# Modules

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#### **Objectives**

- 1. Understand the relevance to use modules and packages.
- 2. Be able to install some widely used Python packages about geospatial software.
- 3. Be able to apply some modules and packages of both Python Standard Library and others Python Geospatial Libraries.

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Introduction

#### You loose everything when exit the interpreter

Solution: Write it down in a script

When a script becomes big, it is difficult to maintain

Solution: Split your script in several ones

As you get more scripts, you will need to reuse your functions

- Solution: Create a module
- Module: A file that contains definitions, functions and classes

If a module is too big, it is too difficult to maintain

- Solution: Create a package
- Package: A module of modules



Introduction

### Why modules?

- Main function: Organization.
- **Reuse**: To provide software solutions, that have been proven to work, to solve similar problems.



## Creation and Implementation

#### A module is just a Python script with .py extension

```
def fib (n):
      """ Print a Fibonacci series up to n """
      a, b = 0, I
      while a < n:
         print(a, end= '')
          a, b = b, a+b
      print()
  def fib2(n):
      """ Print a Fibonacci series up to n """
      result = [] # Declare a new list
      a, b = 0, I
      while a < n:
          result.append(a) # Add to the list
          a, b = b, a+b
      return result
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```

### Where is it stored?

#### Accessible and reusable module:

- Set path in the file directory where the module is stored.
- Variable PYTHONPATH



### How do I use them? (I)

```
>>> import fibo
>>> fibo.fib(1000)
1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
>>> fibo.fib2(100)
[1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89]
>>> fibo.__name__
'fibo'
>>> fib = fibo.fib
>>> fib(100)
1 1 2 3 5 13 21 34 55 89
```



#### How do I use them? (II)

#### A module can import other modules

- Name conflicts may arise: Each module has a symbol table
- It means you should invoke it as modname.itemname

#### It is possible to import items directly

- from module import name1, name2
- from module import \*
- It uses the global symbol table (no need to use the modname)

```
>>> from fibo import fib, fib2
>>> fib(100)
1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
```



## How do I use them? (III)

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### List zip file contents (file.zip must exist. Open in read mode)

```
import zipfile
file = zipfile. ZipFile("file.zip", "r")
# list filenames
for name in file.namelist():
    print (name)
    print
 list file information
for info in file.infolist():
    print (info.filename, info.date_time, info.file_size)
```

Several examples here: http://pymotw.com/2/PyMOTW-1.132.pdf

#### How do I use them? (IV)

#### Error while importing:

- The module does not exist.
- The module name has not been well written.
- The module is not on the search path of Python modules:
  - 1. By default, it searches in the current directory.
  - 2. If it does not find it here, it then searches in the directories of the environment variable PYTHONPATH.
    - echo \$PYTHONPATH
    - import sys print(sys.path)
  - 3. If it still does not find, it then searches in the installation directories of Python.
- How can I troubleshoot it?



### Modules as scripts (I)

When a module is imported, its statements are executed

- It declares functions, classes, variables ...
- ... and also executes code
- It serves to initialize the module

Very useful to use modules as programs and libraries



### Executing modules

#### Modules as scripts (II)

```
def fib (n):
     """ Print a Fibonacci series up to n """
     a, b = o, I
     while a < n:
     print(a, end= '')
         a, b = b, a+b
     print()
 def fib2(n):
     """ Print a Fibonacci series up to n
     result = [] # Declare a new list
     a, b = 0, I
     while a < n:
         result.append(a) # Add to the list
         a, b = b, a+b
     return result
 if __name__ == "__main__":
     import sys
     fib (int (sys.argv[1]))
```

```
(In Linux console)
$ python3 fibo2.py 50
1 1 2 3 5 8 13 21 34
```

### Compiled Python files

We said Python is an interpreted language

• ... this is almost a lie

Python, as other interpreted languages, has a speed-up trick

It can use bytecode, just as Java

Bytecode: Intermediate code between machine code and source code

- Faster than source code, slower than machine code.
- It is transparent to the programmer.
- The first time a .py file is executed, it is compiled automatically, generating a .pyc file.



### The dir() function

Very usefull to get an insight to a module

- It returns the names defined in a module
- Without arguments, it returns your names

```
>>> import fibo, sys
>>> dir(fibo)
[' name ', 'fib', 'fib2']
>>> dir()
[' builtins ', ..., ' spec ']
>>> variable = 'Hello'
>>> dir()
['__builtins__', ... , '__spec__', 'variable']
```



### Package concept (I)

If a module gets too big, many problems arise

- Name collisions
- It is good to organize modules in a bigger structure: Packages

Packages can be seen as "dotted module names"

- It is just a module that contains more modules
- Make life easier in big proyects
- The name A.B designates a submodule B in a package named A

Must contain a \_\_init\_\_.py file in the root directory

Executed when the package is imported for the first time



### Packages

#### Package concept (II)

#### Sound module structure

