



## The Python Standard Library

# The Python Standard Library

---

- **Contents**
  - The Standard Library
  - Pretty Printer - a useful utility
  - Operating System interfaces - os and friends
  - System specific attributes - sys
  - Signal handling - signal
  - Configuration files
  - The datetime module and friends
  - The platform module
  - External function interface - ctypes
  - The socket module
  - `__future__`
  - Other modules
- **Summary**

# The Standard Library

---

- **Represents a large resource of code**
  - Core modules
  - Standard modules
  - Threads and Processes
  - Data Representation
  - File Formats
  - Mail and News Message Processing
  - Network protocols
  - Internationalization
  - Multimedia modules
  - Data Storage
  - Tools and Utilities
  - Platform-specific Modules
  - Many others....

Batteries included!

# How many modules have we seen so far?

module	Chapter
abc	11
builtins	1
collections	5
copy	9,11
cProfile	10
distutils	10
doctest	10
fileinput	7
glob	3,5,7,9,10
gzip	7
multiprocessing	13
os	3,9,13

module	Chapter
pdb	10
pickle	7
pstats	10
re	4,6,7,8
shelve	7
sqlite3	7
subprocess	13
sys	1,3,7,8,10,12
time	8,12,13
threading	13
warnings	12

- **It is unusual to have a Python program which does not use at least one standard library module**

# Pretty Printer - a useful utility

- **Standard library module `pprint`**
  - Can be used on any Python structure
  - Dictionaries are output sorted by key
  - Some control over formatting, for example line width

```
import pprint

myd={'UK':['London',('Wigan','Macclesfield','Bolton')],
     'US':['Washington',('Springfield','New York','Boston')],
     'FR':['Paris', ('Lyon', 'Bordeaux', 'Toulouse')]}

pprint.pprint(myd)
```

```
{'FR': ['Paris', ('Lyon', 'Bordeaux', 'Toulouse')],
 'UK': ['London', ('Wigan', 'Macclesfield', 'Bolton')],
 'US': ['Washington', ('Springfield', 'New York', 'Boston')]}
```

# Operating System interfaces - os and friends

---

- **os - Operating System**

- The idea was that all os specific routines would go here
- Many of the functions are based on UNIX C equivalents
  - Process parameters (environment variables, uid, pid, etc.)
  - File descriptor level operations (open, fsync, lseek, etc.)
  - File and directory operations (mkfifo, listdir, remove/unlink, etc.)
  - Process management (abort, fork/exec, kill, etc.)
  - System information (OS type, path separator, etc.)

- **Other related modules**

- **os.path**                      **Filename processing**
- **fileinput**                    **Building UNIX style filter programs**
- **tempfile**                    **Creating temporary files and directories**
- **shutil**                        **Copying, deleting, and moving groups of files**

# os.open example

- Offers operating specific features
  - For low-level tasks
  - File descriptor based on UNIX, file handle on Windows

```
import os
fd = os.open (filename, flags [, mode ])
bytes = os.read (fd, n)
os.write (fd, bytes)
os.close (fd)
```

UNIX style  
permissions



```
import os

fd = os.open ('a file', os.O_CREAT|os.O_WRONLY, 0o640)
buffer = 'This is some text\r\nanother line\r\n'
bytes = os.write (fd, buffer)
os.close (fd)
print bytes, "bytes written"
```

# System specific attributes - sys

---

- **Most interfaces are portable**
  - **Information about the operating system**
    - Operating system version
    - Byte order
    - Character and floating point formats
  - **Information about the python interpreter**
    - Version information
    - Lists of builtins
    - Module load path
  - **Information about your program**
    - Tracing and Exception information
    - Reference counts
    - Streams - stdin, stdout, stderr



# Signal handling - signal

---

- **Not all features are portable**
  - Signals are part of UNIX architecture, not Windows
- **Signal handling is similar to other languages**
  - The signals are defined with a SIG prefix
  - SIGPIPE is ignored by default, SIGINT generates an exception
  - Supports alarm on UNIX only
- **Three possible actions:**
  - SIG\_DFL            Take default action
  - SIG\_IGN           Ignore the signal
  - Create a signal handler
- **Also supports interval timers**
  - `setitimer` and `getitimer`: similar to standard UNIX

