



Learning Python

Session 14 - Modules

Modules - Example

```
# Fibonacci numbers module  
# save this in a file called fibo.py  
# Modules are regular python programs  
def fib(n): # write Fibonacci series up to n  
    a, b = 0, 1  
    while b < n:  
        print b,  
        a, b = b, a+b  
  
def fact(n):  
    if n <= 0: return 1;  
    return fact(n-1);
```

Modules - Example

```
>>> import fibo
>>> fibo.fib(1000)
1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
>>> fibo.__name__
'fibo'
```

#To use it often

```
>>> fib = fibo.fib
>>> fib(500)
1 1 2 3 5 8 13 21 34 55 89 144 233 377
```

Modules - Example

We can import few functions only.

```
>>> from fibo import fib, fact
```

```
>>> fib(500)
```

```
1 1 2 3 5 8 13 21 34 55 89 144 233 377
```

Or we can import all

```
>>> from fibo import *
```

```
>>> fib(500)
```

```
1 1 2 3 5 8 13 21 34 55 89 144 233 377
```

Modules - Differentiating

```
#save it as modls.py  
if __name__ == "__main__":  
    print "Called as standalone";  
else:  
    print "called as " + __name__;
```

```
$ python modls.py  
Called as standalone
```

```
>>> import modls  
called as modls
```

Modules - Search Path

1. *If we import spam module*
2. *First built-in modules are searched*
3. *Then, all the path in variable `sys.path` are searched*
4. *Current Program can modify `sys.path`*

Compiled Python

1. *It creates a .pyc for each .py*
 - a. *If can't it ignores*
2. *To make it faster to load not run*
3. *It is based on modification time*
4. *.pyc contents are platform independent*

Packages

```
sound/                                Top-level package
  __init__.py                          Initialize the sound package
  formats/                             Subpackage for file format conversions
    __init__.py
    wavread.py
    wavwrite.py
    aiffread.py
    aiffwrite.py
    auread.py
    auwrite.py
    ...
  effects/                             Subpackage for sound effects
    __init__.py
    echo.py
    surround.py
    reverse.py
    ...
  filters/                             Subpackage for filters
    __init__.py
    equalizer.py
    vocoder.py
    karaoke.py
    ...
```

1. Load a subpackage
 - a. `import sound.effects.echo`
 - b. Absolute names to invoke:
 - c. `sound.effects.echo.echofilter()`
2. Or you also load in the following way
 - a. `from sound.effects import echo`
 - b. Then you can call: `echo.echofilter()`
3. Or you could
 - a. `from sound.effects.echo import echofilter`
 - b. `echofilter()`

Packages

1. *A way of organizing the code in the form of A.B*
2. *In A.B, A is package and B is another package*
3. *In A.B, B is called subpackage*
4. *Code is organized in the form of Folders*

Packages

`__init__.py`

`__init__.py`:

1. Every package folder should have a file named `__init__.py`
2. Even if empty

Packages & Sub Packages

1. A package folder can have other packages called subpackages
2. A package can import modules defined in parent or child in following manner:
 - i. *from . import echo*
 - ii. *from .. import formats*
 - iii. *from ..filters import equalizer*

		Built-in Functions		
<code>abs()</code>	<code>divmod()</code>	<code>input()</code>	<code>open()</code>	<code>staticmethod()</code>
<code>all()</code>	<code>enumerate()</code>	<code>int()</code>	<code>ord()</code>	<code>str()</code>
<code>any()</code>	<code>eval()</code>	<code>isinstance()</code>	<code>pow()</code>	<code>sum()</code>
<code>basestring()</code>	<code>execfile()</code>	<code>issubclass()</code>	<code>print()</code>	<code>super()</code>
<code>bin()</code>	<code>file()</code>	<code>iter()</code>	<code>property()</code>	<code>tuple()</code>
<code>bool()</code>	<code>filter()</code>	<code>len()</code>	<code>range()</code>	<code>type()</code>
<code>bytearray()</code>	<code>float()</code>	<code>list()</code>	<code>raw_input()</code>	<code>unichr()</code>
<code>callable()</code>	<code>format()</code>	<code>locals()</code>	<code>reduce()</code>	<code>unicode()</code>
<code>chr()</code>	<code>frozenset()</code>	<code>long()</code>	<code>reload()</code>	<code>vars()</code>
<code>classmethod()</code>	<code>getattr()</code>	<code>map()</code>	<code>repr()</code>	<code>xrange()</code>
<code>cmp()</code>	<code>globals()</code>	<code>max()</code>	<code>reversed()</code>	<code>zip()</code>
<code>compile()</code>	<code>hasattr()</code>	<code>memoryview()</code>	<code>round()</code>	<code>__import__()</code>
<code>complex()</code>	<code>hash()</code>	<code>min()</code>	<code>set()</code>	
<code>delattr()</code>	<code>help()</code>	<code>next()</code>	<code>setattr()</code>	
<code>dict()</code>	<code>hex()</code>	<code>object()</code>	<code>slice()</code>	
<code>dir()</code>	<code>id()</code>	<code>oct()</code>	<code>sorted()</code>	

<https://docs.python.org/2/library/functions.html>

Useful Python Packages

PyGame - Game Development

PyGtk - Bindings for the cross-platform Gtk toolkit.

Matplotlib - Production quality output in a wide variety of formats

NumPy, SciPy - Includes modules for graphics and plotting, optimization, integration, special functions, signal and image processing, genetic algorithms ...

Django - High-level web framework.

Beautiful Soup - HTML/XML parser

pandas - Python Data Analysis Library, R Alternative

More at <https://wiki.python.org/moin/UsefulModules>

Questions?