

Lab 03 – Functions, Strings, and Modular Programming

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1. Objectives

After completing this lab, students will be able to:

- Define and call functions in Python.
- Pass arguments and return values from functions.
- Explain variable scope (local vs. global).
- Manipulate strings using built-in methods.
- Combine loops, conditions, and functions in modular programs.

2. Introduction

Functions and strings are key structural elements in Python programs. A **function** is a reusable block of code that performs a specific task, while a **string** is an immutable sequence of characters. Using functions promotes modularity and reduces code repetition. Strings are used in almost every program—for input/output, file names, messages, and text processing.

3. Functions in Python

3.1 Function Syntax

```
def function_name(parameters):  
    """optional docstring"""  
    # statements  
    return expression
```

Listing 1: Simple addition function

```
1  def add(a, b):  
2      """Return the sum of two numbers."""  
3      return a + b  
4  
5  x = float(input("Enter first number: "))  
6  y = float(input("Enter second number: "))  
7  print("Sum =", add(x, y))
```

Key Points:

- The `def` keyword defines a function.
- Parameters are optional.
- The `return` statement sends a result back to the caller.

3.2 Parameters and Return Values

```
1 def average(a, b, c):  
2     return (a + b + c) / 3  
3  
4 print("Average:", average(10, 20, 30))
```

Output:

Average: 20.0

3.3 Default and Keyword Arguments

```
1 def greet(name, message="Welcome to Python!"):  
2     print("Hello", name + "!", message)  
3  
4 greet("Elsayed")  
5 greet("Mina", "Good luck in the lab.")
```

3.4 Scope of Variables

Variables declared inside a function are **local**. Global variables exist outside any function.

```
1 x = 10          # global  
2 def test():  
3     x = 5       # local  
4     print("Inside:", x)  
5     test()  
6     print("Outside:", x)
```

4. Strings in Depth

4.1 String Indexing and Slicing

```
1 name = "Python"  
2 print(name[0])      # P  
3 print(name[-1])     # n  
4 print(name[1:4])    # yth
```

4.2 String Methods

Common methods: `upper()`, `lower()`, `strip()`, `replace()`, `split()`, `join()`, `count()`, `find()`.

```
1 text = " python programming "  
2 print(text.strip().title())  
3 print(text.replace("python", "Python 3"))
```

4.3 Iterating Through Strings

```
1 word = input("Enter a word: ")  
2 for ch in word:  
3     print(ch)
```

4.4 Counting Vowels Example

```
1 def count_vowels(s):  
2     vowels = "aeiouAEIOU"  
3     count = 0  
4     for ch in s:  
5         if ch in vowels:  
6             count += 1  
7     return count  
8  
9     sentence = input("Enter sentence: ")  
10    print("Number of vowels:", count_vowels(sentence))
```

5. Functions with Lists and Loops

Listing 2: Average grade using functions

```
1 def average_grade(grades):  
2     total = sum(grades)  
3     return total / len(grades)  
4  
5     grades = []  
6     for i in range(3):  
7         g = float(input(f"Enter grade {i+1}: "))  
8         grades.append(g)  
9  
10    avg = average_grade(grades)  
11    print("Average =", avg)  
12  
13    if avg >= 60:  
14        print("Status: PASS")  
15    else:  
16        print("Status: FAIL")
```

6. Exercises

Exercise 1: Factorial Function

Write a function that computes factorial of a number using a loop. **Hint:** $n! = n \times (n - 1) \times (n - 2) \dots 1$

```
1     def factorial(n):
2         result = 1
3         for i in range(1, n+1):
4             result *= i
5         return result
```

Exercise 2: String Reversal

Write a function `reverse_string(text)` that reverses a string manually.

Exercise 3: Word Counter

Count how many words appear in a sentence using `split()` and `len()`.

Exercise 4: Menu Program

Implement a menu using functions:

1. Count vowels
2. Reverse string
3. Exit

Each choice should call a separate function.

7. Mini Project: Student Gradebook System

Objective: Integrate loops, lists, strings, and functions.

Description:

- Input names and grades for several students.
- Compute each student's average.
- Print a summary report.

Listing 3: Gradebook Program

```
1     def compute_average(marks):
2         return sum(marks)/len(marks)
3
4     def print_report(names, all_marks):
5         print("\n---- Student Report ----")
6         for i in range(len(names)):
```

```

7     avg = compute_average(all_marks[i])
8     print(f"{names[i]:10} -> Average: {avg:.2f}")
9
10    students = int(input("Number of students: "))
11    names = []
12    marks = []
13
14    for i in range(students):
15        name = input(f"Enter name of student {i+1}: ")
16        scores = []
17        for j in range(3):
18            s = float(input(f"    Enter score {j+1}: "))
19            scores.append(s)
20        names.append(name)
21        marks.append(scores)
22
23    print_report(names, marks)

```

8. Assessment Rubric

Task	Marks	Remarks
Function Basics (Def/Call/Return)	15	Correct syntax and logic
String Processing Exercises	20	Proper use of methods and loops
List + Function Integration	15	Working average computation
Mini Project Implementation	25	Modular design and testing
Documentation & Clarity	10	Comments and formatting
Viva / Discussion	15	Conceptual understanding
Total	100	

9. Viva Questions

1. What are the advantages of using functions?
2. What happens if a function has no return statement?
3. Are strings mutable or immutable in Python? Why?
4. How do you pass multiple values back from a function?
5. Explain the difference between local and global variables.

10. Homework

Task: Write a program that checks if a string is a palindrome using a function. **Hint:** A palindrome reads the same forward and backward.

Example:

Input: radar

Output: Yes, it is a palindrome.

11. Summary

In this lab, we learned to:

- Write and use functions with parameters and return values.
- Manipulate strings using slicing and methods.
- Integrate loops and functions for structured programming.
- Build modular programs for reusability and clarity.

End of Lab 03 – Functions, Strings, and Modular Programming