# Converting a signal to an exception

```
import signal
import time

class MyError(Exception):
    pass

def handler(sig, frame):
    raise MyError('Received signal ' + str(sig) +
                  ' on line ' + str(frame.f_lineno) +
                  ' in ' + frame.f_code.co_filename)

signal.signal(signal.SIGINT, handler)

try:
    while 1:
        time.sleep(1)
except KeyboardInterrupt:
    print 'Keyboard interrupt caught'
except MyError as err:
    print "Hiccup:",err
print 'Clean exit'
```

User written signal handler

Hit CTRL+C here

# Configuration files

- **Similar to old Windows .INI files**
  - **Used by many applications**
  - **Consist of [sections]**
    - Containing options and comments

```
opt=value  
opt: value  
opt2=%(opt)stext
```

← "classic" syntax →

```
; comment  
# comment
```

```
; Alchemy 3ds Global UI Settings  
[Alchemy3dsExporter]  
  
;*****  
;  
;      viewer controls group  
;  
;  
; Refresh the embedded viewport Alchemy viewer  
Export_PC = 1  
; export the display to psx2
```

# The ConfigParser module

```
from ConfigParser import *
config = ConfigParser()

config.add_section('GLOBALS')
config.set ('GLOBALS', 'TRACE', True)
config.add_section('FILENAMES')
config.set ('FILENAMES', 'DIR', 'C:\\myapp')
config.set ('FILENAMES', 'MASTER', '%(dir)s\\master.qa')
config.set ('FILENAMES', 'SLAVE', '%(dir)s\\slave.qa')

fh = open("config.ini", "w")
config.write(fh)
fh.close()
```

config.ini →

```
[GLOBALS]
trace = True

[FILENAMES]
slave = %(dir)s\\slave.qa
master = %(dir)s\\master.qa
dir = C:\\myapp
```

```
config.read('config.ini')
print config.get ('FILENAMES', 'master', 0)
print config.getboolean('GLOBALS', 'TRACE')
```

```
C:\\myapp\\master.qa
True
```

# The datetime module and friends

- **Date and time manipulation functions in datetime**
  - **datetime objects** - for extracting date/time in different formats
  - **timedelta objects** - for calculating date/time differences
  - **date, time, and tzinfo (time zone) objects**
  - **strftime** - well known date/time formatting function
    - Methods available for date, datetime, and time objects

```
print date.today().strftime("%A %d %B %Y")
```

```
Sunday 05 April 2009
```

- **Also related:**
  - **calendar module**
    - Includes calendar iterator
  - **time module**
    - Supports mktime(), localtime(), gmtime(), strftime(), sleep() etc.

# datetime example

- Calculate someone's age in years

```
import sys
from datetime import *
from calendar import *

sBirth = raw_input("Enter birthday (dd/mm/yyyy):")
try:
    (day, month, year) = sBirth.split('/')
    dBirth = date(int(year), int(month), int(day))
except ValueError:
    print >> sys.stderr, "Invalid date:", sBirth
    exit(1)

dToday = date.today()
diff = dToday - dBirth

diff = diff.days - leapdays(int(year), dToday.year)
years = diff // 365
print "Client is", years, "years old"
```

Number of leap years  
between years (calendar)



# The platform module

- **Used for identifying the platform we are running on**
  - **Mostly the operating system and the Java or C runtime library**

```
import sys
import platform

print sys.platform
print "Platform:", platform.platform()
print "Compiler:", platform.python_compiler()
print "Python   :", platform.python_version()
print "LibC    :", platform.libc_ver()
```

```
linux2
Platform: Linux-2.6.24-22-generic-i686-with-debian-lenny-sid
Compiler: GCC 4.2.4 (Ubuntu 4.2.4-1ubuntu3)
Python   : 2.6.1
LibC     : ('glibc', '2.4')
```

```
win32
Platform: windows-XP-5.1.2600-SP3
Compiler: MSC v.1500 32 bit (Intel)
Python   : 2.6.2
LibC     : ('', '')
```

