



# Python

## Libraries



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Hierarchical organization

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A *library* does the same thing for related functions

Hierarchical organization

family  
genus  
species

library  
function  
statement

Every Python file can be used as a library



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Use import to load it

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```
# halman.py  
def threshold(signal):  
    return 1.0 / sum(signal)
```

Every Python file can be used as a library

Use import to load it

```
# halman.py
```

```
def threshold(signal):  
    return 1.0 / sum(signal)
```

```
# program.py
```

```
import halman  
readings = [0.1, 0.4, 0.2]  
print 'signal threshold is', halman.threshold(readings)
```

Every Python file can be used as a library

Use import to load it

```
# halman.py
def threshold(signal):
    return 1.0 / sum(signal)
```

```
# program.py
import halman
readings = [0.1, 0.4, 0.2]
print 'signal threshold is', halman.threshold(readings)
```

```
$ python program.py
signal threshold is 1.42857
```

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# noisy.py  
print 'is this module being loaded?'  
NOISE_LEVEL = 1./3.
```



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2. Creates an object that stores references to the top-level items in that module

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# noisy.py  
print 'is this module being loaded?'  
NOISE_LEVEL = 1./3.
```

```
>>> import noisy  
is this module being loaded?
```

When a module is imported, Python:

1. Executes the statements it contains
2. Creates an object that stores references to the top-level items in that module

```
# noisy.py  
print 'is this module being loaded?'  
NOISE_LEVEL = 1./3.
```

```
>>> import noisy  
is this module being loaded?  
>>> print noisy.NOISE_LEVEL  
0.33333333
```

Each module is a *namespace*

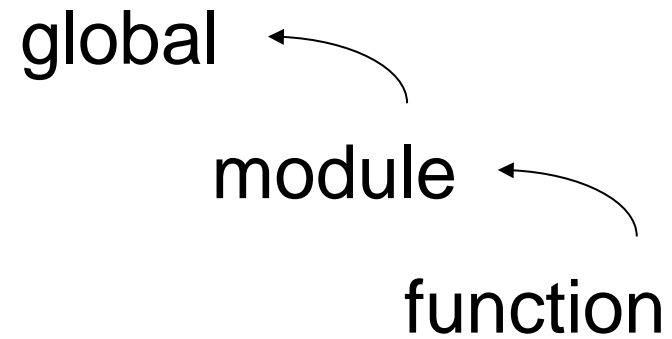
Each module is a *namespace*

function

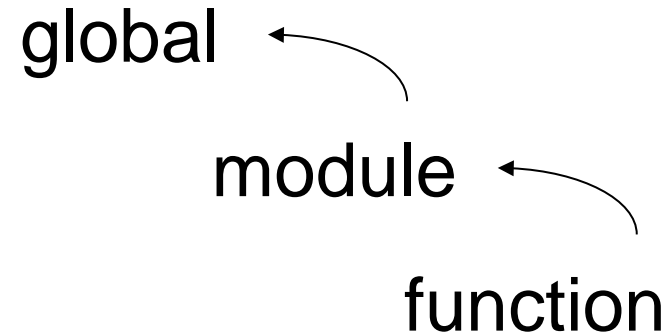
Each module is a *namespace*

module ←  
function

Each module is a *namespace*



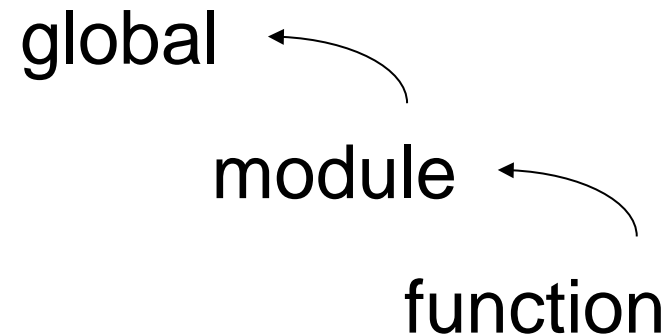
Each module is a *namespace*



```
# module.py
NAME = 'Transylvania'

def func(arg):
    return NAME + ' ' + arg
```

Each module is a *namespace*



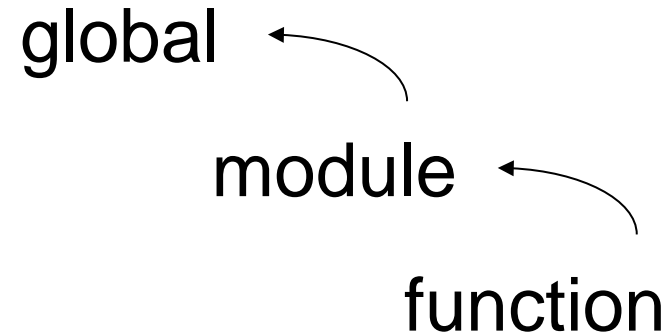
```
# module.py
NAME = 'Transylvania'

