



Python 3 Beginner

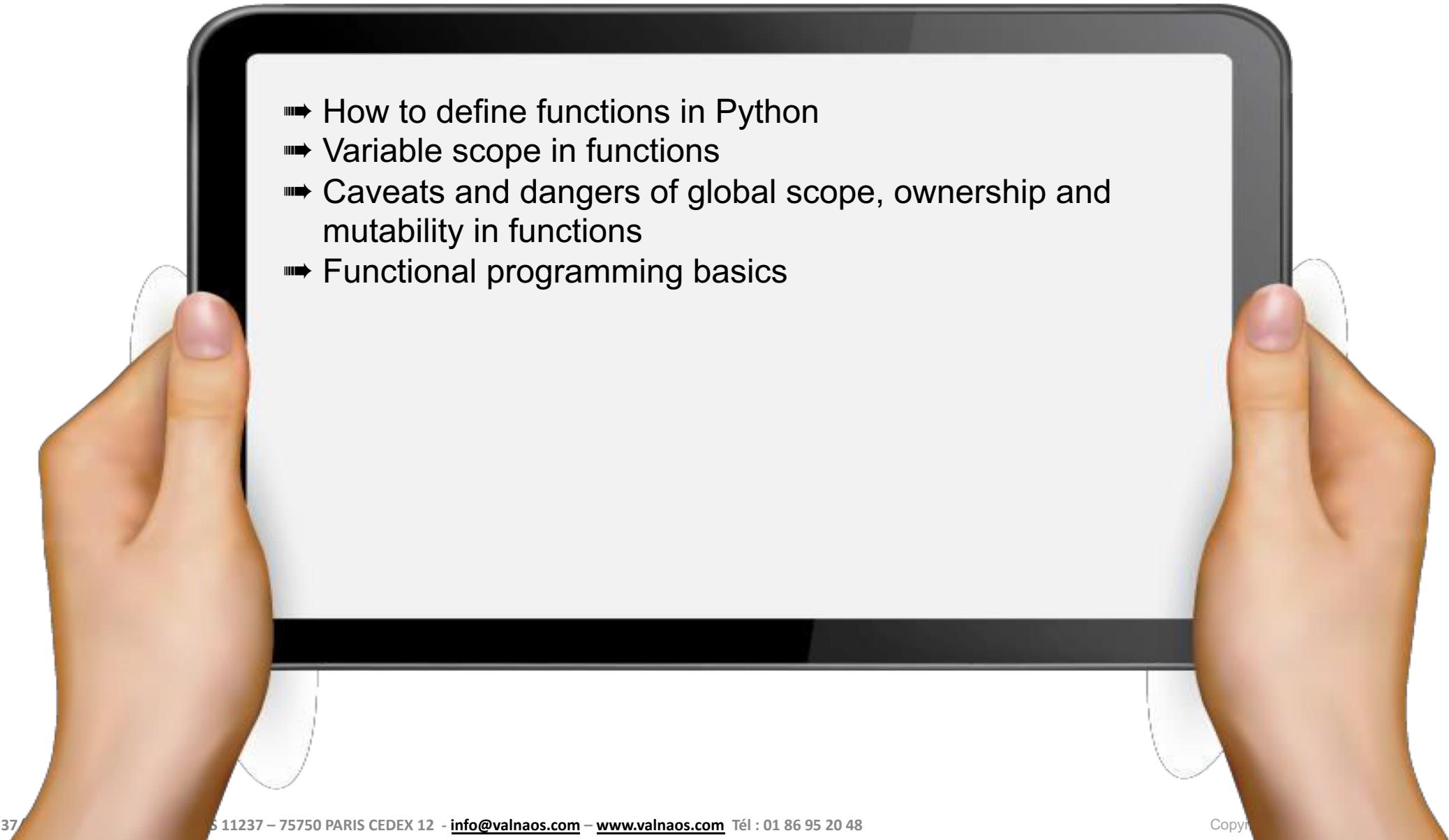
Chapter **00**

Previously, on Python 3 Beginner...

release 1.0.0

What we saw last time

- ➡ How to define functions in Python
- ➡ Variable scope in functions
- ➡ Caveats and dangers of global scope, ownership and mutability in functions
- ➡ Functional programming basics





Q&A

Where? Who?

