

21-Day Python Challenge

Day 10 – Functions

Day 10 Learning Objectives

By the end of today's class, students will be able to:

- Understand what a **Function** is.
 - Create and call Functions.
 - Use **Parameters**.
 - Understand **Arguments**.
 - Return values using **return**.
 - Learn **Variable Scope**.
 - Build simple real-world programs using functions.
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What is a Function?

A **Function** is a block of reusable code that performs a specific task.

Instead of writing the same code many times, we write it once inside a function and use it whenever needed.

Real-Life Example

Think about a **TV Remote**.

Power Button

↓

TV Turns ON

Whenever you press the **Power Button**, the same action happens.

A Python function works exactly like this.

Picture 1 – Function Concept

Function Syntax

```
def function_name():  
    print("Hello Python")
```

Explanation

Keyword	Meaning
def	Define a function
function_name	Name of the function
()	Parameters go here
:	Function starts here

Example 1 – Simple Function

```
def welcome():  
    print("Welcome to Python")  
  
welcome()
```

Output

```
Welcome to Python
```

Example 2 – Calling a Function Multiple Times

```
def hello():  
    print("Hello Students")  
  
hello()  
hello()  
hello()
```

Output

```
Hello Students  
Hello Students  
Hello Students
```

Parameters

Parameters receive information.

Example

```
def greet(name):  
    print("Welcome", name)  
  
greet("Rahul")  
greet("Anitha")
```

Output

```
Welcome Rahul  
Welcome Anitha
```

Picture 2 – Parameters

Think of it as:

Function

↓

Name

↓

Rahul

↓

Welcome Rahul

Example 3 – Two Parameters

```
def student(name, marks):  
    print("Name :", name)  
    print("Marks:", marks)  
  
student("Rahul", 92)
```

Return Values

Sometimes a function calculates something and sends the result back.

Example

```
def add(a, b):  
    return a + b  
  
result = add(10, 20)  
  
print(result)
```

Output

30

Picture Explanation

10

↓

Function

↓

20

↓

Addition

↓

30 Returned

Example 4 – Area of Rectangle

```
def area(length, width):  
    return length * width  
  
result = area(10, 5)  
  
print("Area =", result)
```

Output

Area = 50

Variable Scope

Variables created inside a function exist only inside that function.

```
def test():  
    x = 100  
    print(x)
```

```
test()
```

Output

```
100
```

Trying to print `x` outside the function gives an error because `x` is a **local variable**.

Local Variable

```
def display():  
    name = "Rahul"  
    print(name)
```

```
display()
```

Global Variable

```
college = "GK InfoTech"
```

```
def show():  
    print(college)
```

```
show()
```

```
print(college)
```

Real-Time Program 1

Student Result

```
def result(marks):  
    if marks >= 35:  
        print("PASS")  
    else:  
        print("FAIL")  
  
marks = int(input("Enter Marks : "))  
result(marks)
```

Real-Time Program 2

Electricity Bill

```
def bill(units):  
    amount = units * 8  
    return amount  
  
units = int(input("Units : "))  
  
print("Bill =", bill(units))
```

Real-Time Program 3

Simple Calculator

```
def add(a,b):  
    return a+b  
  
def sub(a,b):  
    return a-b  
  
print(add(20,10))  
print(sub(20,10))
```

Practice Programs

1. Create a welcome function.
 2. Create a function to print your name.
 3. Create a function to add two numbers.
 4. Create a function to calculate the square of a number.
 5. Create a function to check pass or fail.
 6. Create a function to calculate the area of a rectangle.
-



Mini Project – Student Report

```
def student(name, marks):  
    print("Name :", name)  
    print("Marks :", marks)  
    if marks >= 35:  
        print("Result : PASS")  
    else:  
        print("Result : FAIL")  
  
name = input("Enter Name : ")  
marks = int(input("Enter Marks : "))  
student(name, marks)
```

Interview Questions

1. What is a Function?
 2. Why do we use Functions?
 3. What is `def`?
 4. What are Parameters?
 5. What is a Return Value?
 6. What is Variable Scope?
 7. Difference between Local and Global Variables?
-



Day 10 Success Message

Today you learned:

- ☒ Creating Functions
- ☒ Calling Functions
- ☒ Parameters
- ☒ Return Values
- ☒ Variable Scope

"Functions help us write cleaner, shorter, and reusable code. Professional programmers build software by combining many small functions."

