User defined modules two types

1. Reusable modules
2. Executable modules

Executable module

The module which consists of executable statements is called executable module.

Reusable module

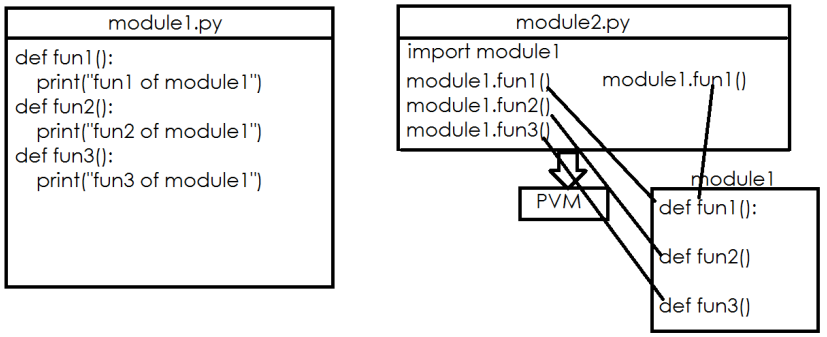
This module does not have any executable statements is called reusable module. This module is having function definitions and class definitions. This module can be used in one program/module or more than one program/module.

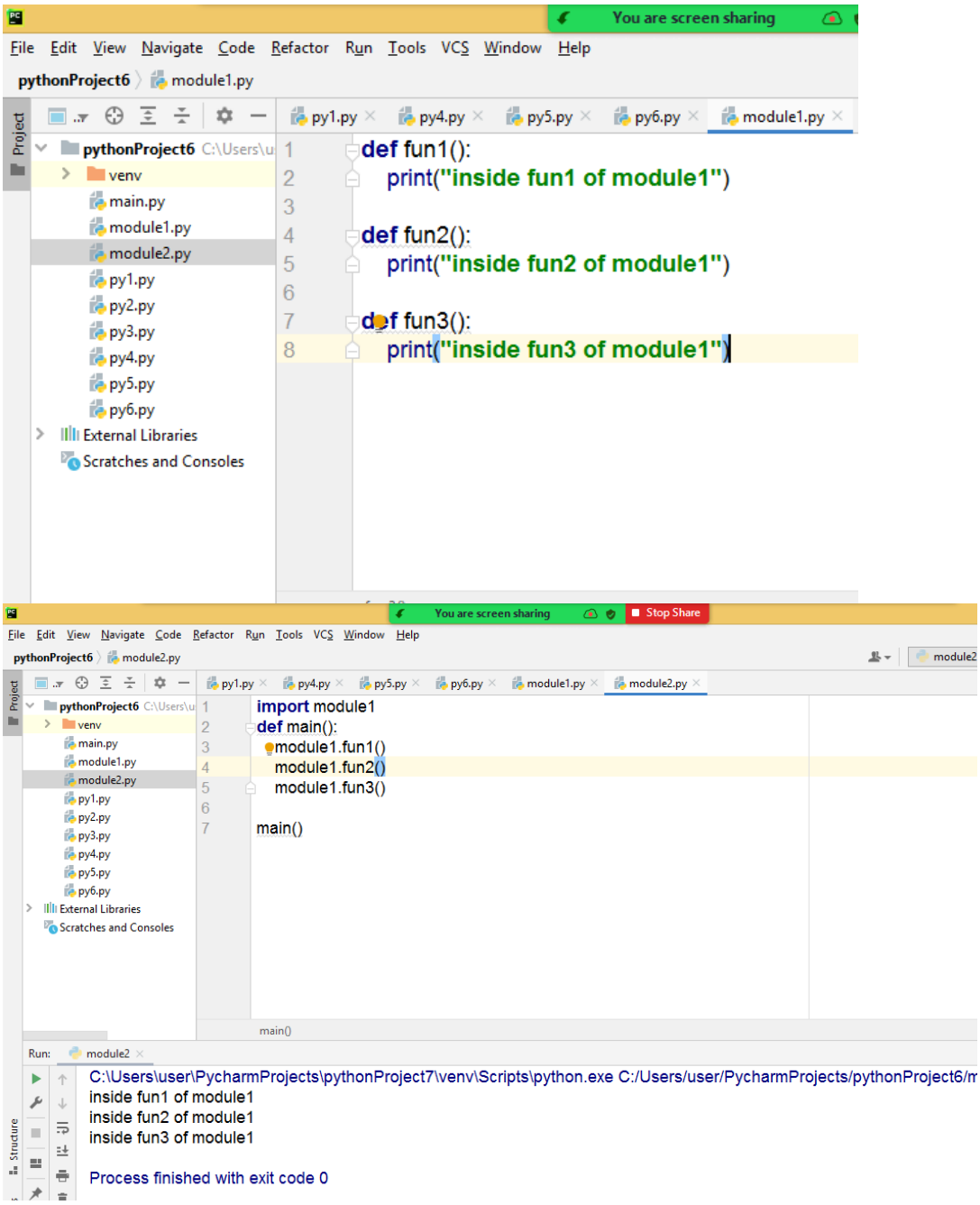
import statement

one module import another module using “import” keyword.
Using the content of one module inside another module.

Syntax1: import <module-name>
Syntax2: import <module-name> as <alias-name>
Syntax3: from <module-name> import <identifier>,..
Syntax4: from <module-name> import *
Syntax5: from <module-name> import <identifier> as <alias-name>

Syntax-1: import <module-name>
This syntax import the entire module
Import statement creates name space with module-name and load all the content