Class Material

► GitHub: <https://github.com/cstar-industries/python-3-beginner>

Instructor

► Charles Francoise <charles@cstar.io>



Session Objectives

At the end of this session, you will be able to:

- ➡ Perform operations on the filesystem and paths
- ➡ Read from and write to files
- ➡ Handle base64-encoded data
- ➡ Serialize/deserialize python objects to pickle and JSON
- ➡ Use math functions and random number generators
- ➡ Handle date and time data with ease in Python
- ➡ Be curious to learn more about regular expressions





Session Syllabus

Chapter	Subject	Start	End	Total Time (in hours)
00	Previously on Python 3 Beginner...	14:00	14:30	00:30
01	A Guided Tour of the Python Standard Library	14:30	15:15	00:45
	<i>Coffee Break</i>	15:15	15:30	00:15
01	A Guided Tour of the Python Standard Library	15:30	16:15	00:45
	<i>Coffee Break</i>	16:15	16:30	00:15
01	A Guided Tour of the Python Standard Library	16:30	17:15	00:45
	Workshop	17:15	18:00	00:45
	Total			04:00



Python 3 Beginner

Chapter **01**

A guided tour of the Python Standard Library

release 1.0.0

Dealing with files: opening

- ➡ Open a file using the built-in function open

```
f = open('hello.txt')  
print(f.read())  
f.close()
```

hello

- ➡ Opening a file can fail: remember to catch errors

```
f = open('hello.txtx')
```

FileNotFoundException: [Errno 2] No such file or directory: 'hello.txtx'

Dealing with files: opening

- ➡ An open file should always be closed

```
f = open('hello.txt')  
...  
f.close()
```

⚠ Errors can happen here

- ➡ Use a with statement to make sure file is closed

```
with open('hello.txt') as f:  
    data = f.read()  
print(f.closed)
```

True

Dealing with files: opening

- ➡ By default, a file is not writable

```
with open('hello.txt') as f:  
    f.write('Hello World!')
```

UnsupportedOperation: not writable

- ➡ Use the mode argument

```
with open('hello.txt', 'w') as f:  
    f.write('Hello World!')
```



"Write mode"

Dealing with files: opening

- ➡ There are many **modes** to open a file

Character	Meaning
r	open for reading (default)
w	open for writing, truncating the file first
x	open for exclusive creation, failing if the file already exists
a	open for writing, appending to the end of the file if it exists
b	binary mode
t	text mode (default)
+	open for updating (reading and writing)

- ➡ Mode characters can be combined:
 - ➡ 'r+b' opens the file for reading and writing in binary mode
 - ➡ See [the documentation](#) to learn more about open

Dealing with files: reading and writing

► Read from a file with the `read` method

```
print(f.read(3))      # Number of bytes/characters to be read
print(f.read())        # Read to end of file
```

```
hel
lo
```

► Write to a file with the `write` method

```
f.write('Hello ')
f.write('World!')
...
print(f.read())
```

```
Hello World!
```

Dealing with files: reading and writing

- ➡ Move your cursor with the `seek` method and find out your current position with the `tell` method

```
f.seek(4)
print(f.tell())
print(f.read())
```

o

- ➡ Find out more about files and *file-like objects* in [the documentation](#)

Let's write some code!

```
with open('hello.txt', 'w') as f:  
    f.write('Hello World!')  
  
with open('hello.txt') as f:  
    print(f.read())
```

Hello World!