21-Day Python Challenge

Day 11 – Modules

Day 11 Learning Objectives

Students will learn:

- What is a Module?
- Why Modules are useful.
- How to use `import`.
- Use the **math** module.
- Use the **random** module.
- Use the **datetime** module.

What is a Module?

A **Module** is a Python file that contains ready-made functions and tools.

Instead of writing everything yourself, you can **import** a module and use its features.

Real-Life Example

Think of a **Tool Box**.

□ Toolbox

↓

Hammer

↓

Screwdriver

↓

Wrench

Instead of making your own tools, you simply use the toolbox.

Python Modules work the same way.

Picture 3 – Module Concept

Importing a Module

```
import math
```

Now Python loads the **math** module.

Math Module

Used for mathematical calculations.

Example 1

```
import math  
print(math.sqrt(25))
```

Output

5.0

Example 2

```
import math  
print(math.pow(2,5))
```

Output

32.0

Example 3

```
import math  
print(math.ceil(4.2))  
print(math.floor(4.8))
```

Output

5
4

Random Module

Used to generate random values.

Example 1

```
import random
print(random.randint(1,10))
```

Output

Random Number between 1 and 10

Example 2

```
import random
colors = ["Red", "Green", "Blue"]
print(random.choice(colors))
```

Output

Any one color

Picture 4 – Random Choice

Datetime Module

Used to work with dates and time.

Example 1

```
import datetime
today = datetime.datetime.now()
print(today)
```

Example 2

```
import datetime

today = datetime.date.today()

print(today)
```

Example 3

```
import datetime

current_time = datetime.datetime.now()

print(current_time.strftime("%H:%M:%S"))
```

Real-Time Program 1

Lucky Number

```
import random

number = random.randint(1,100)

print("Lucky Number :", number)
```

Real-Time Program 2

Today's Date

```
import datetime

print("Today's Date")

print(datetime.date.today())
```

Real-Time Program 3

Square Root Calculator

```
import math

number = int(input("Enter Number : "))

print("Square Root =", math.sqrt(number))

Prepared by Gk;
```

Mini Project

Student Utility Program

```
import random
import datetime
import math

print("Today's Date :", datetime.date.today())

marks = random.randint(35,100)

print("Random Marks :", marks)

print("Square Root of Marks :", math.sqrt(marks))
```

Common Modules

Module	Purpose	Example
math	Mathematical calculations	math.sqrt(25)
random	Random numbers and choices	random.randint(1,10)
datetime	Date and Time	datetime.date.today()

Assignment

Write programs to:

1. Find the square root of a number.
 2. Generate a random number from 1 to 50.
 3. Select a random fruit from a list.
 4. Display today's date.
 5. Display the current time.
 6. Build a lucky number generator.
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Interview Questions

1. What is a Module?
2. Why do we use `import`?
3. Name three built-in Python modules.
4. What does `math.sqrt()` do?
5. What does `random.randint()` do?
6. How do you display today's date?

Day 11 Challenge – Student ID Generator

Write a Python program that:

- Accepts the student's name.
- Generates a random Student ID between **1000 and 9999**.
- Displays today's date.
- Prints a welcome message.

Sample Output

```
===== STUDENT ID CARD =====
```

```
Name       : Rahul
```

```
Student ID : 4827
```

```
Date        : 2026-01-15
```

```
Welcome to GK InfoTech Solutions!
```

Day 11 Success Message

Congratulations! 🎉

Today you learned how to use Python's built-in **Modules**, making your programs more powerful without writing everything from scratch.

You explored:

-  Importing Modules
-  math Module
-  random Module
-  datetime Module

"Great programmers don't reinvent the wheel—they use modules to solve problems faster. Learning to use Python's built-in modules is an important step toward becoming a professional programmer."

 **Next Lesson (Day 12): File Handling – Reading Files, Writing Files, Appending Data, and Working with Text Files.**