

Chapter -04 Using Python Libraries

1. Importing modules in a Python Program:

Python provides *import* statement to *import* modules in a program. The *import statement* can be used in two forms:

- i) To import entire *module*: *the import<module> command*
- ii) To import selected *objects*: *the from<module>import<object> command*

i) Importing entire module: -

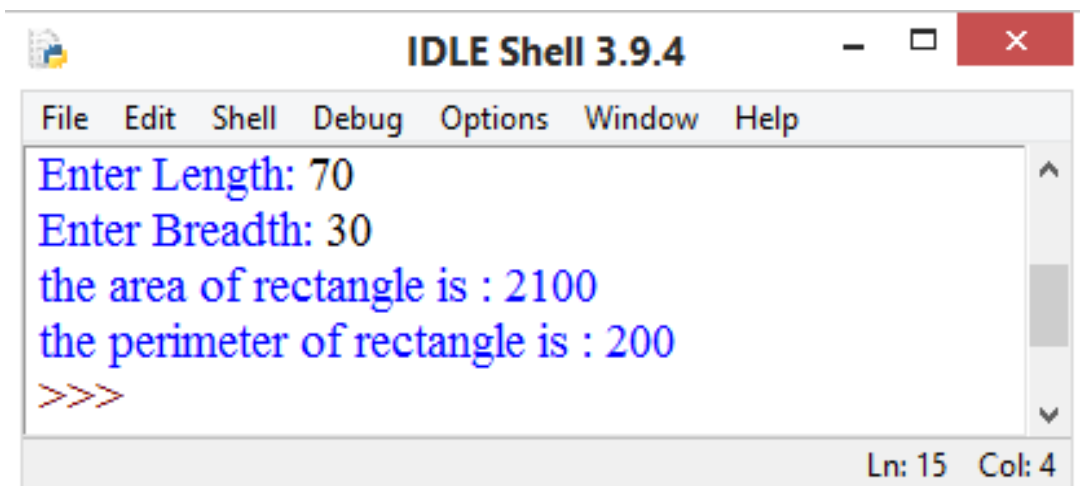
The *import statement* can be used to import entire *module* and *even for importing selected items*. To import *entire module*, the *import statement* can be used as per following syntax:

import module1, module2, module3,

Example 1

```
import Rectangle
a=int (input ("Enter Length: "))
b=int (input ("Enter Breadth: "))
print ("the area of rectangle is :", Rectangle.Area_rec(a,b))
print ("the perimeter of rectangle is :", Rectangle.Perimeter_rec(a,b))
```

Output:

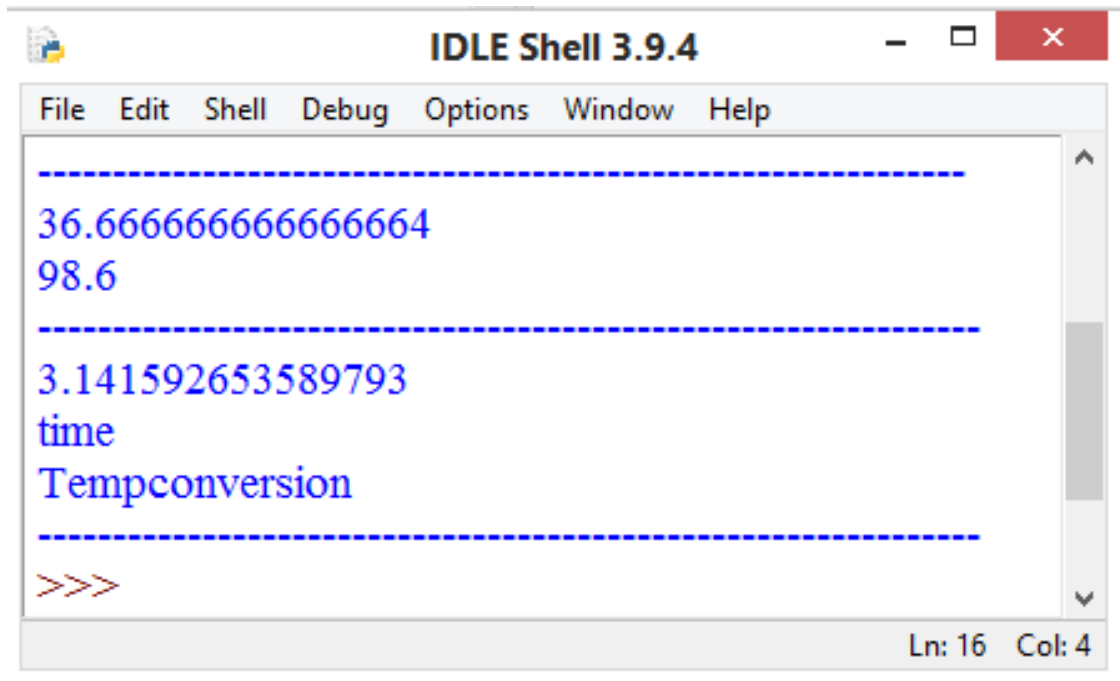


```
Enter Length: 70
Enter Breadth: 30
the area of rectangle is : 2100
the perimeter of rectangle is : 200
>>>
```