Interacting with the operating system: the os module

```
import os
import os.path
```

- ➡ The built-in os module provides a way to call operating system functions from Python
 - ➡ Environment variables
 - ➡ Filesystem operations
 - ➡ Process management
 - ➡ Cryptographically-secure random numbers
- ➡ ⚠ Not all functions are portable between OSes (Linux, macOS, BSD, Windows...)
- ➡ Find a comprehensive list of the os module in [the documentation](#)



Reading environment variables

- You can list all variables defined in your current environment with `os.environ`

```
os.environ
```

```
environ{'TERM': 'xterm-256color',
        'SHELL': '/bin/bash',
        'TMPDIR': '/var/folders/_7/5ywmfgxn1v50w94f4bp5ql080000gn/T/',
        'LC_ALL': 'en_US.UTF-8',
        'USER': 'chrales',
        ...}
```

- Get the value of a single environment variable or a default value if it is undefined

```
os.getenv('USER', default='python')
```

```
'chrales'
```

Filesystem operations

➡ List the contents of a directory

```
os.listdir()
```

```
['001-First-Steps', '004-Functions-And-More', '003-Data-Structures', 'README.md',  
'002-Control-Flow']
```

```
os.listdir('/bin')
```

```
['cat', 'echo', 'launchctl', 'df', 'pwd', 'test', 'csh', 'wait4path', 'unlink'...
```

➡ Change the current directory

```
os.chdir('001-First-Steps')
```



Filesystem operations

➡ Create a directory

```
os.mkdir('new-directory')
```

➡ Remove a directory

```
os.rmdir('new-directory')
```

➡ Rename (move) a file or directory

```
os.rename('hello.txt', 'hello-world.txt')
```

```
os.rename('hello.txt', '005-Python-Standard-Library/hello.txt')
```

➡ Remove a file

```
os.remove('005-Python-Standard-Library/hello.txt')
```

Filesystem operations

► Create a symbolic link (Windows "shortcut")

```
os.symlink('Shortcut to classes', '/home/chrales/Classes/python-3-beginner')
```

► Reading a symbolic link

```
os.readlink('Shortcut to classes')
```

```
['cat', 'echo', 'launchctl', 'df', 'pwd', 'test', 'csh', 'wait4path', 'unlink'...]
```

Filesystem operations

► Query info about paths

```
os.path.exists('hello.txt')
```

True

```
print(os.path.isfile('hello.txt'))  
print(os.path.isdir('hello.txt'))
```

True
False

```
os.path.getsize('hello.txt')
```

13



Filesystem operations

► Extract path components

```
os.path.split('/home/chrales/Work/python-3-beginner/README.md')
```

```
('~/home/chrales/Work/python-3-beginner', 'README.md')
```

```
print(os.path.dirname('/home/chrales/Work/python-3-beginner/README.md'))  
print(os.path.basename('/home/chrales/Work/python-3-beginner/README.md'))
```

```
/home/chrales/Work/python-3-beginner  
README.md
```

```
os.path.splitext('README.md')
```

```
('hello', '.txt')
```

Filesystem operations

► Join path components

```
os.path.join('/home/chrales', 'Work', 'python-3-beginner', 'README.md')
```

```
'/home/chrales/Work/python-3-beginner/README.md'
```

► Get the absolute canonical path (resolve symlinks, relative paths)

```
os.path.realpath('../python-3-beginner/README.md')
```