```
sound /
                            Top-level package
                            Initialize the sound package
      __init__.py
      formats /
                            Subpackage for format conversions
               __init__.py
               wavread.py
               wavwrite.py
               aiffread.py
               aiffwrite.py
               auread.py
               auwrite.py
      effects /
                            Subpackage for sound effects
               __init__.py
               echo.py
               surround.py
               reverse.py
      filters /
                            Subpackage for filters
               __init__ . py
               equalizer.py
               vocoder.py
               karaoke.py
```

# Importing a package (I)

#### Ways to use a package

#### Import an individual module

- import sound.effects.echo
- Use function as sound.effects.echo.echofilter(input, output)

#### Alternative way to import an individual module

- from sound.effects import echo
- Use function as echo.echofilter(input, output)

#### Alternative way to import an individual module

- from sound.effects.echo import echofilter
- Use function as echofilter(input, output)



### Importing a package (II)

Imagine we run from sound import \*

- In theory, it would import the whole package
- In practice, it would take too much time

There is a convention to avoid waste of resources

- There may be a variable \_\_all\_\_ defined in \_\_init\_\_
- \_\_all\_\_ contains modules to be imported

```
sounds/effects/__init__.py
```

```
__all__ = ["echo", "surround", "reverse"]
```



### **Packages**

### Installing packages

#### Command-line automatic tool:pip

• Very similar to apt-get in Linux

#### pip usage

\$ python -m pip install SomePackage

### pip alternative usage

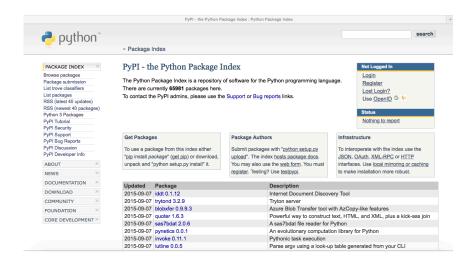
\$ pip3 install SomePackage

#### Example of the PIL installation:

\$ pip3 install Pillow
(More info)



# Packages What has been developed?





### Functions to manipulate files and processes

- Functions for managing files and paths: os.path
- Create directories. Example: os.mkdir('data')
- Current working directory: os.getcwd()
- Moving to a certaing directory. Example: os.chdir('data')
- Value of an environment variable. Example: os.chdir(os.environ['HOME'])
- Rename a file. Example: os.rename('fich1.py', 'palindrome.py')
- Deleting a file. Example: os.remove('practica1.py')
- List the files in the current directory. Example: os.listdir(os.curdir)
- List the files in a certain directory. Example: os.listdir('c:\\data')
- Call operating system (execute OS services). Example: os.kill, os.execv, etc.



It provides access to some variables maintained by the interpreter (at execution environment) and the functions that interact with the interpreter.

- List the arguments passed to script on the command line: sys.argv
- Python output. sys.exit
- Files for access to input, output and standard error of the interpreter: sys.stdin, sys.stdout, sys.stderr, respectively.



### Example

```
example_sys.py
import sys
# datos introducidos por teclado
data = sys.argv
print ('data = ', data)
print("{0} arguments were passed to the script {1}: ".format(
    len(sys.argv) - 1, sys.argv[o]))
for arg in sys.argv:
    print (arg)
```

- It provides functions related to the measurement of time.
- Python provides the date and time of three ways:
  - Tuple: year-month-day-hour-min-sec-dayweek-day year-x (tup)
  - String (str)
  - Total of seconds since an origin (sec)



### time module (II)

- Current time: time()
- Time elapsed since the start of the execution. clock()
- Pause n seconds. sleep()
- GMT.gmtime()
- Local time. localtime()
- Convert the tuple to a character string. asctime()
- Convert the tuple to a string. strftime()
- Convert the tuple to seconds. mktime()
- Convert the seconds to a string. ctime()
- Convert the string to a tuple. strptime()



### Example

```
example_time.py
#!/usr/bin/python
import time;
localtime = time.localtime(time.time())
print "Local current time:", localtime
```

Output:

Local current time: Fri Nov 20 20:45:34 2015



### Example 1: Open a web browser

### browser.py

```
import webbrowser
url = input('Give me an URL: ')
webbrowser.open(url)
```



### Cool code examples

im.show()

#### Example 2: Create a thumbnail

```
thumbnail.py
from PIL import Image

size = (128, 128)
saved = "africa.jpg"

im = Image.open("africa.tif")
im.thumbnail(size)
im.save(saved)
```



### Cool code examples

#### Example 3: List a directory contents

```
dir.py
import os
os.system ("clear")
path = input ("Specify a folder >> ")
for root, dirs, files in os.walk(path):
    print (root)
    print ( "-----
    print (dirs)
    print ( "-----
    print (files)
    print ( "-----
```

(Source)



Other cool code examples

#### Example 4: Send an email with Gmail

```
gmail.py
```

```
"""The first step is to create an SMTP object,
each object is used for connection
with one server."
import smtplib
server = smtplib.SMTP('smtp.gmail.com', 587)
# Next, log in to the server
server.login("youremailusername", "password")
# Send the mail
msg = "\nHello!" # /n separates the message from the headers
server.sendmail("you@gmail.com", "target@example.com", msg)
```

(Source)



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