**Higher-Order Functions** 

Announcements

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**Example: Prime Factorization** 

### **Prime Factorization**

Each positive integer n has a set of prime factors: primes whose product is n

8 = 2 \* 2 \* 29 = 3 \* 310 = 2 \* 511 = 1112 = 2 \* 2 \* 3

One approach: Find the smallest prime factor of n, then divide by it

858 = 2 \* 429 = 2 \* 3 \* 143 = 2 \* 3 \* 11 \* 13

**Designing Functions** 

# **Describing Functions**

A function's *domain* is the set of all inputs it might possibly take as arguments.

A function's *range* is the set of output values it might possibly return.

A pure function's *behavior* is the relationship it creates between input and output.

```
def square(x):
    """Return X * X."""
x is a number
square returns a non-
negative real number
square returns the
square of x
```

A Guide to Designing Function

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

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

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

**Higher-Order Functions** 

## Summation Example



### Twenty-One Rules

Two players alternate turns, on which they can add 1, 2, or 3 to the current total

The total starts at 0

The game end whenever the total is 21 or more

The last player to add to the total loses

(Demo)

Some states are good; some are bad



**Functions as Return Values** 

# **Locally Defined Functions**

#### Functions defined within other function bodies are bound to names in a local frame