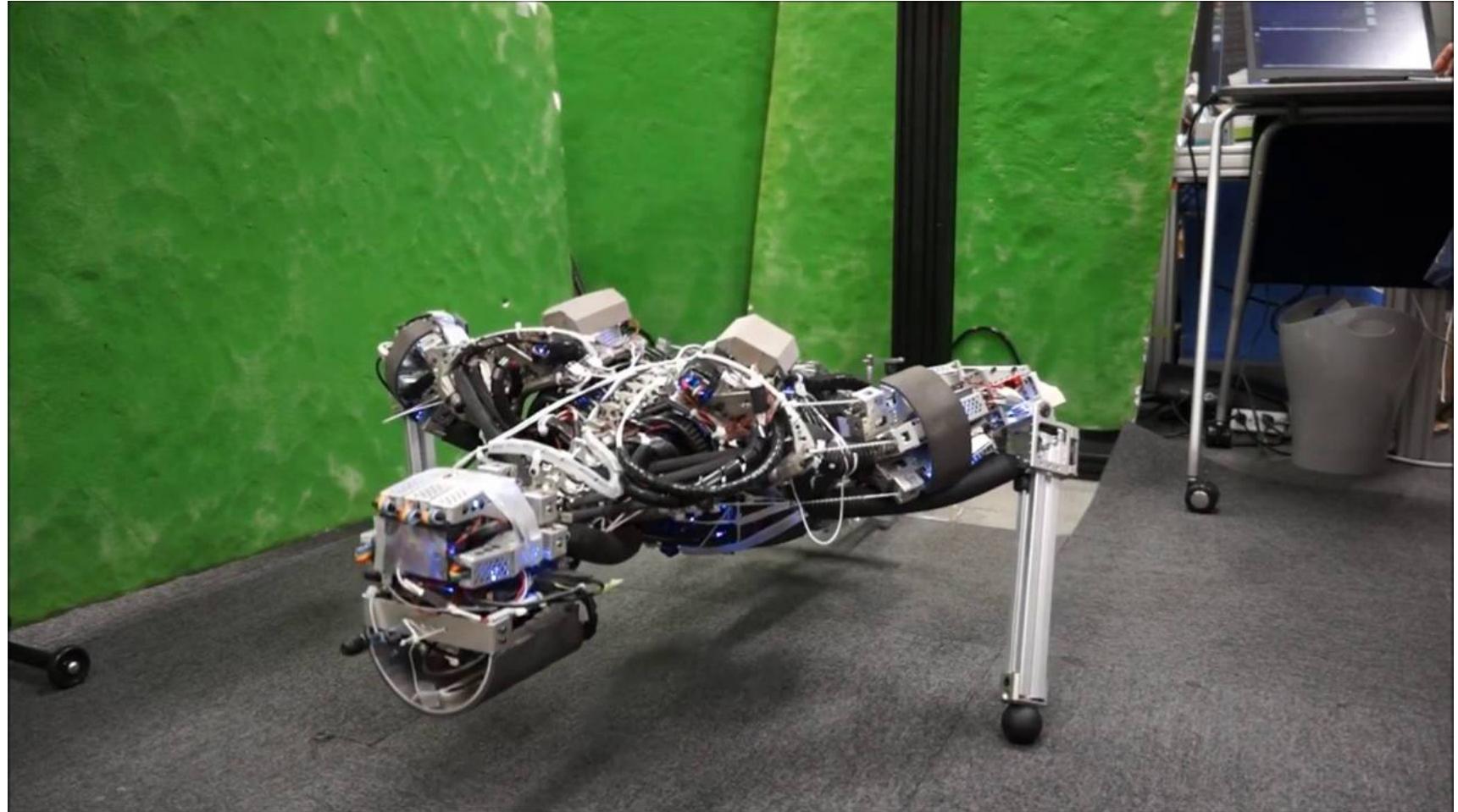
```
'/home/chrales/Work/python-3-beginner/README.md'
```

Let's write some code!

```
with open('hello.txt', 'w') as f:  
    f.write('Hello World!')  
  
with open('hello.txt') as f:  
    print(f.read())
```

Hello World!

Workout Time!



