→ Modules, imports and Exception Handling

→ A module is a collection of functions

add()

div()

sqrt()

"

math.py

→ import functools ← "

"

- mymath.py

Pi ⇒ 100

add

math.py

Pi = 314

add

sqrt()

3)

```
import mymath
import math

print ( math.pi) => 3.14
print (mymath.pi) => 100$.
```

2)

```
from math import *        P=3.14
from mymath import *      P+10

print ( pi )
```

module vs Package

func1

func2

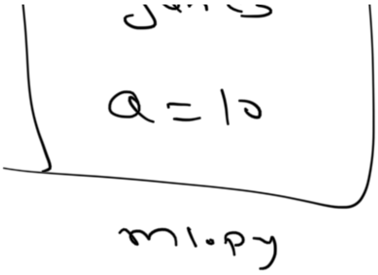
func3

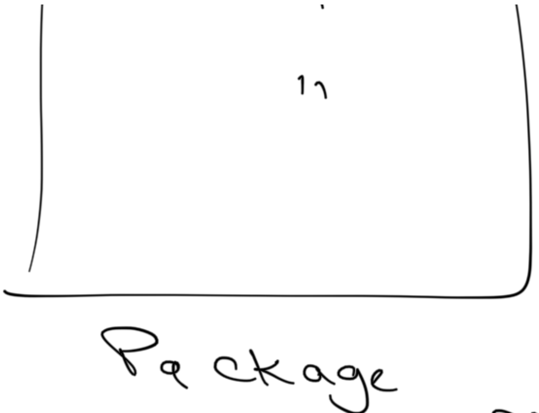
m1.py

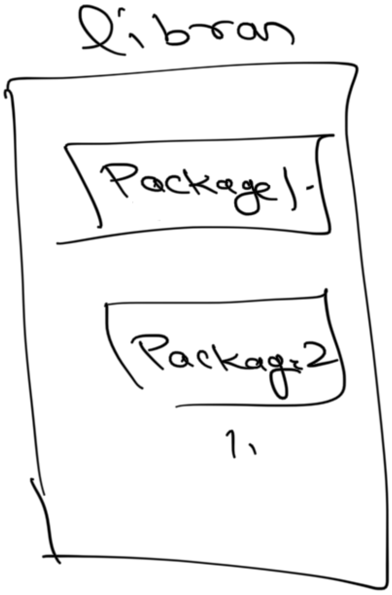
m2.py

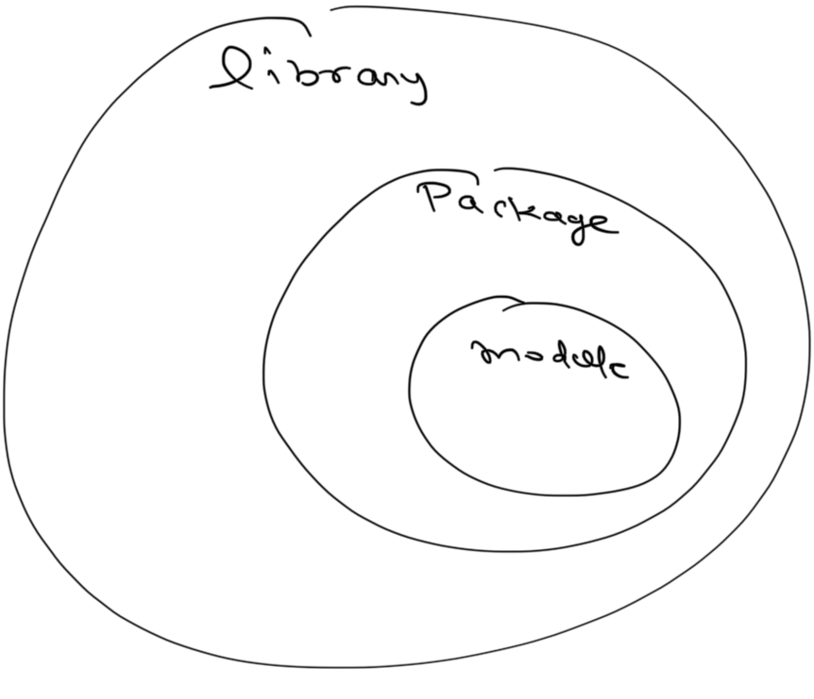
m3.py

..



