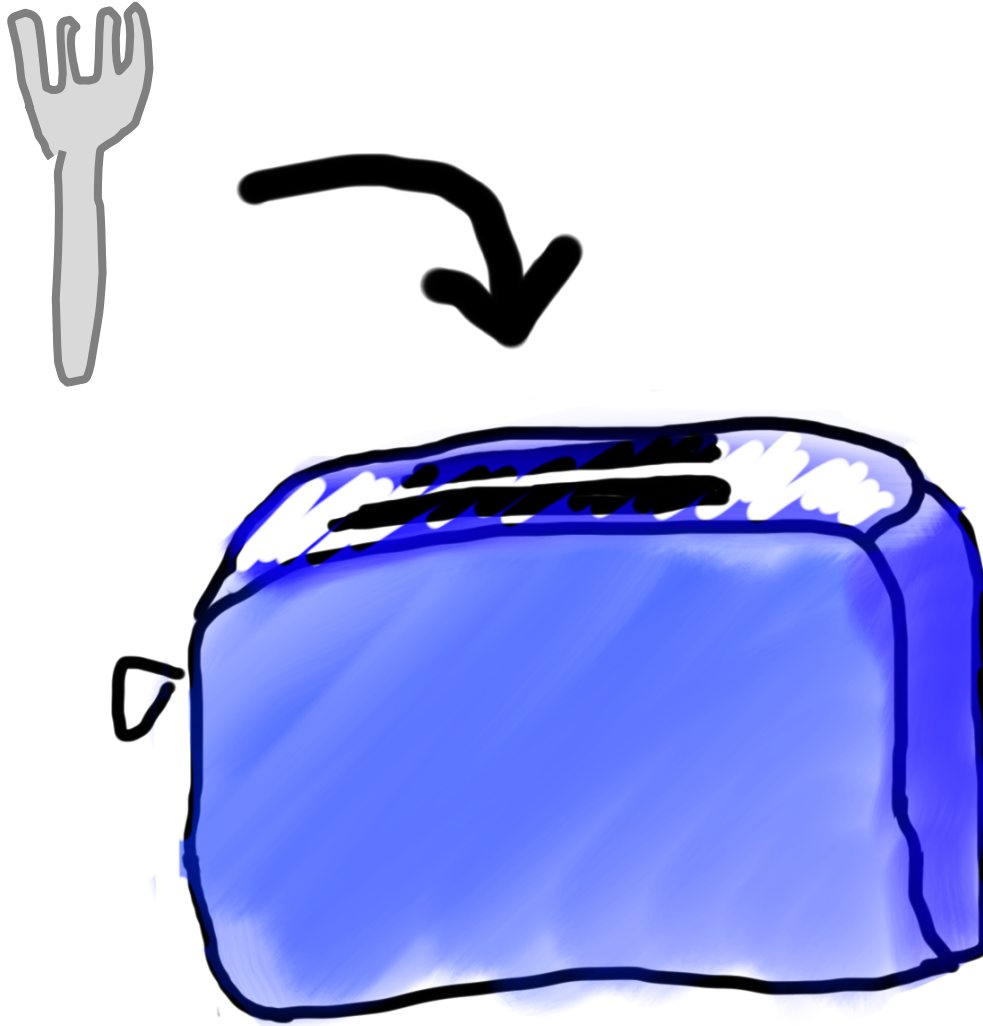
Toasters are functions



Toasters are functions



Toasters are functions



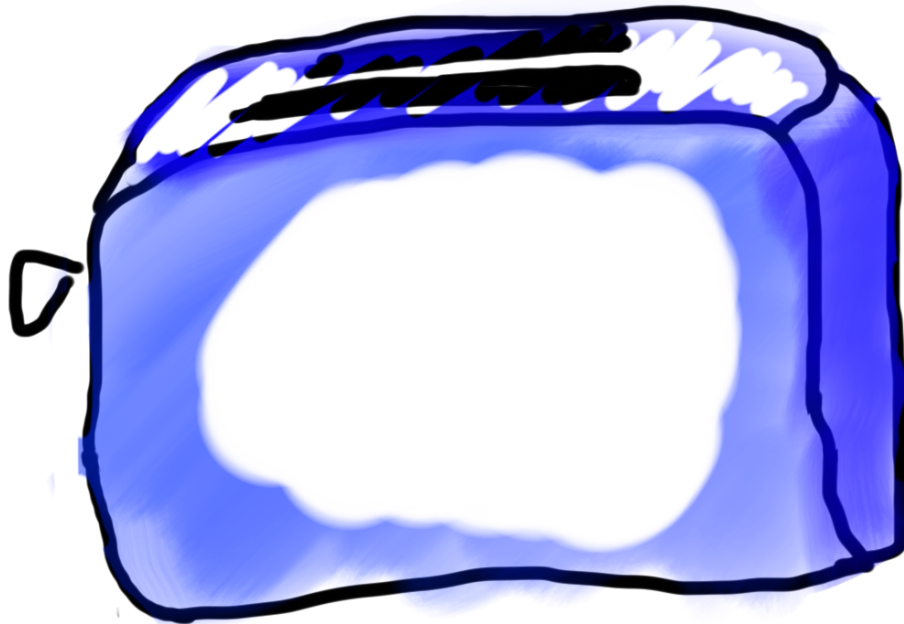
Toasters are functions



functions are Like Toasters



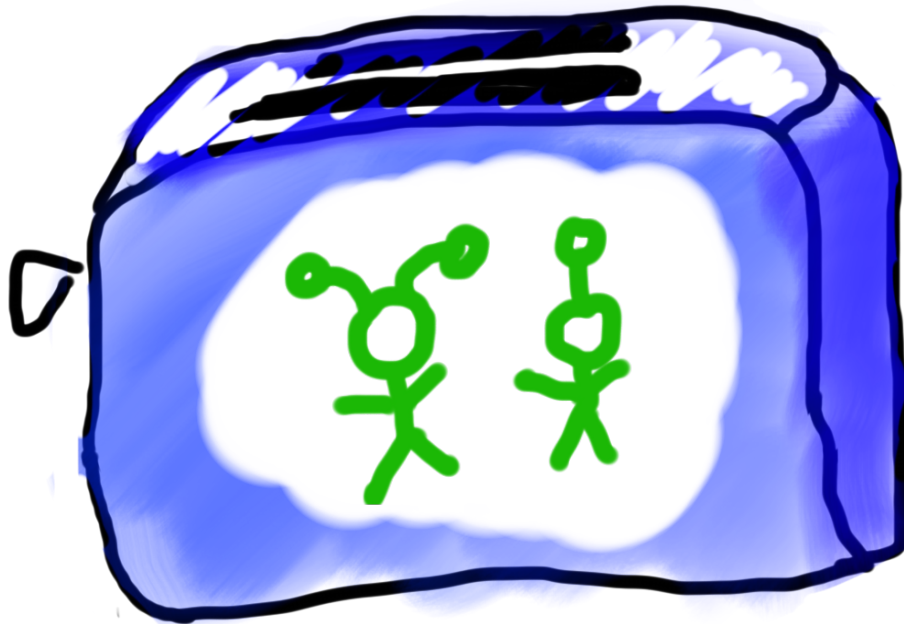
functions are Like Toasters



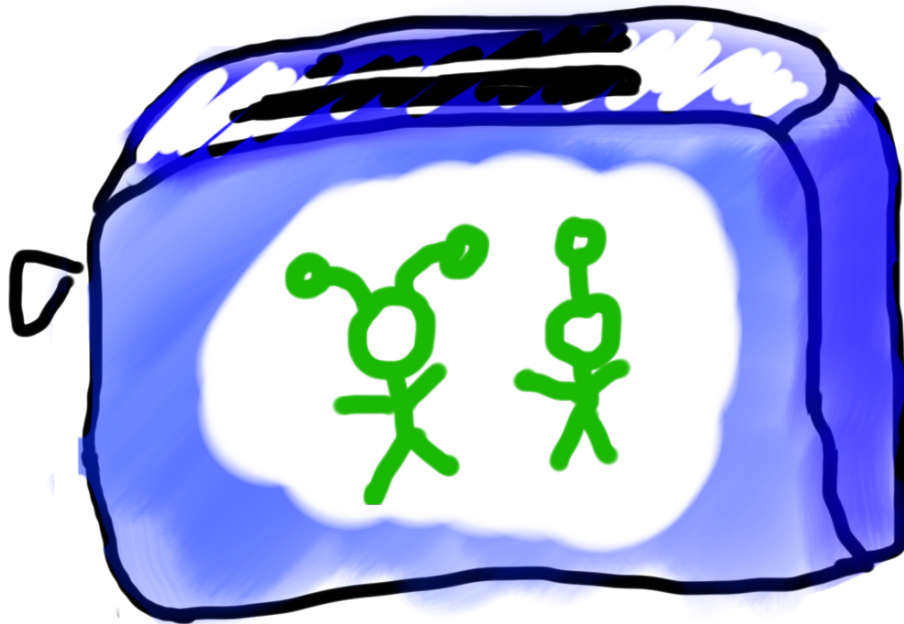
functions are Like Toasters



functions are Like Toasters



functions are Like Toasters



functions are Like Toasters



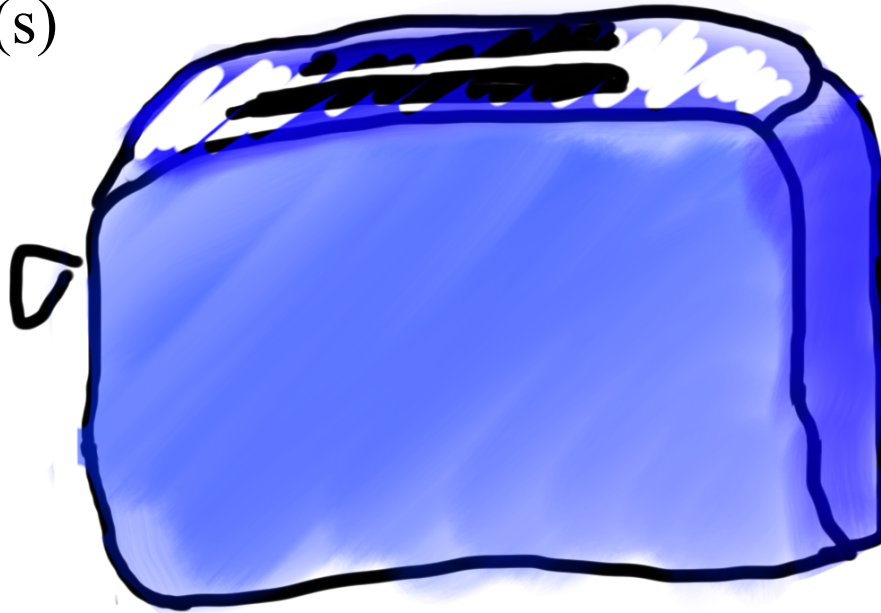
functions are Like Toasters



parameter(s)



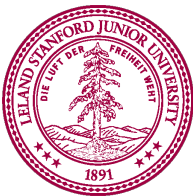
return



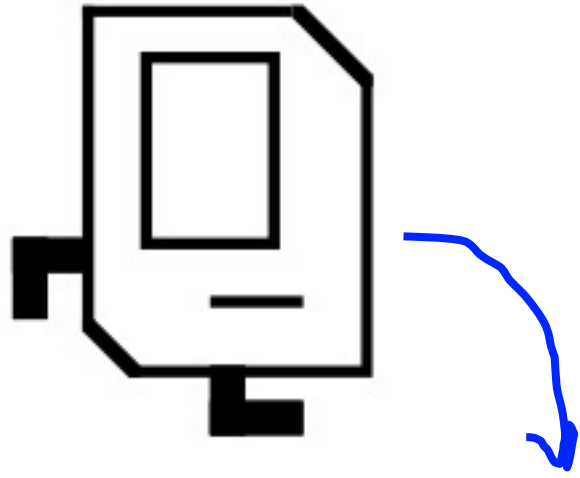
Classic Challenge for CS106A



Perhaps the
most
underrated
concept by
students

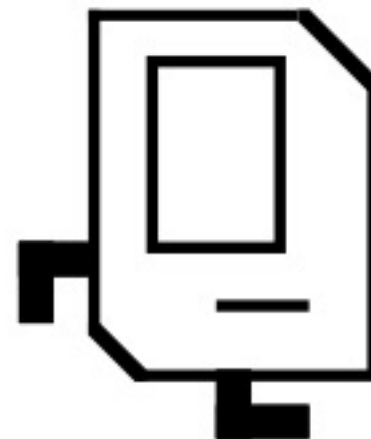


Historical Aside



Defining a function

```
def turn_right():  
    turn_left()  
    turn_left()  
    turn_left()
```



Big difference with python functions:
Python functions can **take in data**, and can **return data**!



Intuition

Example 1

```
def woot():  
    for i in range(3):  
        print('woot')
```

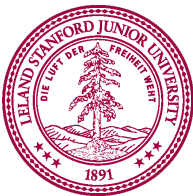
```
def main():  
    woot()
```

Example 2

```
def woot(num):  
    for i in range(num):  
        print('woot')
```

```
def main():  
    woot(10)
```

Big difference with python functions:
Python functions can **take in data**, and can **return data**!



Anatomy of a function

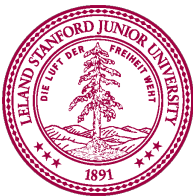
```
def main():  
    mid = average(5.0, 10.2)  
    print(mid)
