

Python modules and packages

Structuring large(r) projects

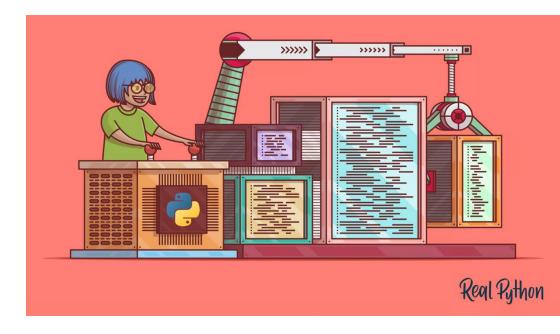
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https://realpython.com/python-modules-packages/





Goal

- Split a large program in multiple files
- Make re-usable library of classes
- Import and use additional libraries

Modules

- Modules are collections of classes, functions, variables, and declarations
- The import statement runs the module source and makes the definitions available
- The defined names are created in a separated namespace to avoid confusion

Standard library modules

- random, math, csv, operator, os, dataclasses, datetime, ... 200 more
- https://docs.python.org/3/library/index.html

User-defined modules

- My python sources
- Files and directories in my project
- Files and directories in the Python search path

Downloaded modules

- From https://pypi.org/ over 500k projects
- Install using pip

Creating a Python module

- Just create a .py file
 - In the same directory of your main file
 - Should contain declarations, only
- The *name of the file* is the name of the module
 - The argument of import
- All names defined at the top-level become visible properties of the module
 - Constants
 - Functions
 - Classes
 - Variables (bad idea)

voto.py

```
MAX VOTO = 30
class Voto:
   def __init__(self, esame, cfu, punteggio, lode, data):
   def str (self):
   def __repr__(self):
class Libretto:
   def __init__(self):
   def append(self, voto):
   def media(self):
                                                               main.py
def voto_casuale():
                                                     import voto
```

The **import** statement

- import module_name
 - Imports the definitions from module_name. They will be accessible as module_name.definition
 - Example: import math; use math.sin(math.pi)
- import module_name as alt_name
 - Imports the definitions from module_name. They will be accessible as alt_name.definition
 - Example: import cmath as c ; use c.sqrt(-1)

The from...import statement

- from module_name import name(s)
 - Import one or more name(s) from module_name, and make them available in the current namespace
 - Example: from math import pi, sin, cos; use sin(pi)
- from module_name import name as alt_name
 - Import one name from module_name, and make it available in the current namespace as alt name
 - Example: from cmath import sqrt as csqrt; use csqrt(-1)
- from module_name import *
 - Import all available names from module_name, and make them available in the current namespace
 - Except names starting with '_' (underscore)... they are ignored
 - Somewhat dangerous... may have conflicts with local names or other module's names

Querying available names: dir()

- The dir() function shows the list of names defined in a module
 - dir(): names defined (at the top level) of the current file
 - dir(module_name):names
 defined in the imported module
- Several dunder methods, plus user-defined names

```
import voti

print(dir(voti))
# ['Libretto', 'MAX_VOTO', 'Voto', 'random', 'voto_casuale', ...]

print(dir())
# ['voti', ...]
```

```
from voti import Voto, Libretto

print(dir(voti))
# NameError: name 'voti' is not defined.

print(dir())
# ['Libretto', 'Voto', ...]
```

A module should not contain executable statements

- The import statement runs the module file to create the definitions of the various names
- If there are any instructions outside the defined classes/functions, they will be executed, too...

If voti.py contains

```
v = voto_casuale()
print(repr(v))
```

- Then, the import voti statement in main.py will cause
 - Defining a new top-level name (v)
 - Calling voto_casuale()
 - Printing the random vote
- All this should not happen!

