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# Files & Modules

Part 2

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# More about files

- Importing other file types
  - .txt
  - .csv
  - .xml

# Demo

- Using other data types
- Other use-cases

# Modules

- A file containing Python definitions and statements
- Some are included as part of the standard library

Examples:

- [Random numbers](#)
- [Time module](#)
- [Math module](#)
- [CSV module](#)
- [XML module](#)

# Random

- Able to generate random numbers
- [Example](#)
- [Methods](#)

Example:

```
import random  
print(random.randint(0,5))
```

Links: [1](#), [2](#)

# Time

- Retrieve time/date information
  - Date
  - Time
  - Datetime
  - Timedelta - difference
- Example

```
import datetime  
print(datetime.datetime.now())
```

Links: [1](#), [2](#), [3](#),

# Demo

- Random
- Time

# In-class assignment 7

## Files:

- Create a Python program that creates a file and adds a given user input to the end of the file.

## Modules:

- Create a Python program that rolls a 6 sided die and prints the output
- Create a Python program that prints out the next Friday's date from today
  - E.g. today is March 11, Friday is March 13 or Friday is 03/13/2020



# Assignment 7

1. Write a program that finds all the Friday the 13ths from 2000 to 2020
  - a. Use functions, including a main function
  - b. Save the results in a list and print the list
  
2. Write a program that creates a file called “cards.txt”
  - a. Create an algorithm that will save a random set of playing cards into a file.
  - b. Playing cards include 4 suits: hearts, diamonds, spades and clubs and each have 13 cards
  - c. Cards should include 2-10, plus aces, jacks, queens and kings ([info about playing cards](#))