```

function caller



```
def average(a, b):  
    sum = a + b  
    return sum / 2
```

function author



Anatomy of a function

```
def main(): function "call"  
    mid = average(5.0, 10.2)  
    print(mid)
```

function caller



function "definition"

```
def average(a, b):  
    sum = a + b  
    return sum / 2
```

function author



Anatomy of a function

```
def main():  
    mid = average(5.0, 10.2)  
    print(mid)
```

function caller



```
def average(a, b):  
    sum = a + b  
    return sum / 2
```

name

function author



Anatomy of a function

```
def main():  
    mid = average(5.0, 10.2)  
    print(mid)
```

information given

function caller



information expected

```
def average(a, b):  
    sum = a + b  
    return sum / 2
```

function author



Anatomy of a function

```
def main():  
    mid = average(5.0, 10.2)  
    print(mid)
```

Arguments

function caller



```
def average(a, b):  
    sum = a + b  
    return sum / 2
```

Parameters

function author



Anatomy of a function

```
def main():  
    mid = average(5.0, 10.2)  
    print(mid)
```

function caller

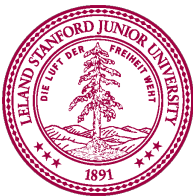


```
def average(a, b):  
    sum = a + b  
    return sum / 2
```

function author



body

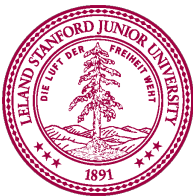


Anatomy of a function

```
def main():    This call “evaluates” to the value returned  
    mid = average(5.0, 10.2)  
    print(mid)
```

```
def average(a, b):  
    sum = a + b  
    return sum / 2
```

