

An Introduction to Python

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Keyboard Input

- ▶ The `input()` function reads a line from `sys.stdin` and returns it with the trailing newline stripped.

```
name = input("Enter your input: ")  
print("Received input is : ", name)
```

- ▶ The open Function
- ▶ The file Object
- ▶ The close() Method
- ▶ The write() Method
- ▶ The read() Method
- ▶ See [here](#) for more details and functions.

The open Function

- ▶ Before you can read or write a file, you have to open it using Python's built-in `open()` function.
- ▶ This function creates a file object, which would be utilized to call other support methods associated with it.

```
file object = open(file_name [, access_mode][, buffering])
```

```
fo = open("foo.txt", "w")
```

The write() Method

- ▶ The write() method writes any string to an open file.

```
fileObject.write(string)
```

```
# Open a file
```

```
fo = open("foo.txt", "wb")
```

```
fo.write( "Python is a great language.\nYeah its great!!\n")
```

```
# Close opened file
```

```
fo.close()
```

The read() Method

- ▶ The read() method reads a string from an open file.

```
fileObject.read([count])
```

```
# Open a file
fo = open("foo.txt", "r+")
str = fo.read(10);
print "Read String is : ", str
# Close opened file
fo.close()
```

The readline() Method

- ▶ Read one entire line from the file.
- ▶ A trailing newline character is kept in the string.
- ▶ If the size argument is present and non-negative, it is a maximum byte count (including the trailing newline) and an incomplete line may be returned.

```
fileObject.readline([size])
```

The readlines() Method

- ▶ Read until EOF using `readline()` and return a list containing the lines thus read.

```
fileObject.readlines([sizehint])
```


Iterators & Generators

- ▶ There are many types of objects which can be used with a for loop. These are called **iterable** objects.
- ▶ The built-in function **iter** takes an **iterable** object and returns an iterator.

```
>>> x = iter([1, 2, 3])
>>> x
<listiterator object at 0x1004ca850>
>>> x.next()
1
>>> x.next()
2
>>> x.next()
3
```

Iterators & Generators

- Iterators are implemented as classes.

```
class xrange:
    def __init__(self, n):
        self.i = 0
        self.n = n

    def __iter__(self):
        return self

    def next(self):
        if self.i < self.n:
            i = self.i
            self.i += 1
            return i
        else:
            raise StopIteration()
```

Iterators & Generators

- In the above case, both the iterable and iterator are the same object. Notice

```
class xrange:
    def __init__(self, n):
        self.n = n

    def __iter__(self):
        return xrange_iter(self.n)
```

Iterators & Generators

```
class xrange_iter:
    def __init__(self, n):
        self.i = 0
        self.n = n

    def __iter__(self):
        # Iterators are iterables too.
        # Adding this functions to make them so.
        return self

    def __next__(self):
        if self.i < self.n:
            i = self.i
            self.i += 1
            return i
        else:
            raise StopIteration()
```

If both iterable and iterator are the same object, it is consumed in a single iteration.

- ▶ A module allows you to logically organize your Python code.
- ▶ Grouping related code into a module makes the code easier to understand

Modules

```
def print_func( par ):  
    print "Hello : ", par  
    return
```

```
# Import module support  
import support
```

```
# Now you can call defined function that module as follows  
support.print_func("Zara")
```

- ▶ The current directory.
- ▶ Python then searches each directory in the shell variable `PYTHONPATH`.
- ▶ If all else fails, Python checks the default path.
On UNIX, this default path is normally `/usr/local/lib/python/`.

Socket Programming

- ▶ Python provides two levels of access to network services
- ▶ To create a socket, you must use the `socket.socket()`
- ▶ `socket_family`: This is either `AF_UNIX` or `AF_INET`.
- ▶ `socket_type`: This is either `SOCK_STREAM` or `SOCK_DGRAM`.
- ▶ `protocol`: This is usually left out, defaulting to 0.

```
s = socket.socket (socket_family, socket_type, protocol=0)
```

Socket Programming

```
import socket                                # Import socket module

s = socket.socket()                          # Create a socket object
host = socket.gethostname() # Get local machine name
port = 12345                                # Reserve a port for your service.
s.bind((host, port))                        # Bind to the port

s.listen(5)                                  # Now wait for client connection.

while True:
    c, addr = s.accept()                    # Establish connection with client.
    print('Got connection from %s:%d' % addr)
    c.send('Thank you for connecting')
    c.close()                               # Close the connection
```

Socket Programming

```
import socket                # Import socket module

s = socket.socket()          # Create a socket object
host = socket.gethostname() # Get local machine name
port = 12345                 # Reserve a port for your service.

s.connect((host, port))
print s.recv(1024)
s.close                      # Close the socket when done
```

Questions?