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# Goals

- Hands on using basic text files and binary files
- Learn to open, read and write files
- The power of text files for import/export data

### Prerequisites

- Get Anaconda 3.7 installed from home
- Must have completed Lab5 about Iterators

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#### Deliverable

- The notebook created during this session must be uploaded to Moodle the next Lab day at 22h00 the latest
- Every exercise must be clearly identified using MARKDOWN subsections
- If any clarification about the student's purpose is needed, use MARKDOWN cells
- If any code line needs clarification use comments with HASHTAGS
- Code must work and produce the expected result requested by the formulation of the exercise

#### Lab 7.1 Create a notebook

- 1. Create a new notebook and name it "Lab7"
- 2. Verify it appears in the "Files" Jupyter tab
- 3. Verify it appears in the "Running" Jupyter tab
- Write a header for your practice using MARKDOWN.
   It must look like this:
- 5. Click the save icon

#### Lab7: Files

Student: Name Surname

Group: GroupID

Date: DD/MM/YYYY

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#### Lab 7.2 Create a text file (1 pt.)

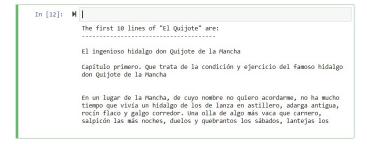
- Create a MARKDOWN cell with the title of this exercise and a brief description
- 2. Create a file with **f=open(...**
- 3. Write at least three lines with a text of your choice, a list with some elements and a dictionary of your choice. Use

f.write(...

- 4. Finally use **f.close()** to close the file
- 5. Click the save icon

#### Lab 7.3 Reading a text file (1 pt.)

- 1. Create a MARKDOWN cell with the title of this exercise and a brief description
- 2. Read the contents of the ElQuijote.txt file. Use this syntax to avoid issues with Latin alphabet: open("ElQuijote.txt","r",encoding="utf8")
- 3. Print the first 10 lines
- 4. Click the save icon



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# Lab 7.4 Get words from a long file (2 pts.)

- 1. Create a MARKDOWN cell with the title of this exercise and a brief description
- 2. Read the ElQuijote.txt file.
- 3. Create a list with all the words. Some tips:
  - Use a reduced version of "ElQuijote" with few lines to start coding. When your code works, use the original file
  - Remove punctuations like """,;:.-\_{}()"?¿!\@#\$%&/[]"""
  - · Start splitting by lines
  - Continue splitting by spaces
  - Remove from your list useless words like: "\n", "" or " "
- 3. Click the save icon

#### Lab 7.5 Some statistics from a text file (1 pt.)

- 1. Create a MARKDOWN cell with the title of this exercise and a brief description
- 2. Read the ElQuijote.txt file
- 3. Compute and print the next statistics:
  - Number of characters
  - Number of lines
  - · Number of words
  - Number of chapters
  - · Average length of words
- 4. Print the result
- 5. Click the save icon

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# Lab 7.6 Frequency of words (1 pt.)

- 1. Create a MARKDOWN cell with the title of this exercise and a brief description
- 2. Get the list of words from "ElQuijote.txt"
- 3. Count the appearance of every single word using a dictionary where the key is every word and the value is the frequency
- 4. Save the dictionary into a binary file
- 5. Click the save icon

# Lab 7.7 Read binary files (2 pts.)

- 1. Create a MARKDOWN cell with the title of this exercise and a brief description
- 2. Open the binary file created in the previous section and restore the dictionary of words: frequencies
- 3. Print the 20 most frequent words of "El Quijote"
- 4. Click the save icon

```
word: "que" frequency 19234
word: "de" frequency 17745
word: "y" frequency 15706
word: "la" frequency 10073
word: "a" frequency 9483
word: "el" frequency 7835
word: "en" frequency 7773
word: "no" frequency 5557
word: "se" frequency 4643
word: "los" frequency 4633
word: "con" frequency 4018
word: "por" frequency 3706
```

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#### Lab 7.8 Use log files with tic tac toe (2 pts.)

- 1. Create a MARKDOWN cell with the title of this exercise and a brief description
- 2. Take the code from the tic tac toe finished game
- 3. Create a log file where you will register the users movements and the winners of each game
- 4. Use these tips:
  - Every log line must start with a timestamp (review the "Functions and Exceptions" sessions for the proper code)
  - The file must never be erased, only updated with new game movements
  - The output must be like the one on the next slide