Regular expressions: the re module

```
import re
```

- ➡ The built-in re module provides regular expression matching operations
- ➡ Find out more about the re module in [the documentation](#)
- ➡ Learn about regular expressions at <https://regexone.com>
- ➡ Play regular expressions crosswords at <https://regexcrossword.com>
- ➡ Test and debug your regular expressions at <https://regex101.com>

Regular expressions: the re module

► Match a regex in a string

```
m = re.match(r'a+b', 'aaaab')
print(m)
```

```
<re.Match object; span=(0, 5), match='aaaab'>
```

```
m = re.match(r'a+b', 'baba')
print(m)
```

```
None
```

```
m = re.search(r'a+b', 'baba')
print(m)
```

```
<re.Match object; span=(1, 3), match='ab'>
```

Regular expressions: the re module

➡ Replace ("substitute") occurrences of a regex

```
re.sub(r'a+', 'a', 'aaaaa-aaa-aaaaaa-a-bbb')
```

```
'a-a-a-a-bbb'
```

```
re.sub(r'\D', '', '(460)190-2235')
```

```
'4601902235'
```

➡ Split a string using a regular expression

```
re.split(r'[-/_]', 'hello-world/python_rocks')
```

```
['hello', 'world', 'python', 'rocks']
```

Encoding binary data to text with base64

- ➡ Base-64 is a text-only encoding that can be used to encode any binary data to 64 "safe" characters:
 - ➡ A-Z uppercase: 26
 - ➡ a-z lowercase: 26
 - ➡ 0-9 digits: 10
 - ➡ + and /: 2
- ➡ This encoding is useful for sending binary data over the network (e.g. by email) where unexpected character re-interpretation can occur
- ➡ Often used to transfer cryptographic keys and certificates

Encoding and decoding with base64

➡ Encode binary data to base64

```
base64.b64encode(b'Hello World')
```

```
b'SGVsbG8gV29ybGQh'
```

➡ Encode base64 to binary data

```
base64.b64decode(b'SGVsbG8gV29ybGQh')
```

```
b'Hello World!'
```

Math functions with the math module

```
import math
```

► Math constants

```
math.pi
```

3.141592653589793

```
math.e
```

2.718281828459045

```
math.tau
```

6.283185307179586

Math functions with the math module

► Sentinel values

`math.nan`

`nan`

`math.inf`

`inf`

`-math.inf`

`-inf`

Math functions with the math module

► Convert from degrees to radians

```
math.radians(180)
```

```
3.141592653589793
```

```
math.degrees(math.pi / 4)
```

```
45.0
```

► Use trigonometric functions

```
math.cos(math.pi / 3)
```

```
0.5
```

Math functions with the math module

► More math functions

```
math.log(2)          # natural Logarithm
math.log10(100)      # base 10 Logarithm
math.log2(1024)      # base 2 Logarithm

math.acos(0.707)     # Inverse cosine
math.tanh(1)         # Hyperbolic tangent

math.gcd(16, 642)    # Greatest common divisor
math.hypot(3, 4)      # Hypotenuse (Pythagoras theorem)
```

► Read the list of math functions in [the documentation](#)



Random functions

```
import random
```

► Get a random number between 0 and 1

```
random.random()
```

```
0.07460955954672188
```

► Get a random integer between 10 and 100

```
random.randrange(10, 100)
```

```
59
```

Random functions

- ➡ Get a random item from a sequence

```
random.choice(['banana', 'pear', 'orange', 'peach'])
```

```
'pear'
```

- ➡ Pick a random item 5 times

```
random.choices(['banana', 'pear', 'orange', 'peach'], k=5)
```

```
['banana', 'orange', 'banana', 'peach', 'orange']
```

- ➡ Pick 2 distinct items randomly

```
random.sample(['banana', 'pear', 'orange', 'peach'], k=2)
```

```
['peach', 'banana']
```

Random functions

► Get a random item from a sequence

```
random.choice(['banana', 'pear', 'orange', 'peach'])
```

```
'pear'
```

► Pick a random item 5 times

```
random.choices(['banana', 'pear', 'orange', 'peach'], k=5)
```

```
['banana', 'orange', 'banana', 'peach', 'orange']
```

► Pick 2 distinct items randomly

```
random.sample(['banana', 'pear', 'orange', 'peach'], k=2)
```

```
['peach', 'banana']
```

