

## What are Built-in Modules in Python?

**Built-in modules** are standard Python libraries that are automatically installed with Python. You don't need to install them separately — just import and use them.

- These modules provide pre-written functions to perform common tasks like:
  - Math operations (`math`)
  - Working with files (`os`)
  - Date and time (`datetime`)
  - System-related info (`sys`)
  - Platform-specific details (`platform`) → *(explained below)*

You import them using:

```
import module_name
```

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### `platform` Module – Explained

The `platform` module is a built-in module in Python used to access **information about the underlying platform (OS + Python environment)**.

#### Common Use Cases:

- Identify the OS (Windows, Linux, macOS)
- Get Python version
- Find machine type or processor info
- Useful in cross-platform development

#### How to use:

```
import platform

print(platform.system())          # 'Windows', 'Linux', or 'Darwin' (for macOS)
print(platform.release())         # OS release (e.g., '10' for Windows 10)
print(platform.version())         # Detailed version
print(platform.machine())         # e.g., 'x86_64'
print(platform.processor())       # CPU info
print(platform.python_version()) # Python version as a string
```

#### Example Output on Windows:

```
import platform

print("System:", platform.system())
print("Release:", platform.release())
print("Version:", platform.version())
print("Machine:", platform.machine())
print("Processor:", platform.processor())
print("Python Version:", platform.python_version())
```

System: Windows  
Release: 10  
Version: 10.0.19044  
Machine: AMD64  
Processor: Intel64 Family 6 Model 158 Stepping 10  
Python Version: 3.10.0

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Feature	platform module helps you get...
<code>system()</code>	OS name (e.g., Windows/Linux/macOS)
<code>release()</code>	OS release version
<code>version()</code>	OS build version
<code>machine()</code>	Machine type (e.g., x86_64)
<code>processor()</code>	CPU architecture
<code>python_version()</code>	Current Python version

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## Programs

1. `import module_name`
  2. `from module_name import function_name`
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## Example:

Let's say we create a module file named **`mymath.py`**.

### **`mymath.py` (user-defined module)**

```
def add(a, b):  
    return a + b  
  
def multiply(a, b):  
    return a * b  
  
def square(n):  
    return n * n
```

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## 1. Using `import module_name`

```
import mymath  
  
print("Addition:", mymath.add(5, 3))  
print("Multiplication:", mymath.multiply(4, 2))  
print("Square:", mymath.square(6))
```

## Output:

Addition: 8

```
Multiplication: 8
Square: 36
```

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## 2. Using `from module_name import function_name`

```
from mymath import add, square

print("Addition:", add(10, 2))
print("Square:", square(5))
```

### Output:

```
Addition: 12
Square: 25
```

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## 3. Using `from module_name import *`

```
from mymath import *

print("Addition:", add(1, 2))
print("Multiplication:", multiply(2, 3))
print("Square:", square(7))
```

### Output:

```
Addition: 3
Multiplication: 6
Square: 49
```

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## Example 1: String utilities

### **string\_utils.py**

```
def reverse_string(s):
    return s[::-1]

def capitalize_words(s):
    return ' '.join(word.capitalize() for word in s.split())
```

### Usage: `import string_utils`

```
import string_utils

print(string_utils.reverse_string("hello"))
print(string_utils.capitalize_words("welcome to python"))
```

### Output:

```
olleh
Welcome To Python
```

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## Example 2: Temperature conversion

### **temperature.py**

```
def celsius_to_fahrenheit(c):  
    return (c * 9/5) + 32  
  
def fahrenheit_to_celsius(f):  
    return (f - 32) * 5/9
```

### **Usage: from temperature import celsius\_to\_fahrenheit**

```
from temperature import celsius_to_fahrenheit, fahrenheit_to_celsius  
  
print(celsius_to_fahrenheit(25)) # 77.0  
print(fahrenheit_to_celsius(98.6)) # 37.0
```

### **Output:**

```
77.0  
37.0
```

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## Example 3: Area calculations

### **geometry.py**

```
def area_circle(radius):  
    return 3.1416 * radius * radius  
  
def area_rectangle(length, width):  
    return length * width
```

### **Usage: import geometry as geo**

```
import geometry as geo  
  
print("Circle Area:", geo.area_circle(3))  
print("Rectangle Area:", geo.area_rectangle(5, 2))
```

### **Output:**

```
Circle Area: 28.2744  
Rectangle Area: 10
```

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## Example 4: Time utilities

### **time\_utils.py**

```
def hours_to_minutes(h):  
    return h * 60  
  
def minutes_to_seconds(m):  
    return m * 60
```

**Usage:** `from time_utils import *`

```
from time_utils import *

print("Hours to Minutes:", hours_to_minutes(2))
print("Minutes to Seconds:", minutes_to_seconds(30))
```

**Output:**

```
Hours to Minutes: 120
Minutes to Seconds: 1800
```

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### Example 5: Math constants and helper

**math\_constants.py**

```
PI = 3.1416
E = 2.7183

def circle_circumference(r):
    return 2 * PI * r
```

**Usage:**

```
from math_constants import PI, circle_circumference

print("Pi value:", PI)
print("Circumference:", circle_circumference(4))
```

**Output:**

```
Pi value: 3.1416
Circumference: 25.1328
```

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