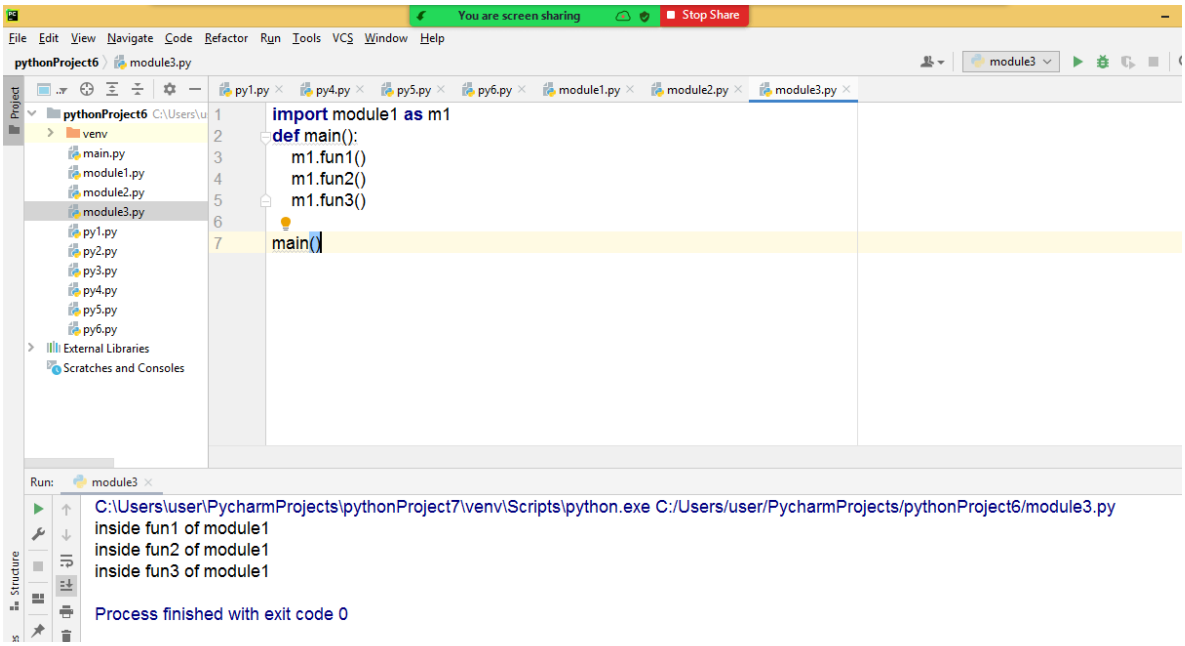




Syntax2: import <module-name> as <alias-name>

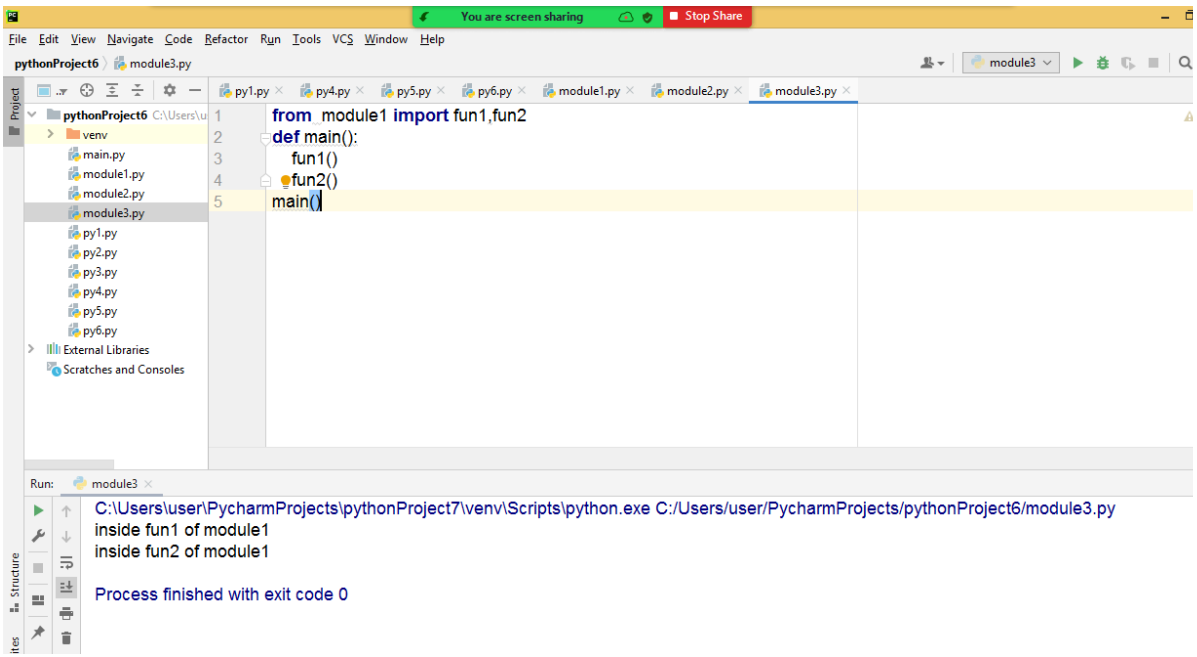
This syntax import entire module

This syntax import the module with another name/alias name



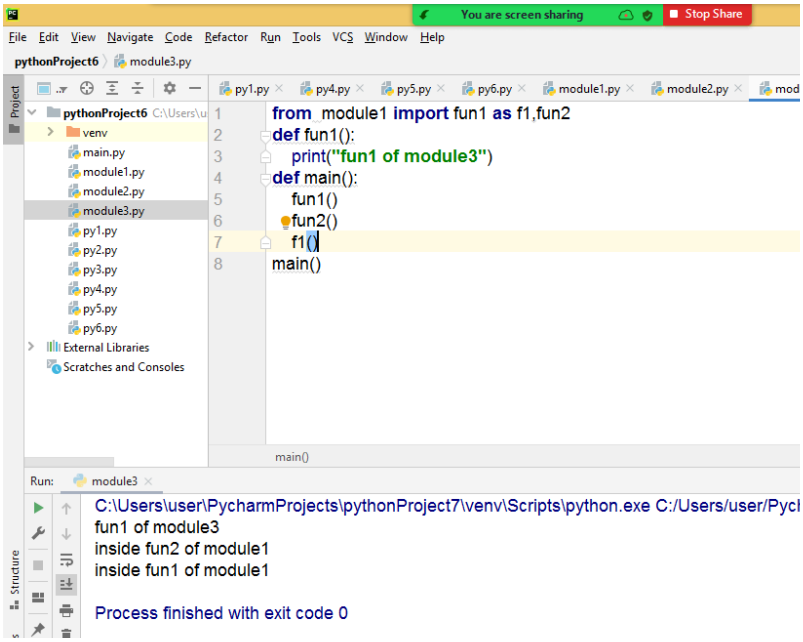
Syntax3: from <module-name> import <identifier>,..

This syntax import the given identifiers (function-name, object name, class name) as part of current module



Syntax5: from <module-name> import <identifier> as <alias-name>

This syntax import identifier (function-name,class name, object name) within current module with alias name



Syntax4: from <module-name> import *