

# Lecture 11- Introduction to Python Project

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CSC-1004: Computational Laboratory Using Java

Course Page: [\[Click\]](#)

# Outline

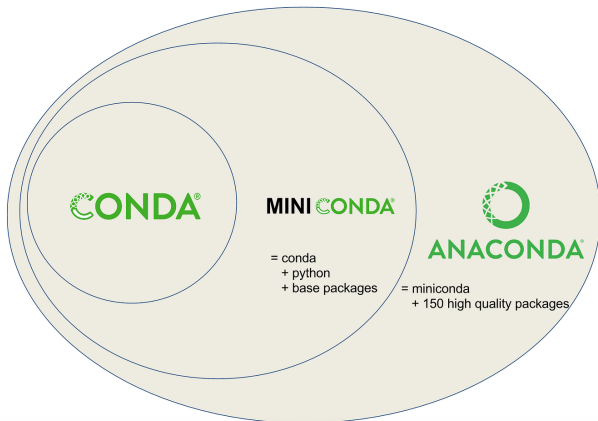
- Python Project Management and Basic Knowledge
- Basic Machine Learning with Python



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# Conda

Conda is a powerful package manager and environment manager that you use with command line commands at the Anaconda Prompt for Windows, or in a terminal window for macOS or Linux.

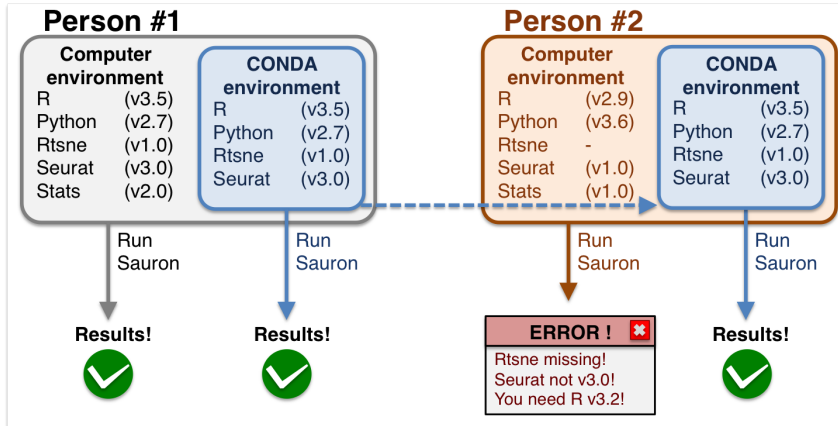


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# Managing Environment with Conda

Conda allows you to create separate environments containing files, packages, and their dependencies that will not interact with other environments.



# Managing Environment with Conda

- **Step 1:** Create a new environment and install a package in it.
  - 1) We will name the environment `snowflakes` and install the package `BioPython`.

At the Anaconda Prompt or in your terminal window, type the following:

```
conda create --name snowflakes biopython
```

- 2) Conda checks to see what additional packages ("dependencies") BioPython will need, and asks if you want to proceed:

```
Proceed ([y]/n)? y
```



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# Managing Environment with Conda

- **Step 2:** To use, or "activate" the new environment, type the following:

```
conda activate snowflakes
```

- **Step 3:** To see a list of all your environments, type:

```
conda info --envs
```

A list of environments appears, similar to the following:

```
conda environments:
```

```
base /home/username/Anaconda3
```

```
snowflakes * /home/username/Anaconda3/envs/snowflakes
```



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# Managing Python with Conda

When you create a new environment, conda installs the same Python version you used when you downloaded and installed Anaconda. **If you want to use a different version of Python**, for example Python 3.5, simply create a new environment and specify the version of Python that you want.

- **Step 1:** Create a new environment named "snakes" that contains Python 3.9:

```
conda create --name snakes python=3.9
```

- **Step 2:** Activate the new environment:

```
conda activate snakes
```



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# Managing Python with Conda

- **Step 3:** Verify that the snakes environment has been added and is active:

```
conda info --envs
```

Conda displays the list of all environments with an asterisk (\*) after the name of the active environment:

```
conda environments:
```

```
base /home/username/Anaconda3
```

```
snakes * /home/username/anaconda3/envs/snakes
```

```
snowflakes /home/username/Anaconda3/envs/snowflakes
```

- **Step 4:** Verify which version of Python is in your current environment:

```
python --version
```



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# Managing packages

In this section, you check which packages you have installed, check which are available and look for a specific package and install it.

