

Python Day 4 Notes - Advanced File Handling, Requests, OOPs & Database

Theme: Making Python Work with Files, Web, and Real-World Applications

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1. Advanced File Handling

What are File Modes?

Different ways to open and work with files.

File Modes Table:

Mode	What It Does	Example Use
<code>r</code>	Read only	Reading a book
<code>w</code>	Write (overwrite)	Writing a new letter
<code>x</code>	Create new file	Making a new diary
<code>a</code>	Append (add to end)	Adding to a diary
<code>r+</code>	Read + Write	Edit existing document
<code>w+</code>	Write + Read	Create and edit
<code>a+</code>	Append + Read	Add and check
<code>b</code>	Binary mode	For images, videos
<code>t</code>	Text mode (default)	For text files

Example 1: Write and Overwrite

```
python
```

```
# Creates new file or overwrites existing
f = open('day_4.txt', mode='w')
f.write('This is Day 4 of Python training!')
f.close()
print('File created successfully!')
```

Example 2: Create New File Only

```
python

# Creates file only if it doesn't exist
try:
    file = open('new_file.txt', mode='x')
    file.write('New file created!')
    file.close()
    print('New file created!')
except FileExistsError:
    print('File already exists!')
```

Example 3: Append to File

```
python

# Adds content to the end of file
f = open('day_4.txt', mode='a')
f.write("\nNew line added!")
f.close()
print('Content added!')
```

Example 4: Read and Write Together

```
python

# Can read existing content and add new content
f = open('day_4.txt', 'r+')
print("Current content:", f.read())
f.write("\nAdding more lines!")
f.close()
```

Example 5: Copy a Text File

```
python
```

```
# Read from one file and write to another
```

```
f1 = open('day_4.txt', 'r')
```

```
data = f1.read()
```

```
f1.close()
```

```
f2 = open('copy_day_4.txt', 'w')
```

```
f2.write(data)
```

```
f2.close()
```

```
print('File copied successfully!')
```

Binary Files (Images, Videos, Audio)

```
python
```

```
# Copy an image file
```

```
with open('photo.jpg', 'rb') as original:
```

```
    data = original.read()
```

```
with open('photo_copy.jpg', 'wb') as copy:
```

```
    copy.write(data)
```

```
print('Image copied!')
```

Key Points:

- **Text mode:** For `.txt`, `.py`, `.csv` files
 - **Binary mode:** For `.jpg`, `.mp3`, `.pdf` files
 - Always close files or use `with` statement
-

2. Requests Module

What is Requests Module?

A powerful tool to download data from the internet.

Installation:

```
bash
```

```
pip install requests
```

Example 1: Download an Image

```
python
```

```
import requests

url = 'https://picsum.photos/300/200'
response = requests.get(url)

with open('random_image.jpg', 'wb') as f:
    f.write(response.content)
print('Image downloaded!')
```

Example 2: Get Website Data

```
python

import requests

url = 'https://api.github.com/users/octocat'
response = requests.get(url)

if response.status_code == 200:
    data = response.json()
    print(f"User: {data['name']}")
    print(f"Followers: {data['followers']}")
else:
    print("Failed to get data")
```

Example 3: Save Search Results

```
python

import requests
from googlesearch import search

# Search for something
topic = 'Python programming tutorial'
results = search(topic, num_results=10)

# Save results to file
with open(f'{topic}_results.txt', 'w') as file:
    for i, link in enumerate(results, 1):
        file.write(f"{i}. {link}\n")
print('Search results saved!')
```

Real-Life Applications:

- Download files from internet
- Get weather data

- Fetch news articles
- API integration

3. Object-Oriented Programming (OOPs)

What is OOPs?

A way to organize code using classes and objects, like real-world entities.

4 Pillars of OOPs:

Pillar	Meaning	Example
Encapsulation	Bundle data and methods together	Car has engine + drive method
Inheritance	Child class inherits from parent	Student inherits from Person
Polymorphism	Same method, different behavior	<div>+</div> works for numbers and strings
Abstraction	Hide complex details	TV remote hides internal circuits

Example 1: Simple Class

```
python

class Student:
    def __init__(self, name, age):
        self.name = name # Attribute
        self.age = age # Attribute

    def introduce(self): # Method
        print(f"Hi, I'm {self.name} and I'm {self.age} years old")

    def study(self, subject):
        print(f"{self.name} is studying {subject}")

# Create objects
student1 = Student('Rahul', 20)
student2 = Student('Priya', 19)

student1.introduce()
student1.study('Python')
```

Example 2: Inheritance

```
python
```

```
class Person:
    def __init__(self, name):
        self.name = name

    def speak(self):
        print(f"{self.name} is speaking")

class Teacher(Person): # Teacher inherits from Person
    def teach(self, subject):
        print(f"{self.name} is teaching {subject}")

class Student(Person): # Student inherits from Person
    def study(self, subject):
        print(f"{self.name} is studying {subject}")

# Create objects
teacher = Teacher('Ms. Sharma')
student = Student('Raj')

teacher.speak() # Inherited method
teacher.teach('Mathematics')

student.speak() # Inherited method
student.study('Science')
```