Solving the problem

- It is useful to have some code inside the module
 - Usually, test code to verify that the module works correctly
 - Sometimes, a whole program (with its top-level code) may be used as a module for a larger problem
- We want to allow in-module code, but we don't want it to run, when imported

 The solution is to check if the file is the top-level one, or an imported one: __name___

```
if __name__ == "__main__":
    v = voto_casuale()
    print(repr(v))
```

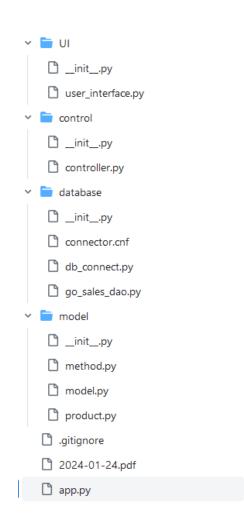
• Or, better:

```
def _main():
    v = voto_casuale()
    print(repr(v))

if __name__ == "__main__":
    _main()
```

Packages

- When an application grows, it is no longer viable to have all the Python file in a single directory
- We can split groups of files in separate directories, called packages
 - Each directory is a package
 - The files of the directory are modules
 - They can be imported with the syntax package_name.module_name



(and sub-packages)



Importing from packages

- The traditional syntax still applies
 - import pkg.mod
 - from pgk.mod import name
 - from pgk.mod import name as alt_name
- Additionally, you may import modules from a package
 - from pkg import mod
 - from pkg import mod as alt_mod_name

The ___init___.py file

 Traditionally, the directory containing a package will also contain a special file

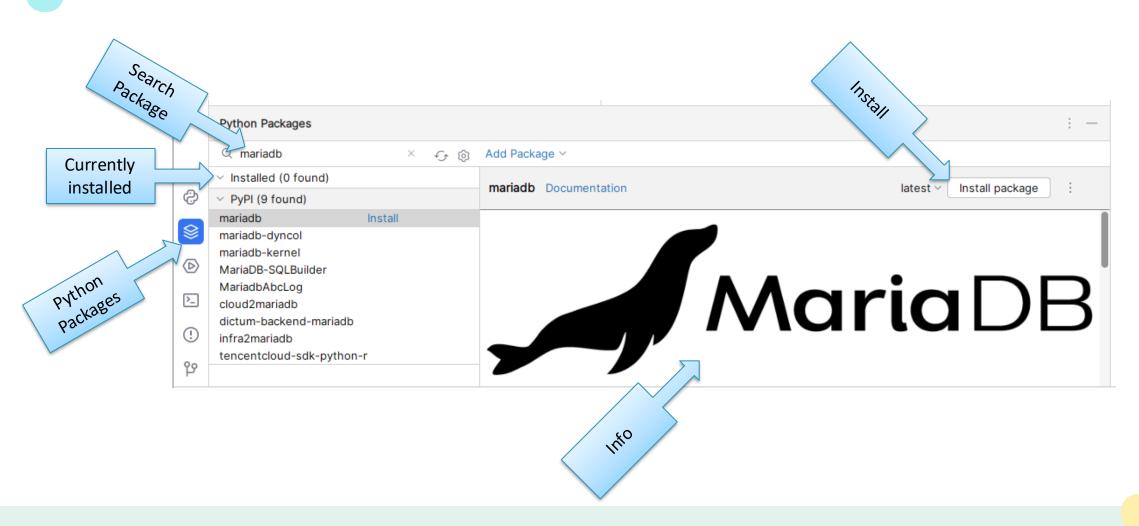
```
- __init__.py
```

- It was mandatory until Python 3.3, now it's optional
- Can contain initialization statements, that are run when importing amy module from the package

Working with external modules

- To access a module from pypi.org, we must first install the module in our local Python interpreter
- Packages can be installed using the pip program
 - Search a project on https://pypi.org/
 - Install with pip install project_name
 - pip install flet
 - pip install mariadb
- Only installed packages can be imported

