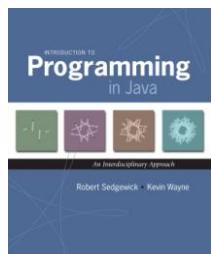


2.1 Functions



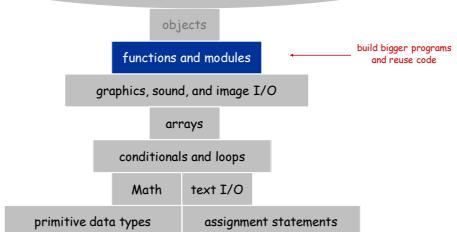
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2.1 Functions



A Foundation for Programming

any program you might want to write



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Functions (Static Methods)

Java function.

- Takes zero or more input arguments.
- Returns one output value.
- Side effects (e.g., output to standard draw). more general than mathematical functions

Applications.

- Scientists use mathematical functions to calculate formulas.
- Programmers use functions to build modular programs.
- You use functions for both.

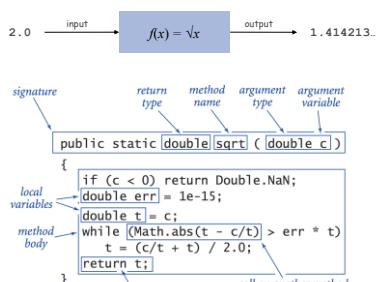
Examples.

- Built-in functions: `Math.random()`, `Math.abs()`, `Integer.parseInt()`.
- Our I/O libraries: `StdIn.readInt()`, `StdDraw.line()`, `StdAudio.play()`.
- User-defined functions: `main()`.

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Anatomy of a Java Function

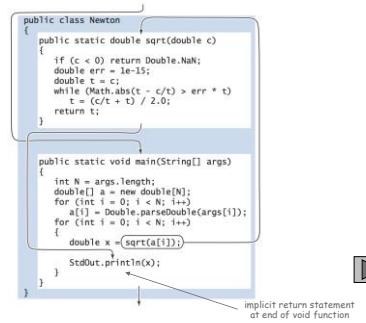
Java functions. Easy to write your own.



5

Flow of Control

Key point. Functions provide a **new way** to control the flow of execution.



6

Flow of Control

Key point. Functions provide a **new way** to control the flow of execution.

What happens when a function is called:

- Control transfers to the function code.
- Argument variables are assigned the values given in the call.
- Function code is executed.
- Return value is assigned in place of the function name in calling code.
- Control transfers back to the calling code.

Note. This is known as "**pass by value**."

```
public class Newton {
    public static double sqrt(double c) {
        if (c < 0) return Double.NaN;
        double t = c;
        while (Math.abs(c - t * t) > err * t)
            t = (c/t + t) / 2.0;
        return t;
    }

    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        double[] a = new double[N];
        for (int i = 0; i < N; i++)
            a[i] = Double.parseDouble(args[i]);
        for (int i = 0; i < N; i++) {
            double x = sqrt(a[i]);
            StdOut.println(x);
        }
    }
}
```

Function Challenge 1a

Q. What happens when you compile and run the following code?

```
public class Cubes1 {
    public static int cube(int i) {
        int j = i * i * i;
        return j;
    }

    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        for (int i = 1; i <= N; i++)
            StdOut.println(i + " " + cube(i));
    }
}
```

```
% javac Cubes1.java
% java Cubes1 6
1
2 8
3 27
4 64
5 125
6 216
```

7

Scope

Scope (of a name). The code that can refer to that name.

Ex. A variable's scope is code following the declaration in the block.

```
public class Newton {
    public static double sqrt(double c) {
        if (c < 0) return Double.NaN;
        double t = c;
        while (Math.abs(c - t * t) > err * t)
            t = (c/t + t) / 2.0;
        return t;
    }

    public static void main(String[] args) {
        int N = args.length;
        double[] a = new double[N];
        for (int i = 0; i < N; i++)
            a[i] = Double.parseDouble(args[i]);
        for (int i = 0; i < N; i++) {
            double x = sqrt(a[i]);
            StdOut.println(x);
        }
    }
}
```

Best practice: declare variables to limit their scope.