- **Step 1:** To find a package you have already installed, first activate the environment you want to search.

```
conda activate snakes
```

- **Step 2:** Check to see if a package you have not installed named "beautifulsoup4" is available from the Anaconda repository (must be connected to the Internet):

```
conda search beautifulsoup4
```

- **Step 3:** Install this package into the current environment:

```
conda install beautifulsoup4
```



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# Managing packages

- **Step 4:** Check to see if the newly installed program is in this environment:

```
conda list
```



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# Python File Handling

The key function for working with files in Python is the `open()` function. The `open()` function takes two parameters; `filename`, and `mode`. There are four different methods (modes) for opening a file:

- `"r"` - Read - Default value. Opens a file for reading, error if the file does not exist.
- `"a"` - Append - Opens a file for appending, creates the file if it does not exist.
- `"w"` - Write - Opens a file for writing, and creates the file if it does not exist.
- `"x"` - Create - Creates the specified file, and returns an error if the file exists.



# Python File Handling

In addition, you can specify if the file should be handled as binary or text mode.

- `"t"` - Text - Default value. Text mode.
- `"b"` - Binary - Binary mode (e.g. images).



# Python Read Files

Assume we have the following file named "demofile.txt", located in the same folder:

```
Hello! Welcome to demofile.txt
```

```
This file is for testing purposes.
```

```
Good Luck!
```

**Open and Read a file:** To open the file, use the built-in `open()` function. The `open()` function returns a file object, which has a `read()` method for reading the file content:

```
f = open("demofile.txt", "r")
```

```
print(f.read())
```

```
f.close()
```

Output: The entire file.



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# Python Read Files

Assume we have the following file named "demofile.txt", located in the same folder:

```
Hello! Welcome to demofile.txt
```

```
This file is for testing purposes.
```

```
Good Luck!
```

**Read Only Parts of the File:** By default the `read()` method returns the whole text, but you can also specify how many characters you want to return:

```
f = open("demofile.txt", "r")
```

```
print(f.read(5))
```

```
f.close()
```

Output: Hello



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# Python Read Files

Assume we have the following file named `"demofile.txt"`, located in the same folder:

```
Hello! Welcome to demofile.txt
```

```
This file is for testing purposes.
```

```
Good Luck!
```

**Read One Line of the File:** You can return one line by using the `readline()` method:

```
f = open("demofile.txt", "r")
```

```
print(f.readline())
```

```
f.close()
```

Output: `Hello! Welcome to demofile.txt`



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# Python Read Files

Assume we have the following file named "demofile.txt", located in the same folder:

```
Hello! Welcome to demofile.txt
```

```
This file is for testing purposes.
```

```
Good Luck!
```

**Read Multiple Lines of the File:** You can return multiple lines by using the `readlines()` method:

```
f = open("demofile.txt", "r")
```

```
print(f.readlines())
```

```
f.close()
```

Output: a list of string.



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# Python Write Files

Assume we have the following file named "demofile2.txt", located in the same folder:

```
Hello! Welcome to demofile2.txt.
```

**Append to a file.** Open the file "demofile2.txt" and append content to the file:

```
ff = open("demofile2.txt", "a")  
ff.write("Now the file has more content!")  
ff.close()
```

The updated "demofile2.txt":

```
Hello! Welcome to demofile2.txt. Now the file has more content!
```



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# Python Write Files

Assume we have the following file named "demofile2.txt", located in the same folder:

```
Hello! Welcome to demofile2.txt.
```

**Overwrite a file.** Open the file "demofile3.txt" and overwrite the content:

```
ff = open("demofile2.txt", "w")  
ff.write("Woops! I have deleted the content!")  
ff.close()
```

The updated "demofile2.txt":

```
Woops! I have deleted the content!
```



# Python Matplotlib

Matplotlib is a comprehensive library for creating static, animated, and interactive visualizations in Python. Matplotlib makes easy things easy and hard things possible.



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# Matplotlib Pyplot

Most of the Matplotlib utilities lies under the `pyplot` submodule, and are usually imported under the `plt` alias:

```
import matplotlib.pyplot as plt
```

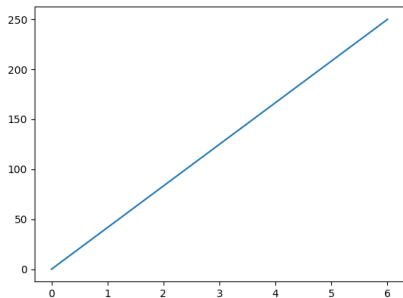
```
import numpy as np
```

```
xpoints = np.array([0, 6])
```

```
ypoints = np.array([0, 250])
```

```
plt.plot(xpoints, ypoints)
```

```
plt.show()
```



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# Matplotlib Markers

You can use the keyword argument `marker` to emphasize each point with a specified marker:

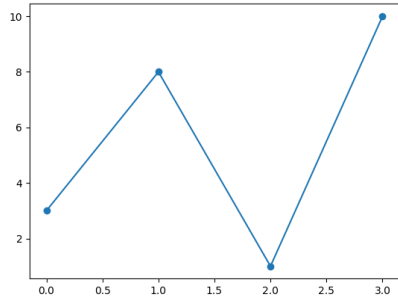
```
import matplotlib.pyplot as plt
```

```
import numpy as np
```

```
ypoints = np.array([3, 8, 1, 10])
```


























```
plt.plot(ypoints, marker = 'o')
```

```
plt.show()
```