Ends the function and gives
back a value

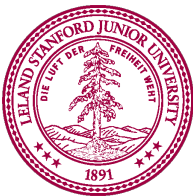


Anatomy of a function

Also a function call

```
def main():  
    mid = average(5.0, 10.2)  
    print(mid)
```

```
def average(a, b):  
    sum = a + b  
    return sum / 2
```



Anatomy of a function

No parameters (expects no information)

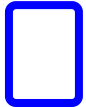
```
def main():  
    mid = average(5.0, 10.2)  
    print(mid)
```

```
def average(a, b):  
    sum = a + b  
    return sum / 2
```



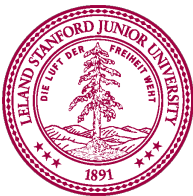
Anatomy of a function

```
def main():  
    mid = average(5.0, 10.2)  
    print(mid)
```



When a function ends it “returns”

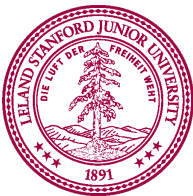
```
def average(a, b):  
    sum = a + b  
    return sum / 2
```



Formally

```
def name_of_function (parameters) :  
    statements  
    # optionally at any point  
    return value
```

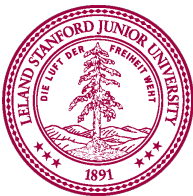
- ***name***: how you refer to the function
- ***parameters***: information passed into function
- ***return***: information given back from the function



Parameters



Parameters let
you provide a
function some
information
when you are
calling it.



Is returning
the same as printing?

Is returning
the same as printing?

NO

Anatomy of a function

```
def main():  
    mid = average(5.0, 10.2)  
    print(mid)
```

Function caller



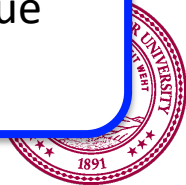
```
def average(a, b):  
    sum = a + b  
    return sum / 2
```

Function author



**Function author's
contract - average:**

If you call this
function you must
provide two **params**.
The function will give
back a **return** value



User

Function
Caller (Coder)

Function
Author (Coder)



Uses the
terminal
(later UI)

Uses helper
functions

Writes helper
functions
others can

use



User

Function
Caller (Coder)

Function
Author (Coder)



Uses the
terminal
(later UI)

Uses helper
functions

Writes helper
functions
others can
use



Learn by Example



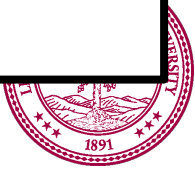
No Parameter, No Return

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

```
def main():  
    print_intro()
```

terminal

```
> python intro.py
```



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

```
def main():  
    print_intro()
```

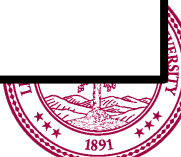
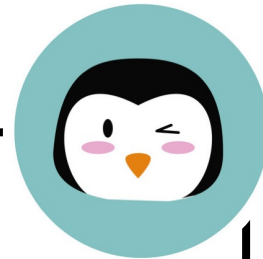


caller

terminal

```
> python intro.py
```

user



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

```
def main():  
    print_intro()
```



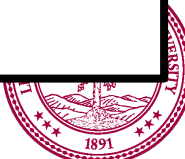
caller

terminal

```
> python intro.py
```



user



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

```
def main():  
    print_intro()
```



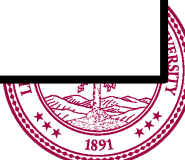
caller

terminal

```
> python intro.py
```



user



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

```
def main():  
    print_intro()
```



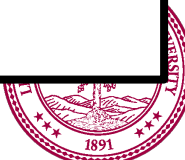
caller

terminal

```
> python intro.py
```



user



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

```
def main():  
    print_intro()
```



caller

terminal

```
> python intro.py
```

user



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

```
def main():  
    print_intro()
```



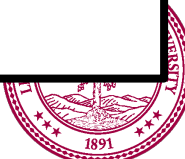
caller

terminal

```
> python intro.py  
Welcome to class
```



user



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

```
def main():  
    print_intro()
```



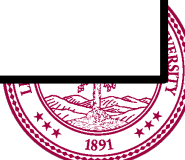
caller

terminal

```
> python intro.py  
Welcome to class  
It's the best part of my day
```



user



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```



```
def main():  
    print_intro()
```



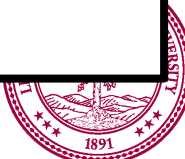
caller

terminal

```
> python intro.py  
Welcome to class  
It's the best part of my day
```



user



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

```
def main():  
    print_intro()
```



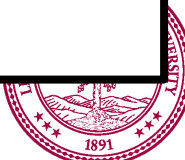
caller

terminal

```
> python intro.py  
Welcome to class  
It's the best part of my day
```



user



No Parameter, No Return



function author

```
def print_intro():  
    print("Welcome to class")  
    print("It's the best part of my day.")
```

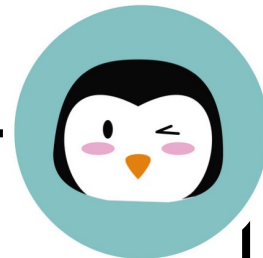
```
def main():  
    print_intro()
```



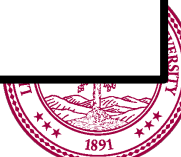
caller

terminal

```
> python intro.py  
Welcome to class  
It's the best part of my day
```



user

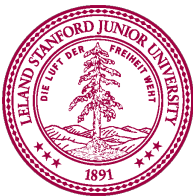


Parameter Example

```
def print_opinion(num) :  
    if (num == 5) :  
        print("I love 5!")  
    else :  
        print("Whatever")  
  
def main() :  
    print_opinion(5)
```

terminal

```
> python opinion.py
```



Parameter Example



```
def print_opinion(num) :  
    if (num == 5) :  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main() :  
    print_opinion(5)
```



terminal

```
> python opinion.py
```



Parameter Example

main memory

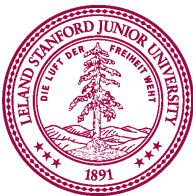
No variables

```
def print_opinion(num) :  
    if (num == 5) :  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main() :  
    print_opinion(5)
```

terminal

```
> python opinion.py
```



Parameter Example

main memory

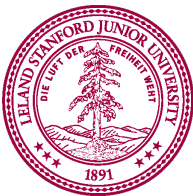
No variables

```
def print_opinion(num):  
    if(num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main():  
    print_opinion(5)
```

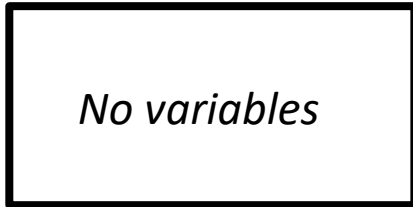
terminal

```
> python opinion.py
```



Parameter Example

main memory



print_opinion memory

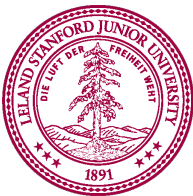


terminal

```
> python opinion.py
```

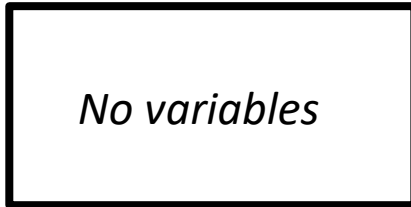
```
def print_opinion(num):  
    if (num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main():  
    print_opinion(5)
```