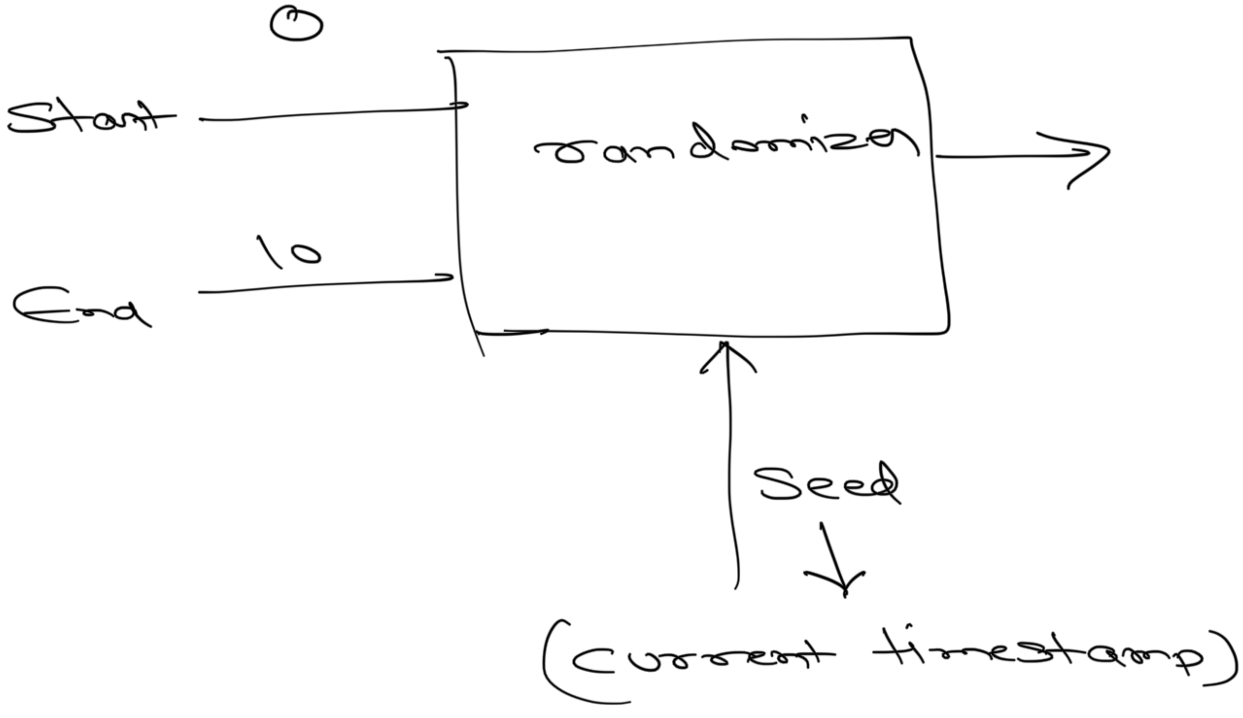




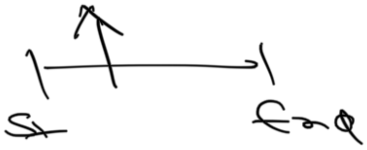


=> Package and library are used interchangeable random ←

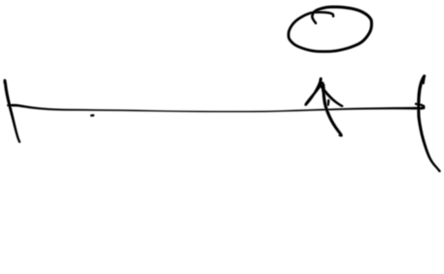
import random



$f\ (cst, start, end) \Rightarrow$



$f\ (cst+2, start, end)$



random. –

⇒ OTP ⇒

H.W. 6 digit

Q. ↳ create a function to generate 6 digit OTP ;

Q-2 ← n-possible outcomes →

⇒ [101, 102, 104, 110]