# Matplotlib Markers

You can use the keyword argument **marker** to emphasize each point with a specified marker:

<code>^</code> : triangle_up 	<code>3</code> : tri_left 	<code>P</code> : plus (filled) 	<code>x</code> : x 	<code>_</code> : hline 
<code>v</code> : triangle_down 	<code>2</code> : tri_up 	<code>p</code> : pentagon 	<code>+</code> : plus 	<code> </code> : vline 
<code>o</code> : circle 	<code>1</code> : tri_down 	<code>s</code> : square 	<code>H</code> : hexagon2 	<code>d</code> : thin_diamond 
<code>,</code> : pixel 	<code>&gt;</code> : triangle_right 	<code>8</code> : octagon 	<code>h</code> : hexagon1 	<code>D</code> : diamond 
<code>.</code> : point 	<code>&lt;</code> : triangle_left 	<code>4</code> : tri_right 	<code>*</code> : star 	<code>X</code> : x (filled) 



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# Matplotlib Line

You can use the keyword argument `linestyle`, or shorter `ls`, to change the style of the plotted line:

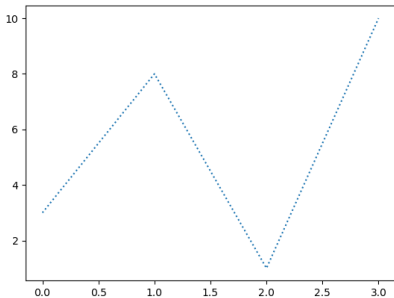
```
import matplotlib.pyplot as plt
```

```
import numpy as np
```

```
ypoints = np.array([3, 8, 1, 10])
```

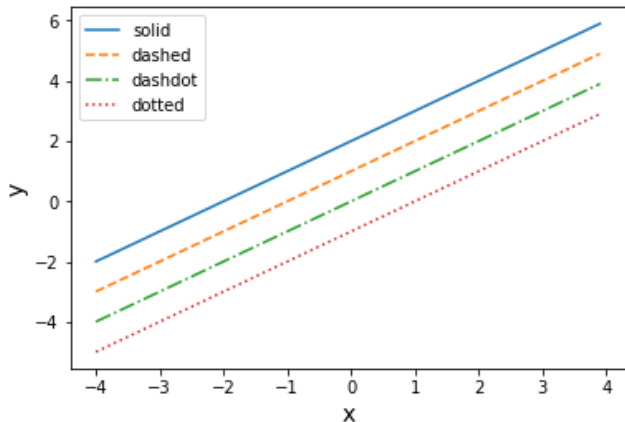
```
plt.plot(ypoints, linestyle = 'dotted')
```

```
plt.show()
```



# Matplotlib Line

You can use the keyword argument `linestyle`, or shorter `ls`, to change the style of the plotted line:



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## Matplotlib Labels and Title

With Pyplot, you can use the `xlabel()` and `ylabel()` functions to set a label for the x- and y-axis. With Pyplot, you can use the `title()` function to set a title for the plot.

```
import matplotlib.pyplot as plt
```

```
import numpy as np
```

```
xpoints = np.array([80, 85, 90, 95, 100, 105, 110, 115, 120, 125])
```

```
ypoints = np.array([240, 250, 260, 270, 280, 290, 300, 310, 320, 330])
```

```
plt.plot(xpoints, ypoints)
```

```
plt.xlabel("Average Pulse")
```

```
plt.ylabel("Calorie Burnage")
```

```
plt.title("Sports Watch Data")
```

```
plt.show()
```

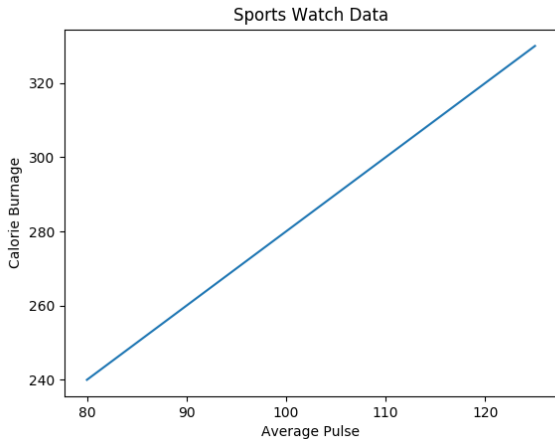


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# Matplotlib Labels and Title

With Pyplot, you can use the `xlabel()` and `ylabel()` functions to set a label for the x- and y-axis. With Pyplot, you can use the `title()` function to set a title for the plot.



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# Question and Answering (Q&A)



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