

# Python language: Functions, modules and objects

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# Outline

## 1 Functions

- Default arguments
- Keyword arguments
- Built-in functions
- Exercises

## 2 Modules

## 3 Objects

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# Functions: default arguments

```
In []: greet = 'hello world'
```

```
In []: greet.split()
```

```
Out[]: ['hello', 'world']
```

```
In []: line = 'Rossum, Guido, 54, 46, 55'
```

```
In []: line.split(',')
```

```
Out[]: ['Rossum', ' Guido', ' 54',  
        ' 46', ' 55']
```

# Functions: default arguments ...

```
In []: def welcome(greet, name="World"):  
      .... print greet, name
```

```
In []: welcome("Hello")  
Hello World
```

```
In []: welcome("Hi", "Guido")  
Hi Guido
```

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# Functions: Keyword arguments

We have seen the following

```
In []: legend(['sin(2y)'],  
              loc = 'center')
```

```
In []: plot(y, sin(y), 'g',  
            linewidth = 2)
```

```
In []: annotate('local max',  
               xy = (1.5, 1))
```

```
In []: pie(science.values(),  
           labels = science.keys())
```



# Functions: keyword arguments ...

```
In []: def welcome(greet, name="World"):
      .... print greet, name
```

```
In []: welcome("Hello", "James")
Hello James
```

```
In []: welcome("Hi", name="Guido")
Hi Guido
```

```
In []: welcome(name="Guido", greet="Hey")
Hey Guido
```

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# Before writing a function

- Variety of built-in functions are available
- **abs, any, all, len, max, min**
- **pow, range, sum, type**
- Refer here: <http://docs.python.org/library/functions.html>

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# Problem set 3: Problem 3.1

Write a function to return the gcd of two numbers.

# Problem 3.2

Write a program to print all primitive pythagorean triads  $(a, b, c)$  where  $a, b$  are in the range 1—100

A pythagorean triad  $(a, b, c)$  has the property  $a^2 + b^2 = c^2$ .

By primitive we mean triads that do not ‘depend’ on others. For example,  $(4,3,5)$  is a variant of  $(3,4,5)$  and hence is not primitive. And  $(10,24,26)$  is easily derived from  $(5,12,13)$  and is also not primitive.

# Problem 3.3

Write a program that generates a list of all four digit numbers that have all their digits even and are perfect squares.

*For example, the output should include 6400 but not 8100 (one digit is odd) or 4248 (not a perfect square).*

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# from...import magic

```
from scipy.integrate import odeint
```

```
from scipy.optimize import fsolve
```

Above statements import a function to our namespace

# Running scripts from command line

- Fire up a terminal
- `python four_plot.py`

```
Traceback (most recent call last):  
  File "four_plot.py", line 1, in <module>  
    x = linspace(-5*pi, 5*pi, 500)  
NameError: name 'linspace' is not defined
```

# Running scripts from command line

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NameError: name 'linspace' is not defined
```

# Remedy

```
from scipy import *
```

Now run python four\_plot.py again!

```
Traceback (most recent call last):
```

```
  File "four_plot.py", line 4, in <module>
    plot(x, x, 'b')
```

```
NameError: name 'plot' is not defined
```

# Remedy

```
from scipy import *
```

Now run python four\_plot.py again!

```
Traceback (most recent call last):
```

```
  File "four_plot.py", line 4, in <module>
    plot(x, x, 'b')
```

```
NameError: name 'plot' is not defined
```

# Remedy ...

```
from pylab import *
```

Now run `python four_plot.py` again!!

# Modules

- The `import` keyword “loads” a module
- One can also use:

```
In []: from scipy import *
```

```
In []: from scipy import linspace
```

- What is the difference?
- Use the former only in interactive mode

# Package hierarchies

```
from scipy.integrate import odeint
```

```
from scipy.optimize import fsolve
```



# from...import - conventional way!

```
from scipy import linspace, pi, sin
from pylab import plot, legend, annotate
from pylab import xlim, ylim
```

```
x = linspace(-5*pi, 5*pi, 500)
plot(x, x, 'b')
plot(x, -x, 'b')
plot(x, sin(x), 'g', linewidth=2)
plot(x, x*sin(x), 'r', linewidth=3)
legend(['x', '-x', 'sin(x)', 'xsin(x)'])
annotate('origin', xy = (0, 0))
xlim(-5*pi, 5*pi)
ylim(-5*pi, 5*pi)
```

# from...import - conventional way!

```
import scipy
import pylab
```

```
x = scipy.linspace(-5*scipy.pi, 5*scipy.pi, 500)
pylab.plot(x, x, 'b')
pylab.plot(x, -x, 'b')
pylab.plot(x, scipy.sin(x), 'g', linewidth=2)
pylab.plot(x, x*scipy.sin(x), 'r', linewidth=3)
pylab.legend(['x', '-x', 'sin(x)', 'xsin(x)'])
pylab.annotate('origin', xy = (0, 0))
pylab.xlim(-5*scipy.pi, 5*scipy.pi)
pylab.ylim(-5*scipy.pi, 5*scipy.pi)
```

# Modules: Standard library

- Very powerful, “Batteries included”
- Some standard modules:
  - Math: **math**, **random**
  - Internet access: **urllib2**, **smtplib**
  - System, Command line arguments: **sys**
  - Operating system interface: **os**
  - Regular expressions: **re**
  - Compression: **gzip**, **zipfile**, and **tarfile**
  - And a whole lot more!
- Check out the Python Library reference:  
<http://docs.python.org/library/>

# Modules of special interest

`pylab` Easy, interactive, 2D plotting

`scipy` arrays, statistics, optimization,  
integration, linear algebra, Fourier  
transforms, signal and image  
processing, genetic algorithms, ODE  
solvers, special functions, and more

`Mayavi` Easy, interactive, 3D plotting

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# Everything is an Object!

- `int`
- `float`
- `str`
- `list`
- `tuple`
- `string`
- `dictionary`
- `function`
- User defined class is also an object!

# Using Objects

- Creating Objects

- Initialization

```
In []: a = str()
```

```
In []: b = "Hello World"
```

- Object Manipulation

- Object methods
  - "." operator

```
In []: "Hello World".split()
```

```
Out[]: ['Hello', 'World']
```

# Objects provide consistency

```
for element in (1, 2, 3):  
    print element  
for key in {'one':1, 'two':2}:  
    print key  
for char in "123":  
    print char  
for line in open("myfile.txt"):  
    print line  
for line in urllib2.urlopen('http://site.com'):  
    print line
```

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# What did we learn?

- Functions: Default and Keyword arguments
- Modules
- Objects