Random functions

➡ Various random distributions

```
random.uniform(10, 100)
```

```
80.58706066003606
```

```
random.gauss(0.0, 1.0)
```

```
-0.4858548215268525
```

```
random.betavariate(2.0, 2.0)
```

```
0.8849856235679385
```



Managing time: the `datetime` module

- ➡ Time and date is a *hard* subject in programming. Python makes it easy for us.
- ➡ Well... easier ([documentation](#))

```
from datetime import datetime, timedelta, timezone
```

- ➡ Get the current time and date as a `datetime` object

```
t = datetime.now()  
t
```

```
datetime.datetime(2020, 4, 22, 22, 54, 13, 837398)
```

- ➡ `datetime(year, month, day, hours, minutes, seconds, nanoseconds)`

Managing time: the `datetime` module

► Create an arbitrary `datetime` object

```
t2 = datetime(year=1984, month=1, day=24)  
print(t2)
```

1984-01-24 00:00:00

► Compare datetimes

```
print(t < t2)      # t happens before t2  
print(t > t2)      # t happens after t2
```

False
True

Managing time: the `datetime` module

► Get the duration between two datetimes

```
t - t2
```

```
datetime.timedelta(days=13238, seconds=83603, microseconds=66028)
```

► Create an arbitrary `timedelta`

```
d = timedelta(days=1, hours=5)
```

► Perform time calculations

```
t - d      # 1 day and 5 hours before
```

```
datetime.datetime(2020, 4, 21, 18, 13, 23, 66028)
```

Managing time: the `datetime` module

► Create an arbitrary `datetime` object

```
t2 = datetime(year=1984, month=1, day=24)  
print(t2)
```

1984-01-24 00:00:00

► Compare datetimes

```
print(t < t2)      # t happens before t2  
print(t > t2)      # t happens after t2
```

False
True



Managing time: the `datetime` module

- ➡ Get a `float` timestamp, the # of seconds since Jan 1, 1970 00:00 UTC

```
t.timestamp()
```

```
1587590547.289774
```

- ➡ Get a `datetime` from a timestamp

```
datetime.fromtimestamp(0.0)
```

```
datetime.datetime(1970, 1, 1, 0, 0)
```