Example 2

```
print ("\n-----")
import time, math      # Pre-defined module in standard library
import Tempconversion   # User defined module
print(Tempconversion.to_centigrade(98.0))
f=Tempconversion.To_fahrenheit (37.0)
print(f)
print('-----')
print(math.pi)
#The name of a module is stored inside a constant __name__
print(time.__name__)
print(Tempconversion.__name__)
print('-----')
```

Output:



```
-----
36.666666666666664
98.6
-----
3.141592653589793
time
Tempconversion
-----
>>>
```

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Note 1:-

After importing a *module*, to access one of the functions, we have to specify the *name of the module and the name of the function*, separated by a *dot (period)* this format is called *dot notation*.

Note 2:- The name of a module is stored inside a constant __name__.

ii) Importing Select Objects from a Module:-

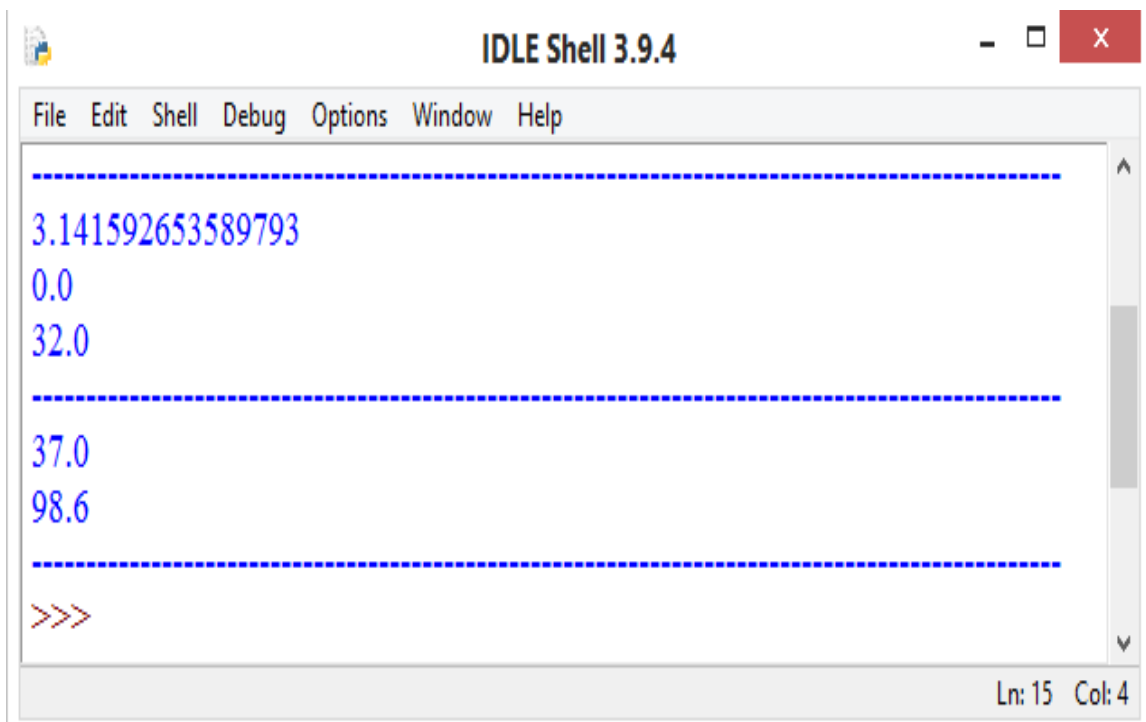
In order to *import* some *selected items*, not all from *module*, then we can use from *<module> import statement* as per following syntax:

from <module> import <objectname>, <object name>, <object name>

Example:-

```
print("\n-----")
from math import pi
from Tempconversion import FREEZING_C, FREEZING_F, to_centigrade, to_fahrenheit
print(pi)
print(FREEZING_C)
print(FREEZING_F)
print('-----')
print(to_centigrade(98.6))
print(to_fahrenheit(37))
print('-----')
```