Example 3: Polymorphism

python

Same function name, different behavior

```
print(len('Hello'))    # Length of string = 5
```

```
print(len([1, 2, 3]))  # Length of list = 3
```

```
print(len({'a': 1}))   # Length of dictionary = 1
```

Same method name in different classes

```
class Dog:
```

```
    def make_sound(self):
```

```
        print("Woof!")
```

```
class Cat:
```

```
    def make_sound(self):
```

```
        print("Meow!")
```

```
dog = Dog()
```

```
cat = Cat()
```

```
dog.make_sound() # Woof!
```

```
cat.make_sound() # Meow!
```

Key Points:

- **Class:** Blueprint for creating objects
 - **Object:** Instance of a class
 - **Method:** Function inside a class
 - **Attribute:** Variable inside a class
-

4. Database Connectivity

What is Database Connectivity?

Connecting Python to databases to store and retrieve data permanently.

Popular Databases:

- **SQLite:** Built-in, good for learning
- **MySQL:** Popular for web applications
- **PostgreSQL:** Advanced features
- **MongoDB:** For document storage

SQLite Example (Built-in):

python

```
import sqlite3
```

```
# Connect to database (creates if doesn't exist)
```

```
conn = sqlite3.connect('students.db')
```

```
cursor = conn.cursor()
```

```
# Create table
```

```
cursor.execute("""
```

```
    CREATE TABLE IF NOT EXISTS students (
```

```
        id INTEGER PRIMARY KEY,
```

```
        name TEXT NOT NULL,
```

```
        age INTEGER,
```

```
        grade TEXT
```

```
    )
```

```
""")
```

```
# Insert data
```

```
cursor.execute("INSERT INTO students (name, age, grade) VALUES (?, ?, ?)",
```

```
    ("Rahul", 20, "A"))
```

```
cursor.execute("INSERT INTO students (name, age, grade) VALUES (?, ?, ?)",
```

```
    ("Priya", 19, "B"))
```

```
# Save changes
```

```
conn.commit()
```

```
# Read data
```

```
cursor.execute("SELECT * FROM students")
```

```
rows = cursor.fetchall()
```

```
print("Students in database:")
```

```
for row in rows:
```

```
    print(f"ID: {row[0]}, Name: {row[1]}, Age: {row[2]}, Grade: {row[3]}")
```

```
# Close connection
```

```
conn.close()
```

MySQL Example:

```
python
```



```
import mysql.connector

try:
    # Connect to MySQL
    conn = mysql.connector.connect(
        host='localhost',
        user='root',
        password='your_password',
        database='school'
    )

    cursor = conn.cursor()

    # Execute query
    cursor.execute("SELECT * FROM students")

    # Fetch results
    for row in cursor.fetchall():
        print(row)

except mysql.connector.Error as err:
    print(f"Error: {err}")

finally:
    if conn.is_connected():
        cursor.close()
        conn.close()
```

Real-Life Applications:

- User login systems
 - E-commerce product storage
 - Banking transactions
 - Social media posts
-

5. Mini Assignments

Practice Problems:

1. Government Jobs Scraper

- Search for "Government Jobs 2025" on Google
- Save top 10 results in a text file
- Use requests and file handling

2. Image Downloader

- Download 5 random images from <https://picsum.photos>
- Save them as image_1.jpg to image_5.jpg
- Use a loop and requests

3. Student Management System

- Create a Student class with name, roll_no, marks
- Add methods to calculate grade
- Save student data to a file

4. File Backup System

- Create a program to backup all .py files
- Copy them to a 'backup' folder
- Use file handling and os module

5. Simple Database App

- Create a SQLite database for books
 - Add, view, and search books
 - Include title, author, and year
-

6. Key Takeaways

Important Points:

1. File Modes Give You Power

- `w` for new files (overwrites)
- `a` for adding to existing files
- `r+` for reading and writing
- `x` for creating new files only

2. Requests Opens the Internet

- Download files from web
- Get data from APIs
- Automate web tasks

3. OOPs Organizes Your Code

- Classes are blueprints
- Objects are real instances
- Inheritance saves code repetition
- Polymorphism allows flexibility

4. Databases Store Data Forever

- SQLite is great for learning
- MySQL for web applications
- Always close connections

Best Practices:

- Always close files and database connections
- Use `with` statement for automatic cleanup
- Handle exceptions for file and network operations
- Keep classes simple and focused
- Use meaningful names for classes and methods

Real-World Projects:

- **File Manager:** Copy, move, backup files
 - **Web Scraper:** Download images and data
 - **Library System:** Manage books with database
 - **Student Portal:** Track grades and attendance
-

Study Plan

Today's Focus:

- Practice different file modes
- Download files using requests
- Create simple classes
- Connect to SQLite database

Tomorrow's Preview:

- Advanced OOPs concepts
 - GUI programming with Tkinter
 - Web scraping techniques
-

Quick Review Questions:

1. What's the difference between `w` and `a` file modes?
2. How do you download an image using requests?
3. What are the 4 pillars of OOPs?

4. Why do we need database connectivity?
 5. What's the difference between a class and an object?
-

Remember: The best way to learn is by building real projects! 🚀

Start small, think big, and keep coding! 💻