# External function interface - ctypes

- **Enables run-time dynamic linking to foreign libraries**
  - **DLLs on Windows, shared objects on UNIX/Linux**
    - Main interface is through `cdll`
  - **Windows interface includes:**
    - `windll` - stdcall calling convention interface
    - `oledll` - for HRESULT return codes (and stdcall)

```
from ctypes import *  
  
msvcrt = cdll.msvcrt  
text = "Hollow world!\n"  
msvcrt.printf("%s", text)
```

```
mydll = cdll.LoadLibrary("C:\\QA\\win32Dlls\\DllModule7")  
mydll.DllFunc7()
```

C RTL call

Use libc.so on UNIX/Linux

Windows \_cdecl DLL call



# Win32 ctypes example

- **Most base APIs are in kernel32.dll**
- **Many Microsoft specific types are already defined**

```
from ctypes import *
from ctypes.wintypes import *
kernel = windll.kernel32
```

← Define Structures here  
(see notes)

```
Startup = STARTUPINFO(0)
ProcInfo = PROCESS_INFORMATION(0)
ret = kernel.CreateProcessA(None, "myprog.exe",
                             None, None,
                             False, 0, None, None,
                             byref(Startup),
                             byref(ProcInfo))

print winError()
```

# The socket module

---

- **Part of the standard library**
  - Based on BSD 4.3
  - Supported by most operating systems
  - Highly portable
- **Supports IPv4 and IPv6**
  - Some methods only work on IPv4
- **If you have used sockets in C:**
  - The principle, and many of the functions, is the same
  - The Python socket interface is *much* easier to use
  - There are a few Python specific methods to abstract operations
- **Python also supports secure sockets layer - ssl**

# Socket server example

- **Connection oriented stream socket (TCP/IP)**

```
from socket import *
nPortID = 600

sock = socket(AF_INET, SOCK_STREAM, 0)
sock.bind(("", nPortID) )
sock.listen(5)

(newsock, addr) = sock.accept()
sock.close()

while True:
    bMessage = newsock.recv(1024, 0)
    print "Recieved: ", bMessage

newsock.close();
```

Hardcoded port number

Create a socket  
Bind to local address  
Set max. pending requests

Wait for client to connect  
Original socket no longer  
required in this case

Wait for data from client

Close connected socket

# \_\_future\_\_

- **A pseudo module for enabling new language features**
  - **Includes all future features from previous releases**
    - Even when it is implemented in the current release
    - Version 3 \_\_future\_\_ includes all the 2.6 "futures"

```
import __future__  
print __future__.all_feature_names
```

```
['nested_scopes', 'generators', 'division', 'absolute_import',  
'with_statement', 'print_function', 'unicode_literals']
```

```
print __future__.absolute_import
```

```
_Feature((2, 5, 0, 'alpha', 1), (2, 7, 0, 'alpha', 0), 16384)
```

optional release

mandatory release

compiler flag

# Other modules

---

- **There are many other in the Standard Library**
  - <http://docs.python.org/library/index.html/>
  - See also <http://www.doughellmann.com/PyMOTW>
  - In book form: The Python Standard Library By Example
- **Other modules are available**
  - For example, Win32 interfaces in win32-py on sourceforge
- **PyPi - Python Package Index**
  - <http://pypi.python.org/pypi>
  - Also known as "The cheese shop"
  - Over 10,000 packages available for Python 2
- **Easy Install**
  - <http://peak.telecommunity.com/DevCenter/EasyInstall>

# Summary

---

- **The Standard Library is always available**
  - Batteries included
  - `os` supplies interfaces to the operating system
  - `sys` gives information about the Python environment
  - `ConfigParser` enables access to .INI style configuration files
  - `datetime`, `calendar`, and `time` modules give comprehensive date and time functions
  - `platform` supplies detailed information about the platform
  - `__future__` enables new language features for testing
- **There are many others in the Standard Library, and elsewhere**

## Example - converting Python 2 scripts to Py3

```
import sys
import os
import glob
from subprocess import *

if len(sys.argv) > 1:
    dir = sys.argv[1]
else:
    dir = '.'

script = os.path.join(sys.prefix, 'Tools', 'Scripts', '2to3.py')
procs = []
pattern = os.path.join(dir, '*.py')
for name in glob.iglob(pattern):
    procs.append(Popen([sys.executable, script, '-w', name]))

while len(procs) > 0:
    proc = procs.pop(0)
    proc.wait()
```

Typical Python program

Note how many standard library routines are used