Output:-

The screenshot shows the IDLE Shell 3.9.4 window. The title bar is "IDLE Shell 3.9.4" with standard window controls. The menu bar includes "File", "Edit", "Shell", "Debug", "Options", "Window", and "Help". The shell area displays the output of the code: a dashed line, the value 3.141592653589793, 0.0, 32.0, another dashed line, 37.0, 98.6, a third dashed line, and the prompt >>>. The status bar at the bottom right indicates "Ln: 15 Col: 4".

```
-----
3.141592653589793
0.0
32.0
-----
37.0
98.6
-----
>>>
```

Practical Implementation -1

Write a program in Python that calculates the following:

- 1. Area of a circle.*
- 2. Circumference of a circle.*
- 3. Area of a rectangle.*
- 4. Perimeter of a rectangle.*
- 5. Exit.*

*Create respective **modules** for each of the operations and call them separately using a menu-driven program.*

Circle Module:

```
#Circle_module
import math
def area(radius):
    return math.pi * radius ** 2

def circumference(radius):
    return 2 * math.pi*radius
```

Rectangle Module:

```
#Rectangle_module

def area(width, length):
    return width * length

def perimeter(width, length):
    return 2 * (width + length)
```

Main program importing modules

#Import_modules

```
import Circle_module, Rectangle_module
choice =0
ch ='y'
while (ch == 'y' or ch == 'Y'):
    print("=====")
    print("Main Menu")
    print("1. Area of a Circle")
    print("2. Circumference of a circle")
    print("3. Area of a rectangle")
    print("4. Perimeter of a rectangle")
    print("5. Quit")

    choice =int(input("Enter your choice:"))
    if(choice == 1):
        print("-----")
        rad =int(input("Enter the circle's radius:"))
        print("The area is ", Circle_module.area(rad))

    elif(choice ==2):
        print("-----")
        radius =int(input("Enter the circle's radius:"))
        print("The circumference is ", Circle_module.circumference(radius))

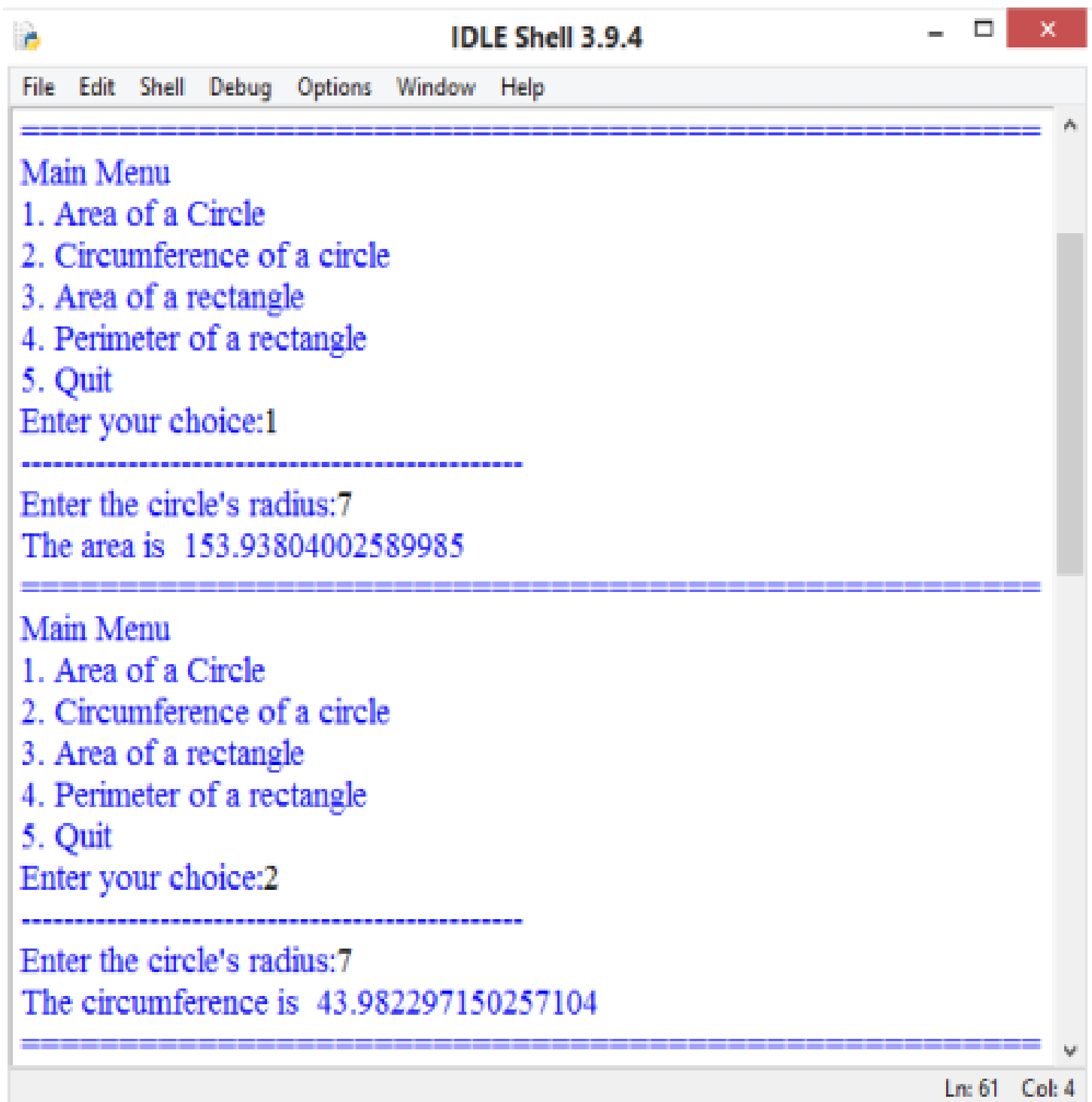
    elif(choice == 3):
        print("-----")