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Function Challenge 1c

Q. What happens when you compile and run the following code?

```
public class Cubes3 {
    public static int cube(int i) {
        i = i * i * i;
        return i;
    }

    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        for (int i = 1; i <= N; i++)
            StdOut.println(i + " " + cube(i));
    }
}
```

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Function Challenge 1b

Q. What happens when you compile and run the following code?

```
public class Cubes2 {
    public static int cube(int i) {
        int i = i * i * i;
        return i;
    }

    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        for (int i = 1; i <= N; i++)
            StdOut.println(i + " " + cube(i));
    }
}
```

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Function Challenge 1d

Q. What happens when you compile and run the following code?

```
public class Cubes4 {
    public static int cube(int i) {
        i = i * i * i;
        return i;
    }

    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        for (int i = 1; i <= N; i++)
            StdOut.println(i + " " + cube(i));
    }
}
```

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Function Challenge 1e

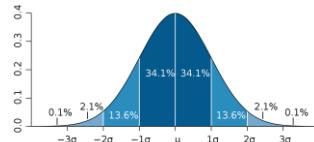
Q. What happens when you compile and run the following code?

```
public class Cubes5 {
    public static int cube(int i) {
        return i * i * i;
    }

    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        for (int i = 1; i <= N; i++)
            StdOut.println(i + " " + cube(i));
    }
}
```

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Gaussian Distribution

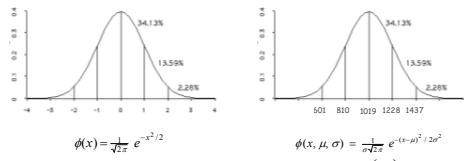


Gaussian Distribution

Standard Gaussian distribution.

- "Bell curve."
- Basis of most statistical analysis in social and physical sciences.

Ex. 2000 SAT scores follow a Gaussian distribution with mean $\mu = 1019$, stddev $\sigma = 209$.



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Java Function for $\phi(x)$

Mathematical functions. Use built-in functions when possible; build your own when not available.

```
public class Gaussian {
    public static double phi(double x) {
        return Math.exp(-x*x / 2) / Math.sqrt(2 * Math.PI);
    }

    public static double phi(double x, double mu, double sigma) {
        return phi((x - mu) / sigma) / sigma;
    }
}

phi(x, mu, sigma) = phi((x - mu) / sigma) / sigma
```

Overloading. Functions with different signatures are different.

Multiple arguments. Functions can take any number of arguments.

Calling other functions. Functions can call other functions.

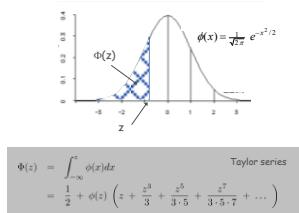
library or user-defined

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Gaussian Cumulative Distribution Function

Goal. Compute Gaussian cdf $\Phi(z)$.

Challenge. No "closed form" expression and not in Java library.



Bottom line. 1,000 years of mathematical formulas at your fingertips.

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Java function for $\Phi(z)$

```
public class Gaussian {
    public static double phi(double x)
        // as before

    public static double Phi(double z) {
        if (z < -8.0) return 0.0;
        if (z > 8.0) return 1.0;
        double sum = 0.0, term = z;
        for (int i = 3; sum + term != sum; i += 2) {
            sum = sum + term;
            term = term * z * z / i;
        }
        return 0.5 + sum * phi(z);
    }

    public static double Phi(double z, double mu, double sigma) {
        return Phi((z - mu) / sigma);
    }
}

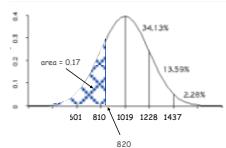
Phi(z, mu, sigma) = integral from -infinity to z of phi(x, mu, sigma) dx = Phi((z - mu) / sigma)
```

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SAT Scores

Q. NCAA requires at least 820 for Division I athletes.
What fraction of test takers in 2000 do not qualify?

A. $\Phi(820, 1019, 209) \approx 0.17051$. [approximately 17%]



```
double fraction = Gaussian.Phi(820.0, 1019.0,
```

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Gaussian Distribution

Q. Why relevant in mathematics?

A. Central limit theorem: under very general conditions, average of a set of random variables tends to the Gaussian distribution.

Q. Why relevant in the sciences?

A. Models a wide range of natural phenomena and random processes.
 • Weights of humans, heights of trees in a forest.
 • SAT scores, investment returns.

Caveat.

"Everybody believes in the exponential law of errors: the experimenters, because they think it can be proved by mathematics; and the mathematicians, because they believe it has been established by observation."
 — M. Lippman in a letter to H. Poincaré

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Building Functions

Functions enable you to build a new layer of abstraction.

- Takes you beyond pre-packaged libraries.
- You build the tools you need: `Gaussian.phi()`, ...

Process.

- Step 1: identify a useful feature.
- Step 2: implement it.
- Step 3: use it.
- Step 3': re-use it in **any** of your programs.

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Extra Slides

Function Examples

absolute value of an int value	<pre>public static int abs(int x) { if (x < 0) return -x; else return x; }</pre>	overloading
absolute value of a double value	<pre>public static double abs(double x) { if (x < 0.0) return -x; else return x; }</pre>	
primality test	<pre>public static boolean isPrime(int N) { if (N < 2) return false; for (int i = 2; i <= N/i; i++) if (N % i == 0) return false; return true; }</pre>	multiple arguments
hypotenuse of a right triangle	<pre>public static double hypotenuse(double a, double b) { return Math.sqrt(a*a + b*b); }</pre>	

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