⇒ Lucky draw and give award to one cust Id from the input list

↳ luckdraw(list)

---

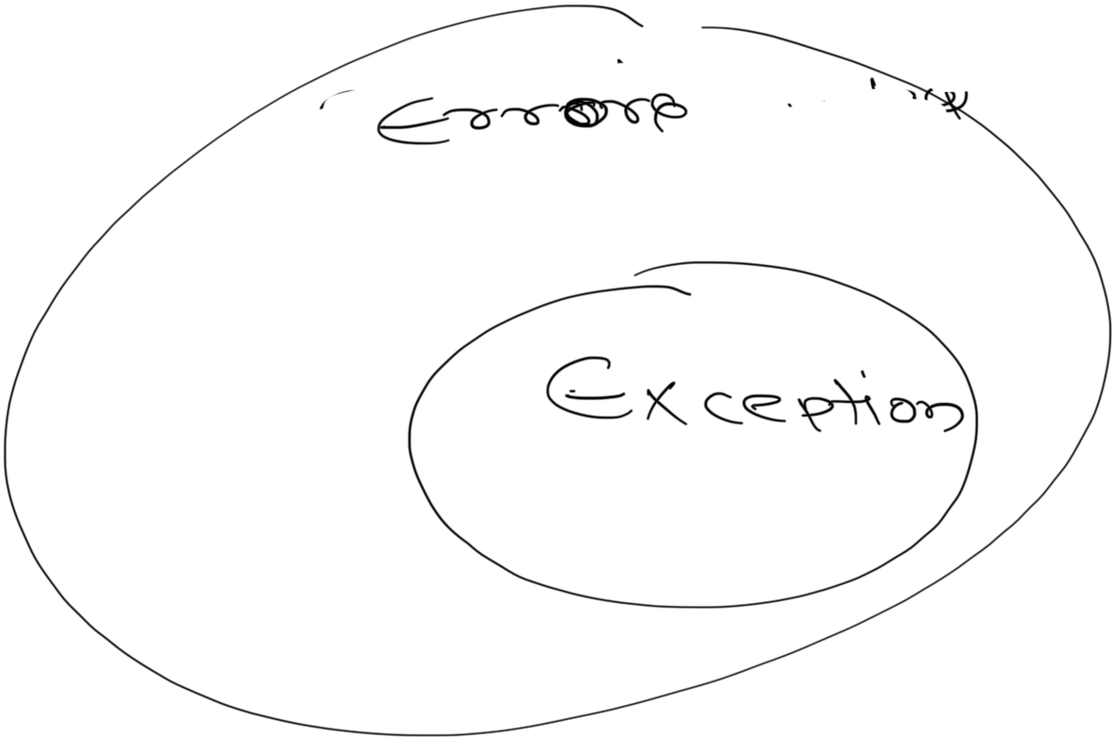
② seed ⇒ 100

randomizer(100, start, end

↓

Output order will be fixed

Error vs Exception



1) Exceptions are Errors which can be handled

programmatically without
interopting/crashing full
Code.

try:
To inspect for Error
( )

Except:

To define the logic
in case of Error

Finally:

gets executed irre
spective of Error
happens or not.

```
Class A

        def method1(self, a)
                pass

Class B(A)

            def method1(self,a)
                    pass
  b= B()
  b.method(1) ✓     overriding
```

→ Overloading

↳ diffrent parameter

←——————————————→

2) Overidin

↳ Same parameters

```
Class C(A)
    def method(self, str1, str2)
        pass
```

→ Class C is overloading method of A.