        width =int(input("Enter the rectangle's width:"))
        length =int(input("Enter the rectangle's length:"))
        print("The area is ",Rectangle_module.area(width, length))

    elif(choice == 4):
        print("-----")
        width =int(input("Enter the rectangle's width:"))
        length =int(input("Enter the rectangle's length:"))
        print("The perimeter is ",Rectangle_module.area(width, length))

    elif (choice == 5):
        print("-----")
        print("Exiting the program ....")
        ch ='F'

    else:
        print("Error -Invalid selection.")
```

Output:



The screenshot shows a window titled "IDLE Shell 3.9.4" with a menu bar (File, Edit, Shell, Debug, Options, Window, Help) and a text area containing the following output:

```
=====
Main Menu
1. Area of a Circle
2. Circumference of a circle
3. Area of a rectangle
4. Perimeter of a rectangle
5. Quit
Enter your choice:1
=====
Enter the circle's radius:7
The area is  153.93804002589985
=====
Main Menu
1. Area of a Circle
2. Circumference of a circle
3. Area of a rectangle
4. Perimeter of a rectangle
5. Quit
Enter your choice:2
=====
Enter the circle's radius:7
The circumference is  43.982297150257104
=====
```

At the bottom right of the window, the status bar shows "Ln: 61 Col: 4".

```
=====
Main Menu
1. Area of a Circle
2. Circumference of a circle
3. Area of a rectangle
4. Perimeter of a rectangle
5. Quit
Enter your choice:3
=====
Enter the rectangle's width:8
Enter the rectangle's length:9
The area is 72
=====
Main Menu
1. Area of a Circle
2. Circumference of a circle
3. Area of a rectangle
4. Perimeter of a rectangle
5. Quit
Enter your choice:4
=====
Enter the rectangle's width:7
Enter the rectangle's length:10
The perimeter is 70
=====
Main Menu
1. Area of a Circle
2. Circumference of a circle
3. Area of a rectangle
4. Perimeter of a rectangle
5. Quit
Enter your choice:5
=====
Exiting the program .....
>>>
```

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