Scripts and Modules

Exercises

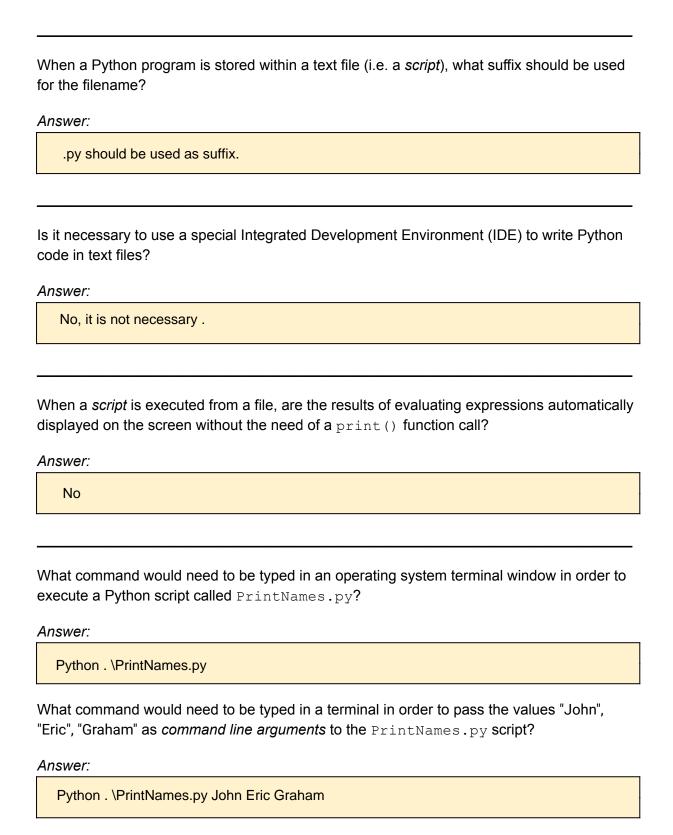
Week 5

Prior to attempting these exercises ensure you have read the lecture notes and/or viewed the video, and followed the practical. You may wish to use the Python interpreter in interactive mode to help work out the solutions to some of the questions.

Download and store this document within your own filespace, so the contents can be edited. You will be able to refer to it during the test in Week 6.

Enter your answers directly into the highlighted boxes.

For more information about the module delivery, assessment and feedback please refer to the module within the MyBeckett portal.



When a Python script wishes to access *command line arguments*, what **module** needs to be imported?

Answer:

From sys import argv.

What is the data-type of the sys.argv variable?

Answer:

Sys.argv is the list data-type.

What is stored within the first element of the sys.argv variable?

Answer:

Name of the script and its path are stored within the first element of the sys.argv variable

Use a text editor to write the *script* called PrintNames.py. This should display any *command line arguments* that were passed during execution.

Once complete, place your solution in the answer box below.

Answer:

```
from sys import argy command = argy[1:] print(command)
```

Improve the solution so it uses an if statement to check that at least one name was passed, or otherwise print a message saying "no names provided". Place your improved solution in the answer box below.

Answer:

```
from sys import argv
command = argv[1:]

if command == []:
  print("no name provided")
else:
  print(command)
```

When using an import statement it is possible to provide an *alias* that can be used as an alternative name to access module content.

Write an **import** statement that imports the whole of the sys module, and renames it to my system.

Answer:

Import sys as my_system

Write a **from..import** statement that imports only the math.floor function, and renames it to lower

Answer:

From math import floor as lower

What is stored in a symbol-table?

Answer:

Symbol-table stores information about the occurrence of various entities such as variable, function names, classes, etc

Why is the following type of import statement generally not recommended?

from math import *

Answer:

This is not recommended since there is high chance that clashes between imported and existing variable names will occur.

When working in *interactive-mode* what convenient function can be used to list all names defined within a module?

Answer:

Dir()

What is the value stored within the sys.path variable used for?

Δ	nswe	r.

It is used for the path of the module.

When a program is being executed as a *script* what value is assigned to the special variable __name__?

Answer:

__main__

What value is assigned to the __name__ variable when a program has been imported as a module?

Answer:

Name of imported module.

Why is it useful for a program to be able to detect whether it is running as a *script*, or whether it has been imported as a *module*?

Answer:

It can be useful to only execute some part of code while it is run as script and skip if it is called imported.

Exercises are complete

Save this logbook with your answers. Then ask your tutor to check your responses to each question.