# Advanced Programming

Modules in Python

## IMPORT STATEMENT

- Gains access to the code of one module in another
- ♦ Finds a Python module with a specified name to access the functions and data types defined within that module
- Two functions
  - Searches for the module named in the import statement
  - Binds the results of the search to the local scope
- Import programatically

```
if __name__ == "__main__":
   import importlib
   my_math = importlib.import_module('math')
   print(my_math.__doc__)
   print(dir(my_math))
```

### MODULES

- If the program gets longer, you may want to logically split it into several files for easier maintenance
- A function may also be used in several of your programs
- You want to use it without copying it
- Modules promote code organization and reusability.
- They group related functionalities into logical units
- ◆ They prevent global namespace pollution names are local to the module
- ◆ A **module** is a file containing Python code that acts as a reusable building block
  - Self-contained library of functions, variables, and classes

Code organisation

Reusability

Maintainability

Namespace management

## MODULE STRUCTURE

# \_\_init\_\_.py

- Marks a directory as a package
- Python interprets it as a package rather than a single module
- Package-level variables or constants
- Performing one-time initializations (e.g., connecting to databases)
- Setting up logging or configuration

## Functions in Module Algorithms

```
import math
def factorial(n) -> int:
   if not n \ge 0:
        raise ValueError("n must be >= 0")
    if math.floor(n) != n:
        raise ValueError("n must be exact integer")
    if n+1 == n: # catch a value like 1e300
        raise OverflowError("n too large")
    result = 1
    factor = 2
   while factor <= n:</pre>
        result *= factor
        factor += 1
    return result
def fibonacci(n) -> int:
   if n <= 1:
       return n
   else:
       return(fibonacci(n-1) + fibonacci(n-2))
if ___name__ == "__main__":
    print(factorial(5))
    print(fibonacci(15))
```

- \_\_name\_\_: A special built-in variable set to "\_\_main\_\_"
- Only executes when the file is run as a script
- Useful for tasks specific to standalone execution
- Advantages:
  - Prevents unintended side effects when imported
  - Creates cleaner and more modular code

### SCOPE

- ♦ The scope determines the visibility and accessibility of variables within different parts code
- Scopes are implemented as dictionaries
- These dictionaries are called namespaces.
- Scope = {name:object}
- ♦ Follows Local, Enclosing, Global and built-in (LEGB) rule
- Global scope

```
global_var = 40

def my_function():
    loval_var = 100
    print(global_var)

if __name__ == '__main__':
    print(local_var)
    my_function()
```

```
Built-in Scope
```

Built-in functions and variables that are always accessible

Examples: print(), len(), True, False.

## LEGB RULE

- When Python encounters a variable name
  - ◆ Local: It checks if the variable is defined within the current block (function, loop, or conditional).
  - Enclosing: If not found locally, it looks for it in enclosing blocks (outer functions/blocks).
  - Global: If still not found, it checks the global scope of the module.
  - Built-in: If not found globally, it checks the built-in scope

- Minimise global variable usage
- Use descriptive variable names
- Consider using classes to encapsulate related variables and functions, providing better control over their scope



#### CHECK YOUR UNDERSTANDING

```
def scope_test():
    def do_local():
        spam = "local spam"
    def do_nonlocal():
        nonlocal spam
        spam = "nonlocal spam"
    def do_global():
        global spam
        spam = "global spam"
    spam = "test spam"
    do_local()
    print("After local assignment:", spam)
    do_nonlocal()
    print("After nonlocal assignment:", spam)
    do_global()
    print("After global assignment:", spam)
if __name__ == '__main__':
    scope_test()
    print("In global scope:", spam)
```

```
After local assignment: test spam

After nonlocal assignment: nonlocal spam

After global assignment: nonlocal spam

In global scope: global spam
```