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Hands-on Lab: Creating a Python Package



Creating a Python Package

Estimated time needed: 30 minutes

Objectives

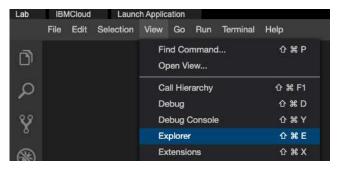
In this lab you will:

- Create a module named basic
- Add two functions to the module basic
- Create a module named stats
- Add two functions to the module stats
- · Create a python package named mymath
- · Verify that the package is working

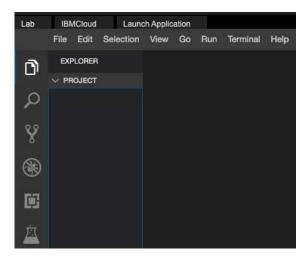
Lab

Create Package

• On the window to the right, click on the View menu and select Explorer option, as shown in the image below.



• Your IDE now should look like the image below.



• On the window to the right, click on the File menu and select New Folder option, as shown in the image below.



• Enter mymath and click OK as shown in the image below.



Create the first module

• Create a python module named basic

Create a file named basic.py.

Copy and paste the below code into basic.py

```
1. 1
2. 2
3. 3
4. 4
  5. 5
6. 6
7. 7
  8.8
 10. 10
 12. 12
 13. 13
14. 14
15. 15
 16. 16
 17. 17
  1. def square(number):
  3.
           This function returns the square of a given number
  4.
          return number ** 2
  5.
  6.
  7. def double(number):
  9.
           This function returns twice the value of a given number
 10.
          return number * 2
 11.
 12.
13. def add(a, b):
 14.
 15.
           This function returns the sum of given numbers
 16.
          return a + b
 17.
Copied!
```

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You should see a screen like this now.

```
basic.py
        def square(number):
   1
   2
   3
             This function returns the square of a given number
   4
             return number ** 2
   5
   6
        def double(number):
   8
             .....
   9
             This function returns twice the value of a given number
  10
             111111
  11
             return number * 2
  12
  13
        def add(a, b):
  14
             1111111
  15
             This function returns the sum of given numbers
  16
             1111111
  17
  18
             return a + b
  19
```

Save the file basic.py

Create the second module

· Create a module named stats

Create a file named stats.py.

Copy and paste the below code into stats.py

```
1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
6. 7. 7
8. 8
9. 9
10. 10
11. 11
12. 12
13. 13
14. 14
15. 15
16. 16
17. 17
18. 18
19. 19

1. def mean(numbers):
2. """
3. This function returns the mean of the given list of numbers
4. """
5. return sum(numbers)/len(numbers)
```

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```
7. def median(numbers):
 8.
 9.
        This function returns median of the given list of numbers
10.
11.
        numbers.sort()
12.
        if len(numbers) \% 2 == 0:
13.
           median1 = numbers[len(numbers) // 2]
14.
15.
           median2 = numbers[len(numbers) // 2 - 1]
           mymedian = (median1 + median2) / 2
17.
           mymedian = numbers[len(numbers) // 2]
18.
19.
        return mymedian
```

Copied!

You should see a screen like this now.

```
stats.py •
        def mean(numbers):
   1
             1111111
   2
   3
             This function returns the mean of the given list of numb
   4
             return sum(numbers)/len(numbers)
   5
   6
   7
        def median(numbers):
   8
   9
             This function returns median of the given list of number
  10
             .....
  11
             numbers.sort()
  12
  13
             if len(numbers) % 2 == 0:
  14
                median1 = numbers[len(numbers) // 2]
  15
                median2 = numbers[len(numbers) // 2 - 1]
  16
                mymedian = (median1 + median2) / 2
  17
  18
             else:
                mymedian = numbers[len(numbers) // 2]
  19
             return mymedian
  20
```

Save the file stats.py

Create init.py

```
Create the file __init__.py
Copy and paste the below code into __init__.py
1. 1
2. 2
1. from . import basic
2. from . import stats
Copied!
Save the file __init__.py
```

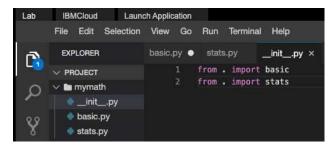
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Now your directory structure should look like

- 3. 3
- 4.4
- 1. mymath
- _init__.py 2. mymath/_
- 3. mymath/basic.py mymath/statistics.py

Copied!



You are done creating a package

Verify the package

- On the window to the right, click on the **Terminal** menu and select **New Terminal** option, as shown in the image below.
- You will see a terminal open up on the bottom of the screen like the one in the image below.

```
theia@theiadocker-rsannareddy: /home/project ×
theia@theiadocker-rsannareddy:/home/project$
```

- At the terminal type **python3** to invoke python interpreter.
- Once the python interpreter is loaded.
- At the python prompt type import mymath
- If the above command runs without errors, it is an indication that the mymath package is successfully loaded.
- At the python prompt type mymath.basic.add(3,4)
- You should see an output 7 on the screen.
- At the python prompt type mymath.stats.mean([3,4,5])
- You should see an output 4.0 on the screen.
- Type exit() to quit python interpreter.

```
theia@theiadocker-rsannareddy: /home/project ×
theia@theiadocker-rsannareddy:/home/project$ python3
Python 3.6.9 (default, Oct 8 2020, 12:12:24)
[GCC 8.4.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import mymath
>>> mymath.basic.add(3,4)
7
       mymath.stats.mean([3,4,5])
 theia@theiadocker-rsannareddy:/home/project$
```

Practice Exercise

Create a new module named geometry and add to the mymath package.

- · Create a module name geometry
- Add a function named area_of_rectangle that takes length and breadth as input and returns the area of a rectangle.
- Add a function named area_of_circle that takes radius as input and returns the area of a circle.
- Modify the __init__.py to include this module.
- Import and test the function area_of_circle from python terminal.

Authors

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Other Contributors

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Change Log

Date (YYYY-MM-DD)	Version	Changed By	Change Description
2020-11-25	0.1	Ramesh Sannareddy	Created initial version of the lab
2022-10-21	1.0	Ratima	Updated Skill Network Logo screenshot

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