Installing packages with PyCharm

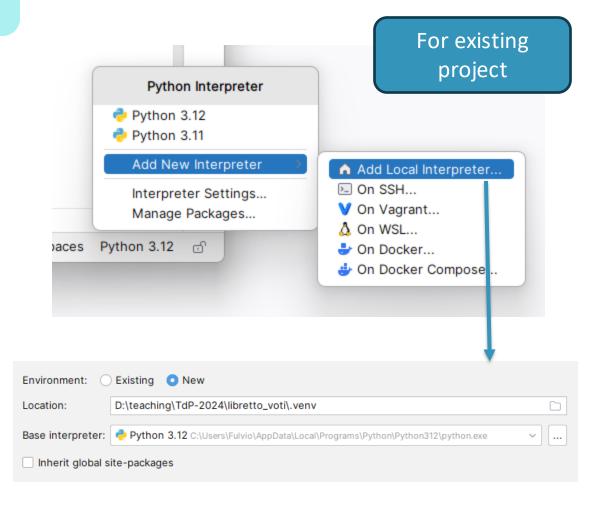


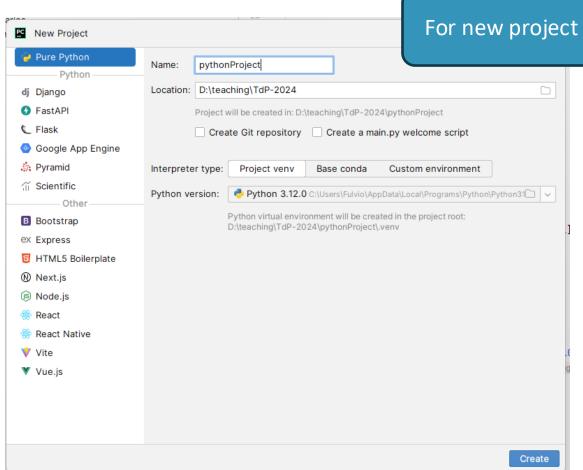
Virtual Environments

- Different projects may require different packages
- Your local Python library will contain all sorts of packages, that are used by some project
- Mhen shipping a project, it's not clear which packages are needed to run it

- Python has a mechanism for separating the packages needed by each project
- Virtual environments
- It's a local "copy" of the Python interpreter, alongside with the packages needed for that project
- Stored in the .venv directory

Virtual Environments in PyCharm





Where does Python find packages?

- The import statement searches packages
 - In the current project directories
 - In the current virtual environment's library
 - In a set of directories defined by the Python installation

import sys print(sys.path)

```
['C:\\Users\\Fulvio\\AppData\\Local\\Programs\\PyCharm
Professional\\plugins\\python\\helpers\\pydev',
'C:\\Users\\Fulvio\\AppData\\Local\\Programs\\PyCharm
Professional\\plugins\\python\\helpers\\third party\\thri
ftpy',
'C:\\Users\\Fulvio\\AppData\\Local\\Programs\\PyCharm
Professional\\plugins\\python\\helpers\\pydev',
'C:\\Users\\Fulvio\\AppData\\Local\\Programs\\PyCharm
Professional\\plugins\\python\\helpers\\pycharm display',
'C:\\Users\\Fulvio\\AppData\\Local\\Programs\\Python\\Pyt
hon312\\python312.zip',
'C:\\Users\\Fulvio\\AppData\\Local\\Programs\\Python\\Pyt
hon312\\DLLs',
'C:\\Users\\Fulvio\\AppData\\Local\\Programs\\Python\\Pyt
hon312\\Lib',
'C:\\Users\\Fulvio\\AppData\\Local\\Programs\\Python\\Pyt
hon312', 'D:\\teaching\\TdP-2024\\libretto_voti\\.venv',
'D:\\teaching\\TdP-2024\\libretto voti\\.venv\\Lib\\site-
packages',
C:\\Users\\Fulvio\\AppData\\Local\\Programs\\PyCharm
Professional\\plugins\\python\\helpers\\pycharm matplotli
b backend', 'D:\\teaching\\TdP-2024\\libretto voti']
```

requirements.txt

- A project may require several external packages
 - Installed with pip
 - Stored in the virtual environment
- How can we declare the information about the required packages?
 - So that other people may install them in their system
 - So that we can control which version numbers are installed

- Add a file requirements.txt to your project
 - Contains one line per package
 - May optionally specify the version number
 - PyCharm helps us synchronizing the file with the import statements



Greater or equal (>=x.y.z)



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