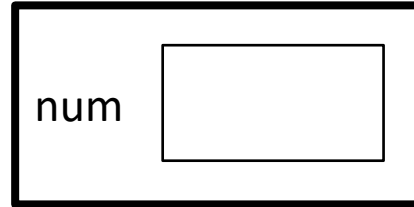


Parameter Example

main memory



print_opinion memory

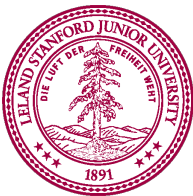


terminal

> python opinion.py

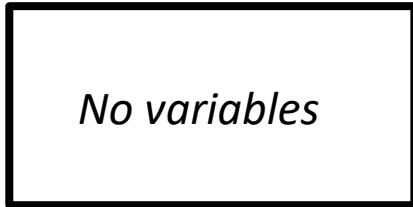
```
def print_opinion(num):  
    if (num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main():  
    print_opinion(5)
```

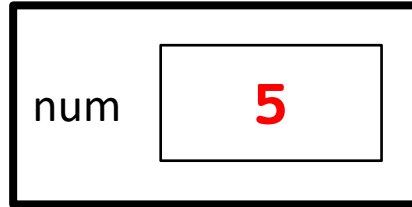


Parameter Example

main memory



print_opinion memory

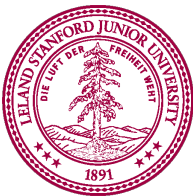


terminal

```
> python opinion.py
```

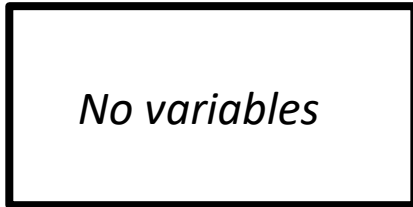
```
def print_opinion(num):  
    if (num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main():  
    print_opinion(5)
```

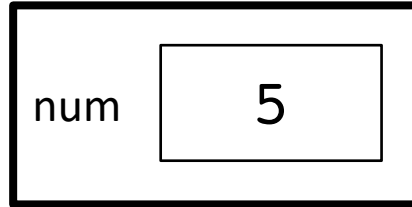


Parameter Example

main memory



print_opinion memory

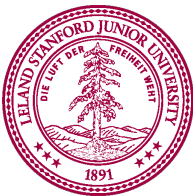


terminal

> python opinion.py

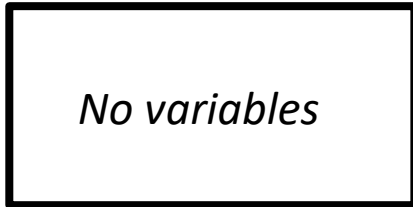
```
def print_opinion(num):  
    if (num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main():  
    print_opinion(5)
```

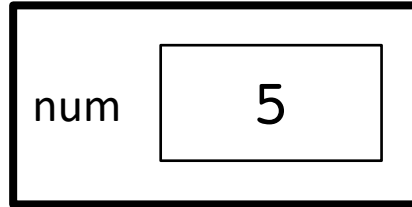


Parameter Example

main memory



print_opinion memory

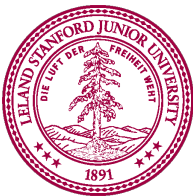


terminal

```
> python opinion.py  
I love 5!
```

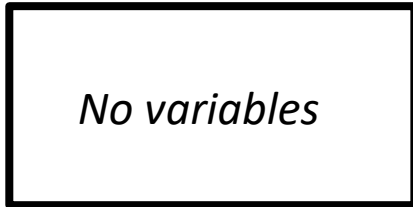
```
def print_opinion(num):  
    if (num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main():  
    print_opinion(5)
```

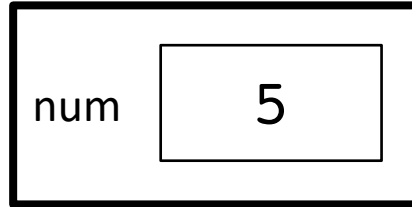


Parameter Example

main memory



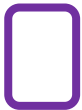
print_opinion memory



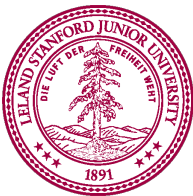
terminal

```
> python opinion.py  
I love 5!
```

```
def print_opinion(num):  
    if (num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```



```
def main():  
    print_opinion(5)
```



Parameter Example

main memory

No variables

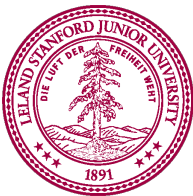
```
def print_opinion(num):  
    if(num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```



```
def main():  
    print_opinion(5)
```

terminal

```
> python opinion.py  
I love 5!
```



Parameter Example

main memory

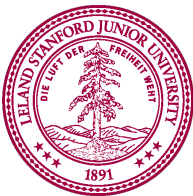
No variables

```
def print_opinion(num):  
    if (num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main():  
    print_opinion(5)
```

terminal

```
> python opinion.py  
I love 5!
```



Parameter Example

main memory

No variables

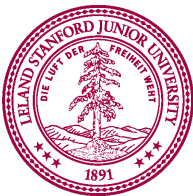
```
def print_opinion(num):  
    if (num == 5):  
        print("I love 5!")  
    else :  
        print("Whatever")
```

```
def main():  
    print_opinion(5)
```



terminal

```
> python opinion.py  
I love 5!
```

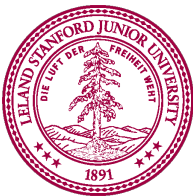


Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters  
  
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```

terminal

```
> python m2cm.py
```



Parameter and Return Example

main memory

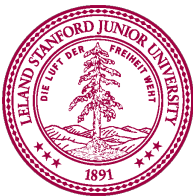
No variables

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```

terminal

```
> python m2cm.py
```



Parameter and Return Example

main memory

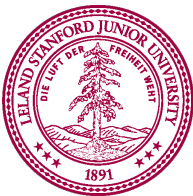
No variables

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```

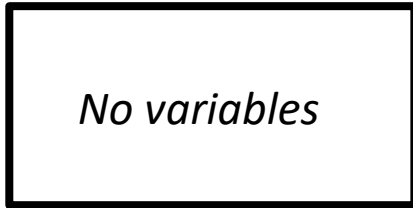
terminal

```
> python m2cm.py
```



Parameter and Return Example

main memory



metresToCm memory



```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```

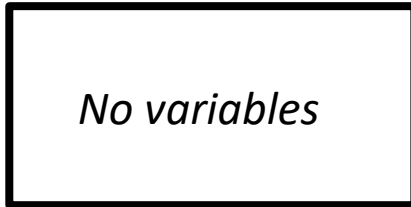
terminal

```
> python m2cm.py
```



Parameter and Return Example

main memory



metersToCm memory

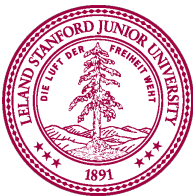


terminal

```
> python m2cm.py
```

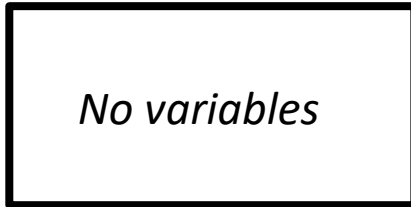
```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```



