🔗 work-12
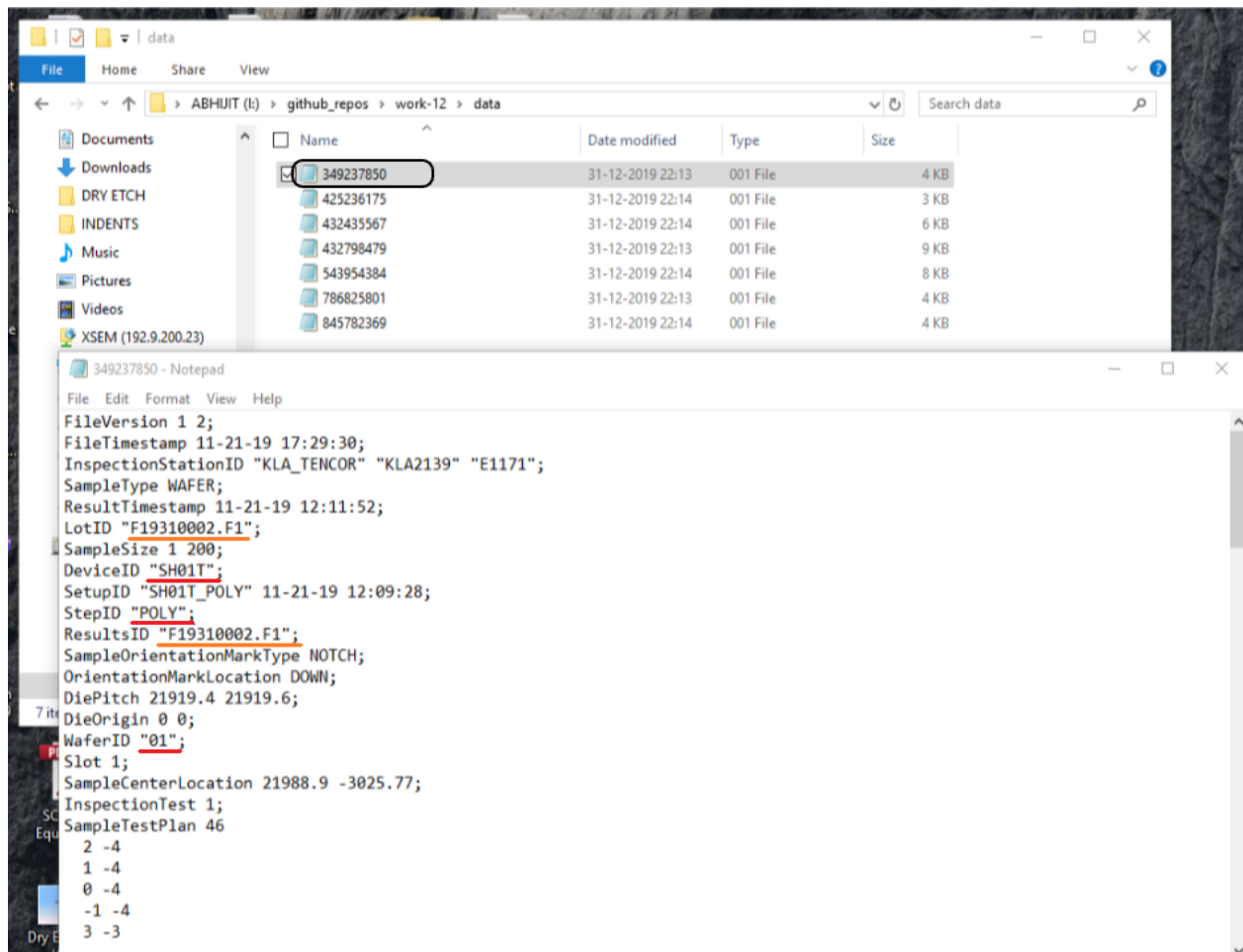
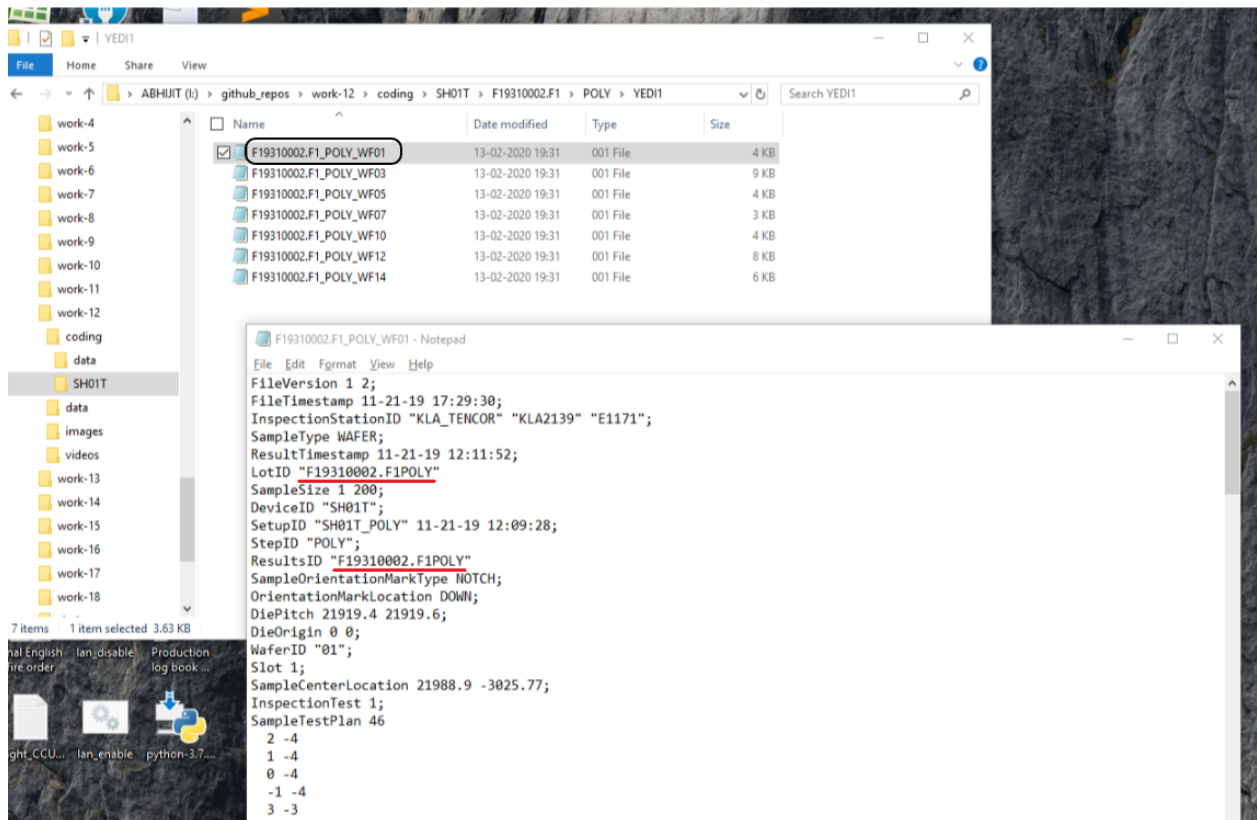Renaming file based on file content at a particular location