Managing time: the `datetime` module

- ➡ Output a `datetime` in ISO 8601 format

```
t.isoformat()
```

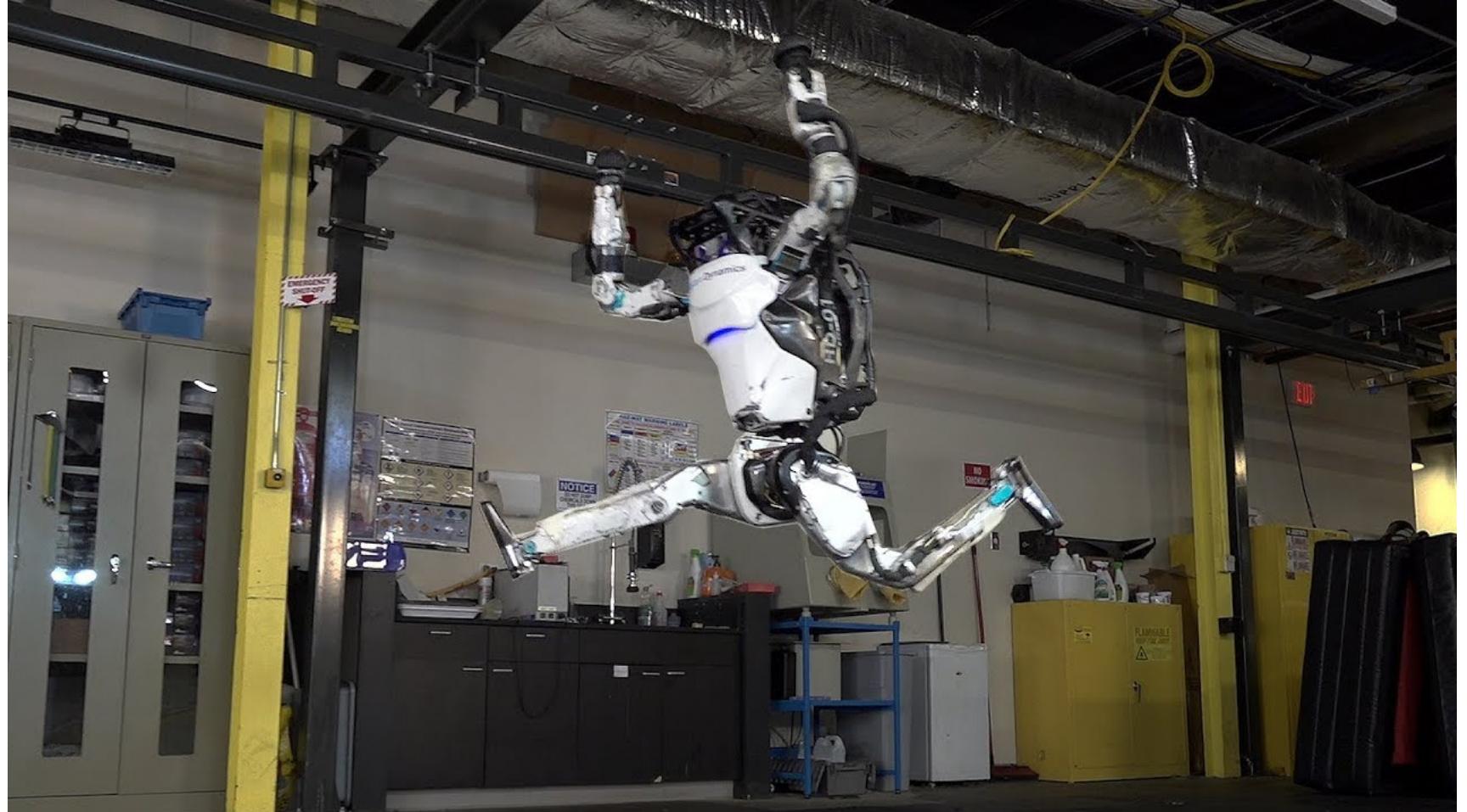
```
'2020-04-22T23:13:23.066028'
```

- ➡ Output a `datetime` to a custom format

```
t.strftime('%a, %b %d %H:%m %Y')
```

```
'Wed, Apr 22 23:04 2020'
```

Workout Time!





Serializing Python data: the pickle module

```
import pickle
```

► Save a Python object to a file

```
d = {'date': datetime.now(), 'temperature': 19.7, 'python': 'snek'}
with open('python_obj.pickle', 'wb') as f:
    pickle.dump(d, f)
```

00000000	80 03 7d 71 00 28 58 04	00 00 00 64 61 74 65 71	..}q.(X....dateq
00000010	01 63 64 61 74 65 74 69	6d 65 0a 64 61 74 65 74	.cdatetime.datet
00000020	69 6d 65 0a 71 02 43 0a	07 e4 04 16 17 38 14 0c	ime.q.C.....8..
00000030	de ae 71 03 85 71 04 52	71 05 58 0b 00 00 00 74	..q...q.Rq.X....t
00000040	65 6d 70 65 72 61 74 75	72 65 71 06 47 40 33 b3	emperatureq.G@3.
00000050	33 33 33 33 33 58 06 00	00 00 70 79 74 68 6f 6e	33333X....python
00000060	71 07 58 04 00 00 00 73	6e 65 6b 71 08 75 2e	q.X....snekq.u.