Parameter and Return Example

main memory



metresToCm memory



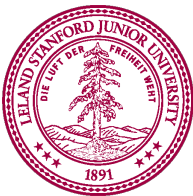
terminal

```
> python m2cm.py
```

```
def meters_to_cm(meters):  
    return 100 * meters
```

520.0

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```



Parameter and Return Example

main memory

No variables

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```

520.0

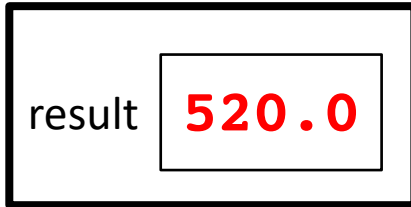
terminal

```
> python m2cm.py
```



Parameter and Return Example

main memory

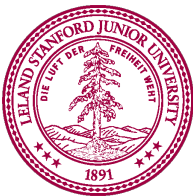


```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```

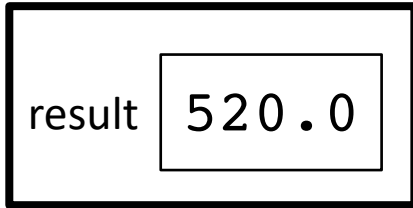
terminal

```
> python m2cm.py
```



Parameter and Return Example

main memory



```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```



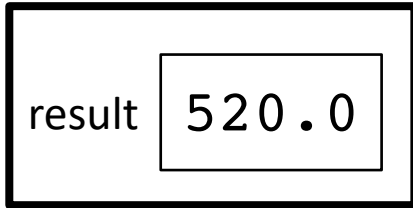
terminal

```
> python m2cm.py  
520.0
```



Parameter and Return Example

main memory



terminal

```
> python m2cm.py  
520.0
```

```
def meters_to_cm(meters):  
    return 100 * meters
```

This is our favorite paradigm (fn author returns, fn caller print).
It's the most flexible, modular. Its elegance is unparalleled.

```
def main():  
    result = meters_to_cm(5.2)  
    print(result)
```

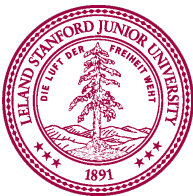


Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters  
  
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
```

terminal

```
> python m2cm.py
```



Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
```

terminal

```
> python m2cm.py
```



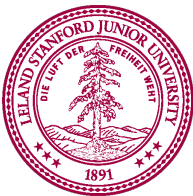
Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
```

terminal

```
> python m2cm.py
```



Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
```

520.0

terminal

```
> python m2cm.py
```



Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
```

520.0

terminal

```
> python m2cm.py  
520.0
```



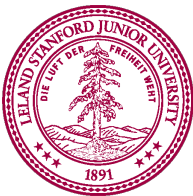
Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
```

terminal

```
> python m2cm.py  
520.0
```



Parameter and Return Example

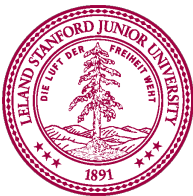
```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
```

910.0

terminal

```
> python m2cm.py  
520.0
```



Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
```

910.0

terminal

```
> python m2cm.py  
520.0  
910.0
```



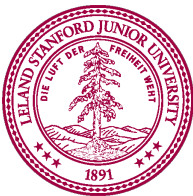
Parameter and Return Example

```
def meters_to_cm(meters):  
    return 100 * meters
```

```
def main():  
    print(meters_to_cm(5.2))  
    print(meters_to_cm(9.1))
```

terminal

```
> python m2cm.py  
520.0  
910.0
```



How is this function

```
def meters_to_cm_case1(meters):  
    return 100 * meters
```

Different than this function?

```
def meters_to_cm_case2(meters):  
    print(100 * meters)
```



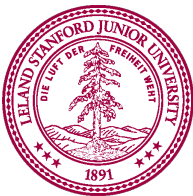
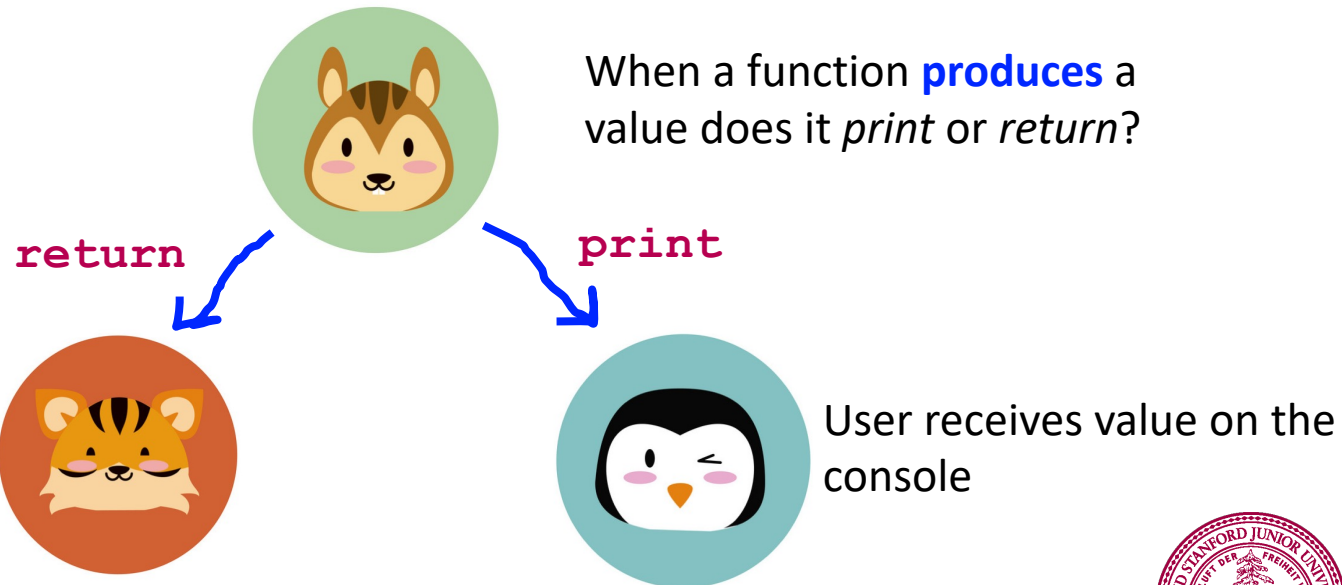
How is this function

```
def meters_to_cm_case1(meters):  
    return 100 * meters
```



Different than this function?