def func(arg):
    return NAME + ' ' + arg
```

```
>>> NAME = 'Hamunaptra'
```



Each module is a *namespace*

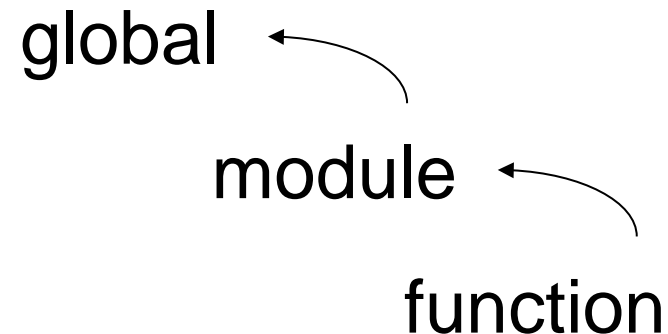


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# module.py
NAME = 'Transylvania'

def func(arg):
    return NAME + ' ' + arg
```

```
>>> NAME = 'Hamunaptra'
>>> import module
```

Each module is a *namespace*



```
# module.py
NAME = 'Transylvania'

def func(arg):
    return NAME + ' ' + arg
```

```
>>> NAME = 'Hamunaptra'
>>> import module
>>> print module.func('!!!')
Transylvania !!!
```

# Python comes with many standard libraries

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```
>>> import math
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>>> import math  
>>> print math.sqrt(2)  
1.4142135623730951
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## Python comes with many standard libraries

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>>> import math
>>> print math.sqrt(2)
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>>> print math.hypot(2, 3) # sqrt(x**2 + y**2)
3.6055512754639891
```

## Python comes with many standard libraries

```
>>> import math
>>> print math.sqrt(2)
1.4142135623730951
>>> print math.hypot(2, 3) # sqrt(x**2 + y**2)
3.6055512754639891
>>> print math.e, math.pi # as accurate as possible
2.7182818284590451 3.1415926535897931
```

Python also provides a help function



## Python also provides a help function

```
>>> import math
```

```
>>> help(math)
```

*Help on module math:*

**NAME**

*math*

**FILE**

*/usr/lib/python2.5/lib-dynload/math.so*

**MODULE DOCS**

*<http://www.python.org/doc/current/lib/module-math.html>*

**DESCRIPTION**

*This module is always available. It provides access to the mathematical functions defined by the C standard.*

**FUNCTIONS**

*acos(...)*

*acos(x)*

*Return the arc cosine (measured in radians) of x.*

*:*

# And some nicer ways to do imports

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```
>>> from math import sqrt
```

```
>>> sqrt(3)
```

```
1.7320508075688772
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>>> from math import sqrt
>>> sqrt(3)
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>>> from math import hypot as euclid
>>> euclid(3, 4)
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>>> from math import sqrt
>>> sqrt(3)
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>>> from math import *
>>> sin(pi)
1.2246063538223773e-16
>>>
```

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← Generally a bad idea

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>>> sin(pi)
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>>> euclid(3, 4)
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```
>>> from math import *
```

```
>>> sin(pi)
```

```
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```

```
>>>
```

← Generally a bad idea

Someone could add to  
the library after you  
start using it

Almost every program uses the sys library



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```
>>> import sys
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>>> import sys
>>> print sys.version
2.7 (r27:82525, Jul 4 2010, 09:01:59)
[MSC v.1500 32 bit (Intel)]
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>>> import sys
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>>> print sys.platform
win32
```

Almost every program uses the sys library

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>>> import sys
>>> print sys.version
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>>> print sys.platform
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>>> print sys.maxint
2147483647
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```
>>> import sys
>>> print sys.version
2.7 (r27:82525, Jul 4 2010, 09:01:59)
[MSC v.1500 32 bit (Intel)]
>>> print sys.platform
win32
>>> print sys.maxint
2147483647
>>> print sys.path
['',
'C:\\WINDOWS\\system32\\python27.zip',
'C:\\Python27\\DLLs', 'C:\\Python27\\lib',
'C:\\Python27\\lib\\plat-win',
'C:\\Python27', 'C:\\Python27\\lib\\site-packages']
```

`sys.argv` holds command-line arguments

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Script name is `sys.argv[0]`

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```
# echo.py
import sys
for i in range(len(sys.argv)):
    print i, " " + sys.argv[i] + " "
```



`sys.argv` holds command-line arguments

Script name is `sys.argv[0]`

```
# echo.py
import sys
for i in range(len(sys.argv)):
    print i, " " + sys.argv[i] + " "
```

```
$ python echo.py
0 echo.py
$
```

sys.argv holds command-line arguments

Script name is sys.argv[0]

```
# echo.py
import sys
for i in range(len(sys.argv)):
    print i, " " + sys.argv[i] + " "
```

```
$ python echo.py
0 echo.py
$ python echo.py first second
0 echo.py
1 first
2 second
$
```

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`sys.stderr` is *standard error* (usually also the screen)

See the Unix shell lecture for more information

STOP HERE













