Practice Exercise 4

1. Define a function called "`double`", that takes a number and returns the number doubled.

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2. Define a function called "`perimeter_of_rectangle`" that takes two numbers to represent the length and width of a rectangle and returns the perimeter of the rectangle. (Remember that the perimeter is twice the length added to twice the width).

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3. Define a function called "`area_of_circle`" that takes one number as input to represent the radius and returns the area of the circle. (Remember that the area of a circle is $22/7 * r^2$.)

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4. Define a function called "`hello_three_times`" that takes an argument called "`name`" and prints "`hello name`" three times on the screen.

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5. Write a program that requests the user's name. The program should then use a function called "`head_name()`", that prints the first character from the given name. ❑

6. Write a program that asks the user for their name. The program should then use a function called "`tail_name()`", that returns the tail of the person's name where the tail of the name is the person's name without the first character.
HINT len(<string>) will return the length of a string. ❑

7. Give three advantages of using functions in a program.

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2. .....

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3. .....

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8. What is the difference between parameters and arguments?

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9. Define a function called "`power_value()`", that takes two integers and returns the first raised to the power of the second.

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10. If we had a function called "`absolute_value()`", that takes a number and returns the positive value of the given number. What value will be returned for the following print statements?

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print(absolute_value(-5))
print(absolute_value(0))
print(-absolute_value(-5))
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