CMM201 Week 6

1 IMPORTING MODULES IN PYTHON

1.1 Aims of the Lecture

- Learn the purpose of importing modules in Python.
- Install and understand the most commonly imported modules in Python.

1.2 Additional Reading and Sources

- Digital Ocean
- Decimal Documentation
- Numpy Quickstart Tutorial

2 Modules

- Python contains a variety of built-in **data types**, **classes** and **functions**.
- As you have seen, sometimes these functions are limited, and thus we resort to importing modules/packages.
- Modules are .py files which contain Python code and can be imported to our code.

2.0.1 Do we already have modules installed?

- Yes! There are a number of them installed in the Python Standard Library
- To check them, you can use the following command:

```
In [ ]: !pip freeze
```

• If you are using Anaconda, you can also go to the **environments** tab and check the list.

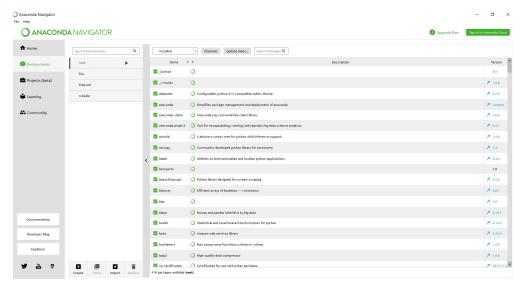


Fig 1. List of modules/packages provided by Anaconda

• It is possible that you get different lists between the !pip freeze and the anaconda list.

2.0.2 How do modules work and what can I do with them?

Remember this example?

```
In [ ]: 2.2+1.1==3.3
```

- The float data type/class is limited to work with decimal numbers.
- That's why someone has created the **decimal** module for us to use freely!
- To use the module, first we have to check that it is installed in our computers:
- To do so, we can simply run the following command expecting that no error message is shown:

```
In [ ]: import decimal
```

- You should not get an error, as this module is part of the Standard Library!
- Now we can use the module to fix the comparison error:

- Notice that now we have solved the problem, but we have to write quite a lot!
- I know we don't get charged for using letters, but when using modules it is quite helpful to shorten names!
- We can use the "as" operator to give a new alias to a module/function when imported.

Another module that we can import is the **random** module, which lets us produce random numbers.

```
In [ ]: import random
```

For instance, we can produce a random integer number between 0 and 10 by running the following command:

```
In [ ]: random.randint(0,10) # in this case, the 10 is considered!
```

• Small exercise: Implementing a coin toss function:

```
In []: # Coin toss
    import random # you don't need this if you have imported before

def cointoss():
    coin = random.randint(0,1)
    if coin ==0:
        print('heads')
    else:
        print('tails')
    return

# Call the function
cointoss()
```

• How can we modify the function to do "x" coin tosses based on a user input?

```
In [ ]: # Multiple coin tosses
```

2.1 The numpy array module

- Numpy is one of the most widely used packages in all Python.
- Everything that has to do with matrices/images/data uses **numpy**.
- Just as decimal is an upgrade on the missing features of float, you can think of numpy as an upgrade of lists.

```
In [1,2,3]+[4,5,6]
```

• First, we will check that we have numpy by importing it:

```
In [ ]: import numpy
```

if you don't have it, install it using the *pip* command:

```
In [ ]: !pip install numpy
```

• Since we want to save time, we will import numpy using a pseudonym:

```
In [ ]: import numpy as np
```

• Now we can create a **numpy array**.

```
In [ ]: np.array([1,2,3])
In [ ]: type(a)
```

This numpy array works like a *vector*, and thus it can now be added to another array.

```
In [ ]: np.array([1,2,3])+np.array([4,5,6])
```

2.1.1 Defining a numpy array

2.1.2 Basic operations with numpy arrays