```
# count.py
import sys
if len(sys.argv) == 1:
    count_lines(sys.stdin)
else:
    rd = open(sys.argv[1], 'r')
    count_lines(rd)
    rd.close()
```

```
# count.py
import sys
if len(sys.argv) == 1:
    count_lines(sys.stdin)
else:
    rd = open(sys.argv[1], 'r')
    count_lines(rd)
    rd.close()
```

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if len(sys.argv) == 1:
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    rd.close()
```

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# count.py
import sys
if len(sys.argv) == 1:
    count_lines(sys.stdin)
else:
    rd = open(sys.argv[1], 'r')
    count_lines(rd)
    rd.close()
```

```
$ python count.py < a.txt
48
$
```



```
# count.py
import sys
if len(sys.argv) == 1:
    count_lines(sys.stdin)
else:
    rd = open(sys.argv[1], 'r')
    count_lines(rd)
    rd.close()
```

```
$ python count.py < a.txt
48
$ python count.py b.txt
227
$
```

## The more polite way

"""Count lines in files. If no filename arguments given,  
read from standard input."""

```
import sys
```

```
def count_lines(reader):  
    """Return number of lines in text read from reader."""  
    return len(reader.readlines())
```

```
if __name__ == '__main__':  
    ...as before...
```

## The more polite way

"""Count lines in files. If no filename arguments given,  
read from standard input."""

**import sys**

**def** count\_lines(reader):

"""Return number of lines in text read from reader."""

**return** len(reader.readlines())

**if** \_\_name\_\_ == '\_\_main\_\_':

...as before...

## The more polite way

"Count lines in files. If no filename arguments given, read from standard input."

```
import sys
```

```
def count_lines(reader):
```

```
    "Return number of lines in text read from reader."
```

```
    return len(reader.readlines())
```

```
if __name__ == '__main__':
```

```
    ...as before...
```

If the first statement in a module or function is a string, it is saved as a *docstring*

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```
# adder.py
"Addition utilities."

def add(a, b):
    "Add arguments."
    return a+b
```

If the first statement in a module or function is a string, it is saved as a *docstring*

Used for online (and offline) help

```
# adder.py
"Addition utilities."

def add(a, b):
    "Add arguments."
    return a+b
```

```
>>> import adder
>>> help(adder)
NAME
    adder - Addition utilities.
FUNCTIONS
    add(a, b)
        Add arguments.
>>>
```



If the first statement in a module or function is a string, it is saved as a *docstring*

Used for online (and offline) help

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# adder.py
"Addition utilities."

def add(a, b):
    "Add arguments."
    return a+b
```

```
>>> import adder
>>> help(adder)
NAME
    adder - Addition utilities.
FUNCTIONS
    add(a, b)
        Add arguments.
>>> help(adder.add)
add(a, b)
    Add arguments.
>>>
```

When Python loads a module, it assigns a value to the module-level variable `__name__`

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main program

---

`'__main__'`

When Python loads a module, it assigns a value to the module-level variable `__name__`

main program	loaded as library
'__main__'	module name

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main program	loaded as library
<code>'__main__'</code>	module name

...module definitions...

```
if __name__ == '__main__':
    ...run as main program...
```

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<code>'__main__'</code>	module name

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if __name__ == '__main__':
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```

← Always executed

When Python loads a module, it assigns a value to the module-level variable `__name__`

main program	loaded as library
<code>'__main__'</code>	module name

...module definitions...

```
if __name__ == '__main__':
    ...run as main program...
```

← Always executed

← Only executed when  
file run directly

```
# stats.py
```

```
"""Useful statistical tools."""
```

```
def average(values):
```

```
    """Return average of values or None if no data."""
```

```
    if values:
```

```
        return sum(values) / len(values)
```

```
    else:
```

```
        return None
```

```
if __name__ == '__main__':
```

```
    print 'test 1 should be None:', average([])
```

```
    print 'test 2 should be 1:', average([1])
```

```
    print 'test 3 should be 2:', average([1, 2, 3])
```



```
# test-stats.py  
from stats import average  
print 'test 4 should be None:', average(set())  
print 'test 5 should be -1:', average({0, -1, -2})
```

```
# test-stats.py
from stats import average
print 'test 4 should be None:', average(set())
print 'test 5 should be -1:', average({0, -1, -2})
```

```
$ python stats.py
test 1 should be None: None
test 2 should be 1: 1
test 3 should be 2: 2
$
```

```
# test-stats.py
```

```
from stats import average
```

```
print 'test 4 should be None:', average(set())
```

```
print 'test 5 should be -1:', average({0, -1, -2})
```

```
$ python stats.py
```

```
test 1 should be None: None
```

```
test 2 should be 1: 1
```

```
test 3 should be 2: 2
```

```
$ python test-stats.py
```

```
test 4 should be None: None
```

```
test 5 should be -1: -1
```

```
$
```



created by

Greg Wilson

October 2010



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