```
def meters_to_cm_case2(meters):  
    print(100 * meters)
```



Is returning
the same as printing?

Is returning
the same as printing?

NO

Is "input"
the same as parameters?

Is "input"
the same as parameters?

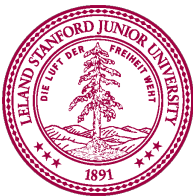
NO

Multiple Return Statements

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2  
  
def main():  
    larger = max(5, 1)
```

terminal

```
> python maxmax.py
```



Multiple Return Statements

main memory

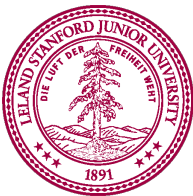
No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

terminal

```
> python maxmax.py
```



Multiple Return Statements

main memory

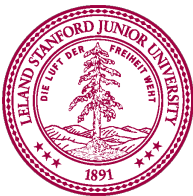
No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

terminal

```
> python maxmax.py
```



Multiple Return Statements

main memory

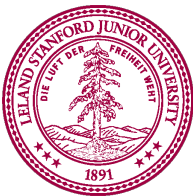
No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

terminal

```
> python maxmax.py
```



Multiple Return Statements

main memory

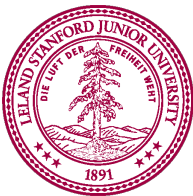
No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

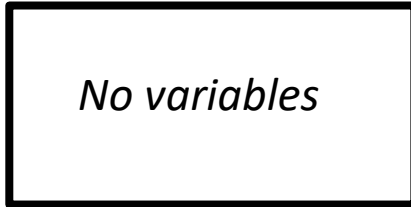
terminal

```
> python maxmax.py
```

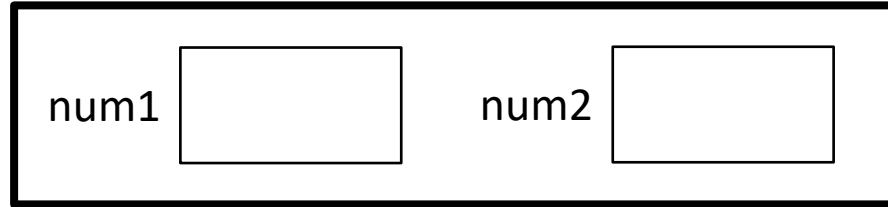


Multiple Return Statements

main memory



max memory

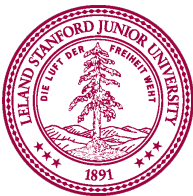


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

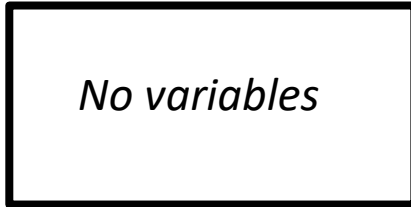
terminal

```
> python maxmax.py
```

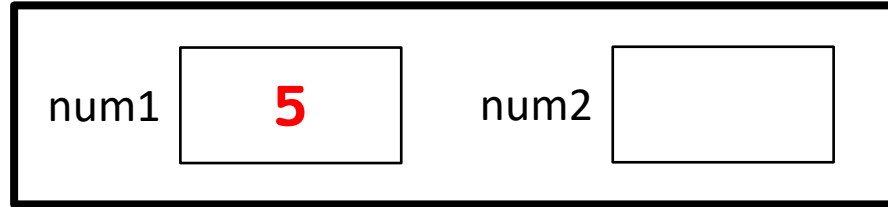


Multiple Return Statements

main memory



max memory

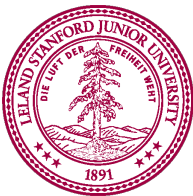


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

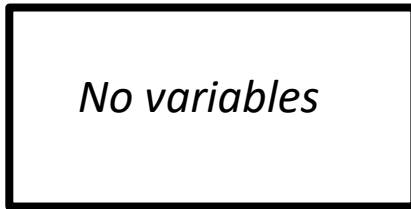
terminal

```
> python maxmax.py
```

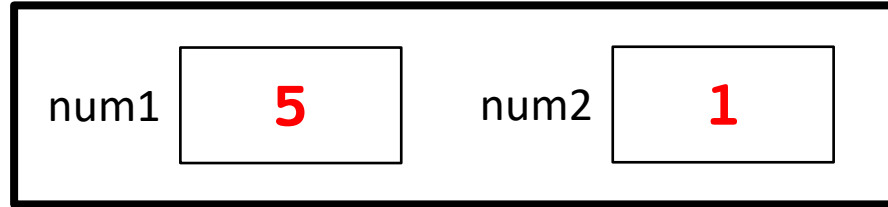


Multiple Return Statements

main memory



max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

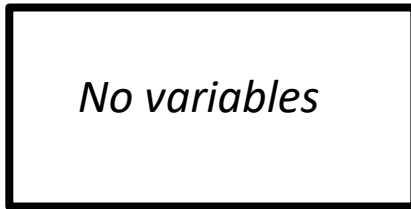
terminal

```
> python maxmax.py
```

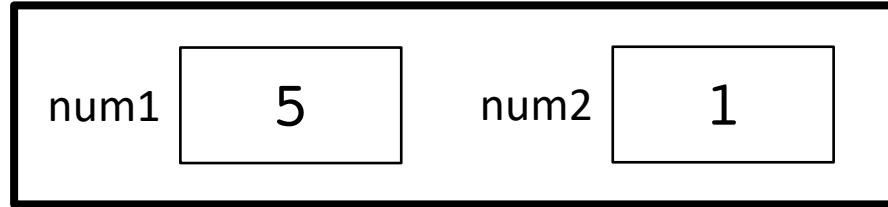


Multiple Return Statements

main memory



max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

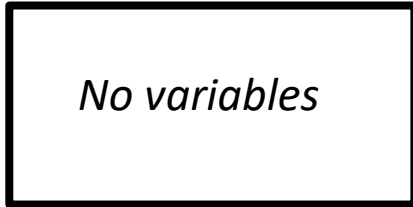
terminal

```
> python maxmax.py
```

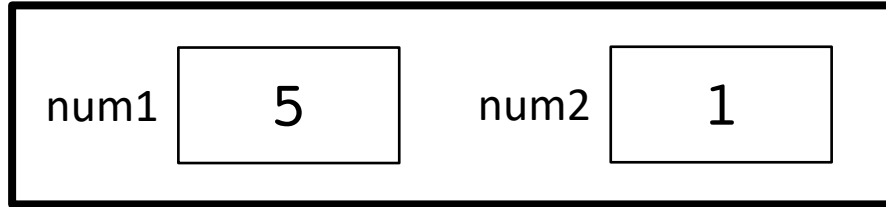


Multiple Return Statements

main memory



max memory

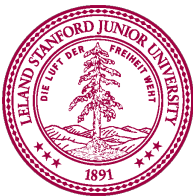


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

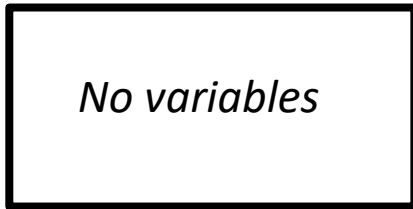
terminal

```
> python maxmax.py
```

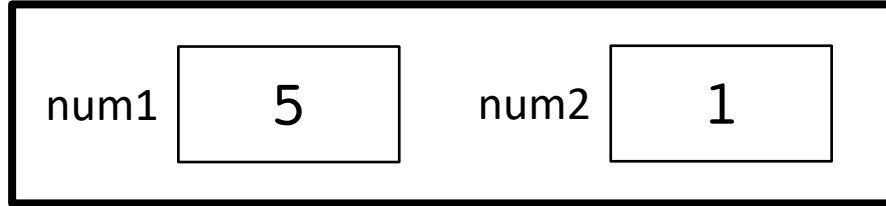


Multiple Return Statements

main memory



max memory



```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

5

```
def main():  
    larger = max(5, 1)
```

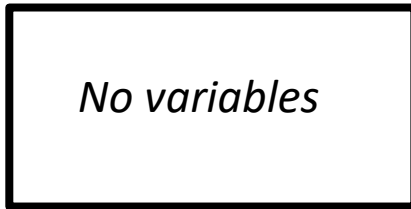
terminal