Input

The input task is as follows:

- There are multiple files generated from DIA Equipment with filename as random number.
- The following parameters in the input file are to be extracted:
  - `LotID`
  - `StepID`
  - `ResultsID`
  - `WaferID`
  - `DeviceID`

Output

The output is as follows:

- The random named files will be renamed w.r.t nomenclature as
  `<lot_id>_<step_id>_<wafer_id>`. E.g: `F19310002.F1_POLY_WF01`
- The modified & renamed files will be moved from src to dest directory i.e.
  `<device_id>/<step_id>/<lot_id>/YEDI1/`
- Also, the following parameters of the respective file is changed:
  - `LotID`
  - `ResultsID`

Coding

The pseudo code is as follows:

1. Walk in directory of the input files i.e. source directory.
2. Open the files (in read mode) with **(*.001)** extension (if available) in the given directory. E.g. `"./data"`
3. Extract the respective parameters information - lineno, values,
4. Modify the params - output_filename, new_deviceid, new_resultsid
5. Write it back inside the file
6. Create the folder(s) with `deviceid`, `lotid`, `stepid`, if doesn't exist.
7. rename & move the files from src to des location. Use this func: `os.rename(src, des)`
   - Use try & except exception handling in order to check if the modified file already exists.

Testing

- ☑ Case-1: simply put the data files into `"./coding/data"`
  - Here, the files should be moved from src to des
- ☑ Case-2: put the data files into `"./coding/data"`, but don't delete the new folder, subfolders & the set of moved files
  - Here, run repeatedly to see if there is any subfolder being created inside the "device" folder e.g. 'F19010001.F1POLY', 'F19010001.F1POLYPOLY'
- ☑ Case-3: put the data files into `"./coding/data"`, but delete the moved files from dest directory.
  - This moves the modified & renamed file into the destination directory.

Demo

The demo video is available here (////I://github_repos/work-12/videos/work_12_demo.mp4) [to be modified as per `v0.2`]