```
> python maxmax.py
```

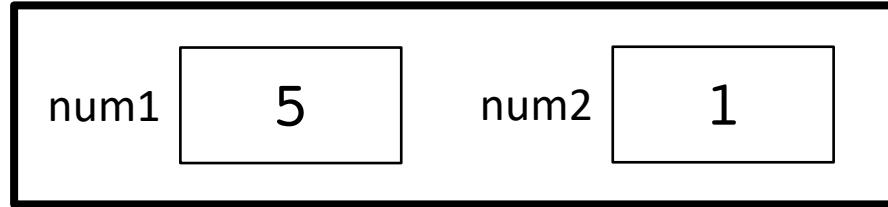


Multiple Return Statements

main memory



max memory

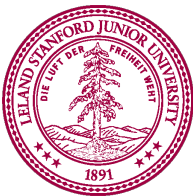


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

terminal

```
> python maxmax.py
```



Multiple Return Statements

main memory

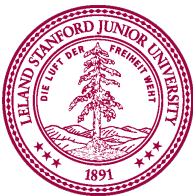
No variables

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

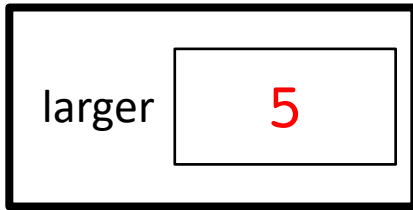
terminal

```
> python maxmax.py
```



Multiple Return Statements

main memory

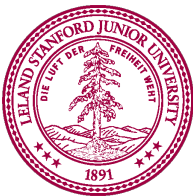


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```

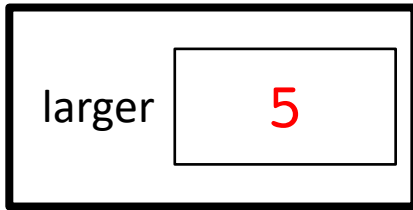
terminal

```
> python maxmax.py
```



Multiple Return Statements

main memory



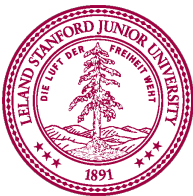
```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(5, 1)
```



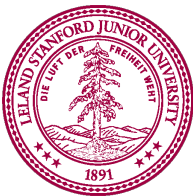
terminal

```
> python maxmax.py
```



Multiple Return Statements

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2  
  
def main():  
    larger = max(5, 1)
```



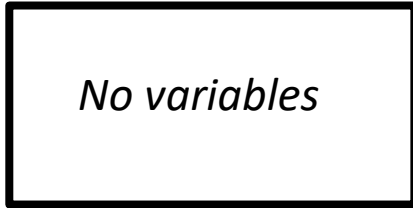
Multiple Return Statements

```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2  
  
def main():  
    larger = max(1, 5)
```

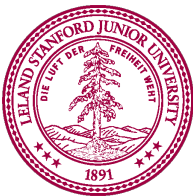


Multiple Return Statements

main memory

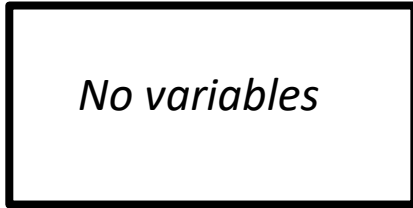


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2  
  
def main():  
    larger = max(1, 5)
```



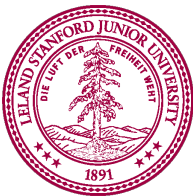
Multiple Return Statements

main memory



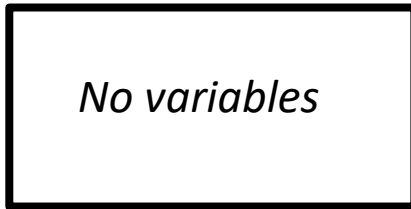
```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(1, 5)
```

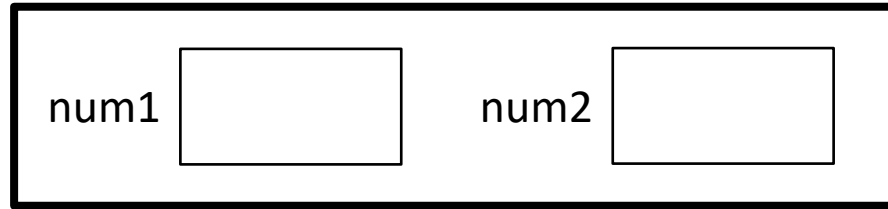


Multiple Return Statements

main memory

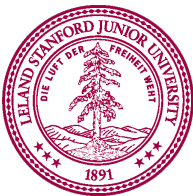


max memory



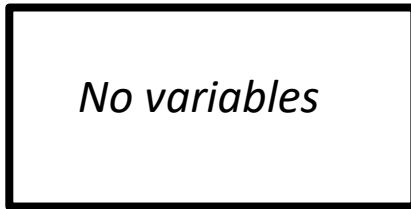
```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(1, 5)
```

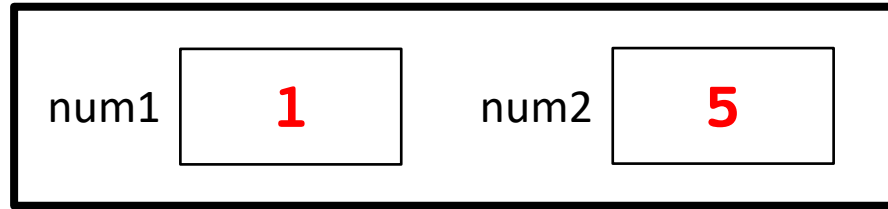


Multiple Return Statements

main memory

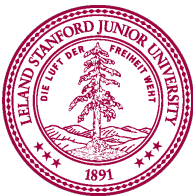


max memory



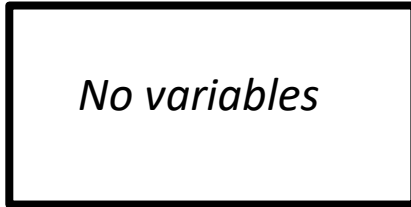
```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(1, 5)
```

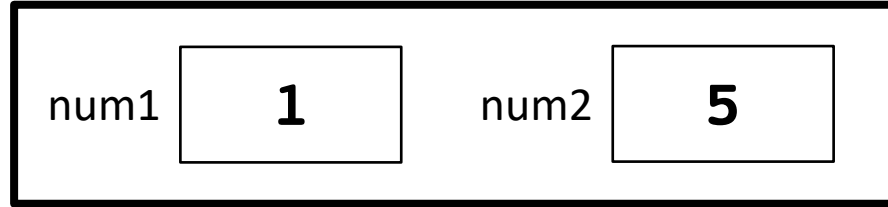


Multiple Return Statements

main memory

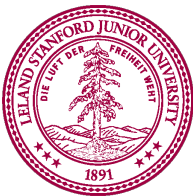


max memory



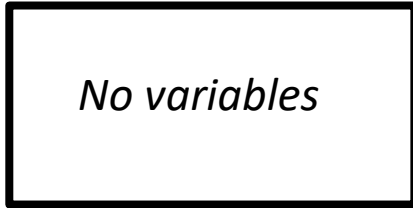
```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(1, 5)
```

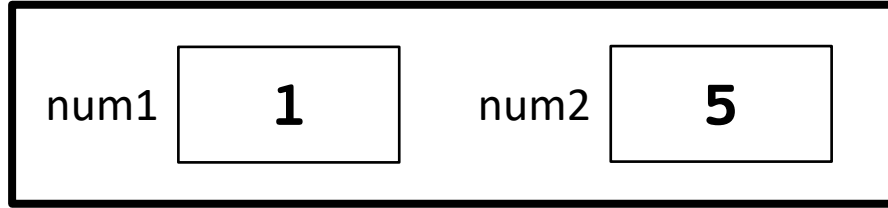


Multiple Return Statements

main memory



max memory

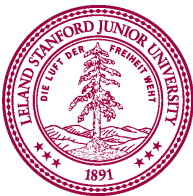


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1
```

```
    return num2
```

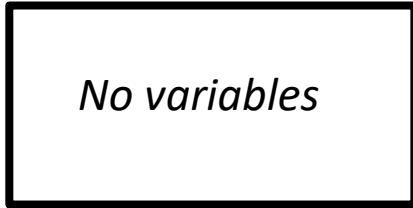
5

```
def main():  
    larger = max(1, 5)
```



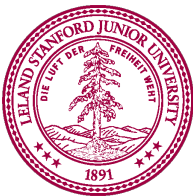
Multiple Return Statements

main memory



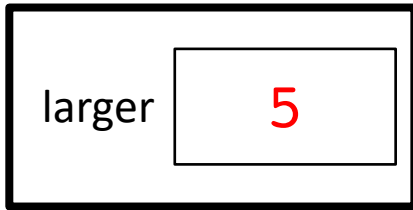
```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(1, 5)
```



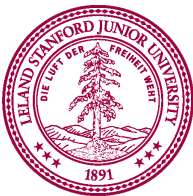
Multiple Return Statements

main memory

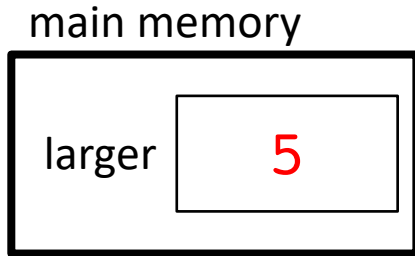


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(1, 5)
```

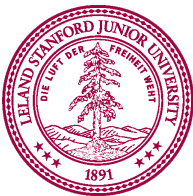


Multiple Return Statements

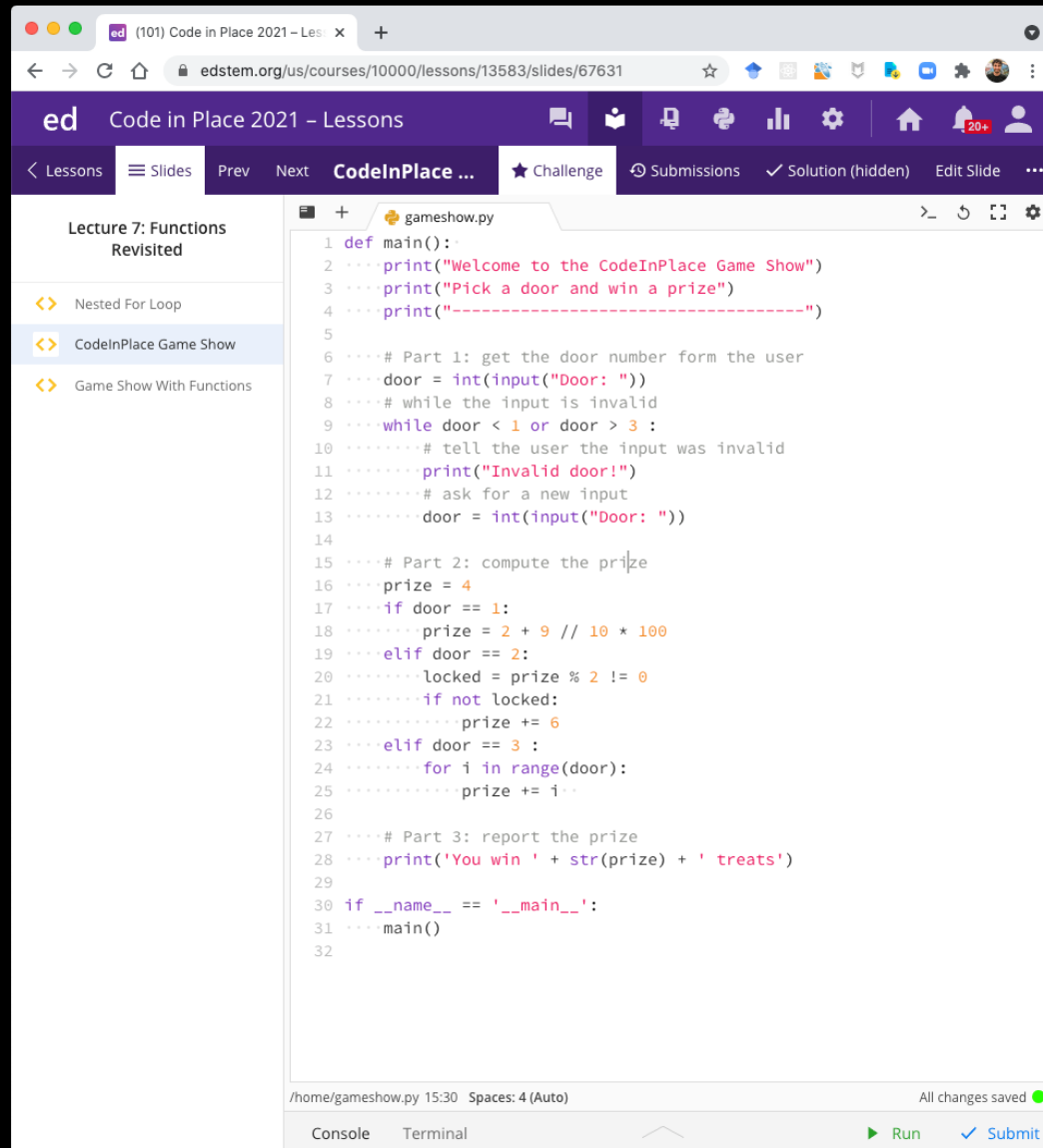


```
def max(num1, num2):  
    if num1 >= num2:  
        return num1  
  
    return num2
```

```
def main():  
    larger = max(1, 5)
```



Fix this program



The screenshot shows the edstem.org Code in Place 2021 interface. The browser address bar shows the URL: `edstem.org/us/courses/10000/lessons/13583/slides/67631`. The page title is "Code in Place 2021 - Lessons". The left sidebar shows the navigation menu with "Lecture 7: Functions Revisited" selected. The main content area displays a Python program named `gameshow.py`. The program is a game show simulation that takes a door number as input and calculates a prize based on the door number. The program is structured as follows:

```
1 def main():
2     print("Welcome to the CodeInPlace Game Show")
3     print("Pick a door and win a prize")
4     print("-----")
5
6     # Part 1: get the door number from the user
7     door = int(input("Door: "))
8     # while the input is invalid
9     while door < 1 or door > 3:
10        # tell the user the input was invalid
11        print("Invalid door!")
12        # ask for a new input
13        door = int(input("Door: "))
14
15    # Part 2: compute the prize
16    prize = 4
17    if door == 1:
18        prize = 2 + 9 // 10 * 100
19    elif door == 2:
20        locked = prize % 2 != 0
21        if not locked:
22            prize += 6
23    elif door == 3:
24        for i in range(door):
25            prize += i
26
27    # Part 3: report the prize
28    print('You win ' + str(prize) + ' treats')
29
30 if __name__ == '__main__':
31     main()
32
```

The status bar at the bottom shows the file path `/home/gameshow.py`, the time `15:30`, the number of spaces `4`, and the auto-save status `All changes saved`. The bottom right corner of the interface has buttons for `Run` and `Submit`.