Serializing Python data: the pickle module

→ Reading a Python object back from a pickle file

```
with open('python_obj.pickle', 'rb') as f:  
    d2 = pickle.load(f)  
print(d2)
```

```
{'date': datetime.datetime(2020, 4, 22, 21, 59, 41, 32105),  
'temperature': 19.7, 'python': 'snek'}
```

```
d2 == d
```

```
True
```

Serializing Python data: the json module

```
import json
```

- ➡ JSON is a text-based, human-readable, interchange format based on JavaScript
- ➡ It is ubiquitous as a data format, particularly from web services
- ➡ JSON is common in many programming languages, making a good interchange format between programs
- ➡ ⚠ Not all Python object can be serialized to or deserialized from JSON



Serializing Python data: the json module

➡ Reading data from a JSON string

```
json_data = '{"first_name": "Rob", "last_name": "Pike", "occupation":  
"programmer"}'  
d = json.loads(json_data)  
print(d)
```

```
{'first_name': 'Rob', 'last_name': 'Pike', 'occupation': 'programmer'}
```

➡ Writing a Python object to a JSON file

```
with open('python_obj.json', 'w') as f:  
    json.dump(d, f)
```

```
00000000  7b 22 66 69 72 73 74 5f  6e 61 6d 65 22 3a 20 22 | {"first_name": "  
00000010  52 6f 62 22 2c 20 22 6c  61 73 74 5f 6e 61 6d 65 | Rob", "last_name"  
00000020  22 3a 20 22 50 69 6b 65  22 2c 20 22 6f 63 63 75 | ": "Pike", "occu  
00000030  70 61 74 69 6f 6e 22 3a  20 22 70 72 6f 67 72 61 | pation": "progra  
00000040  6d 6d 65 72 22 7d          | mmer"} |
```



Serializing Python data: the csv module

```
import csv
```

→ Reading a CSV file

```
with open('tesla-stock-price.csv', newline='') as f:  
    csv_data = csv.reader(f, delimiter=",", quotechar='''')  
    for row in csv_data:  
        print(row)
```

```
['date', 'close', 'volume', 'open', 'high', 'low']  
['11:34', '270.49', '4,787,699', '264.50', '273.88', '262.24']  
['2018/10/15', '259.5900', '6189026.0000', '259.0600', '263.2800', '254.5367']  
['2018/10/12', '258.7800', '7189257.0000', '261.0000', '261.9900', '252.0100']  
['2018/10/11', '252.2300', '8128184.0000', '257.5300', '262.2500', '249.0300']  
['2018/10/10', '256.8800', '12781560.0000', '264.6100', '265.5100', '247.7700']  
['2018/10/09', '262.8000', '12037780.0000', '255.2500', '266.7700', '253.3000']  
...
```



Serializing Python data: the `csv` module

➡ Writing a CSV file

```
with open('contacts.csv', 'w', newline='') as f:  
    csv_file = csv.writer(f)  
    csv_file.writerow(['First name', 'Last name', 'Phone number'])  
    csv_file.writerows(contacts)      # contacts is a list of lists
```

➡ Discover more about [pickle](#), [json](#) and [csv](#) in the documentation



Manipulating zip files: the `zipfile` module

```
from zipfile import ZipFile
```

► Opening a zip file

```
z = ZipFile('archive.zip')  
...  
z.close()
```

► You can use a `with` statement with `ZipFile`

```
with ZipFile('archive.zip') as z:  
    ...
```

Manipulating zip files: the `zipfile` module

► List all files in an archive

```
for filename in z.namelist():
    print(filename)
```

```
photos/
photos/IMG_0689.jpg
photos/IMG_0690.jpg
photos/IMG_0691.jpg
...
```

► Extract all files from an archive

```
z.extractall()                      # Extracts to current directory
z.extractall('/home/chrales/pictures') # Extracts to given directory
```



Manipulating zip files: the `zipfile` module

- ➡ Extract a specific file (destination path is optional)

```
z.extract('photos/IMG_0690.jpg', 'IMG_0690.jpg')
```

- ➡ Read the contents of a file to bytes

```
file_data = z.read('photos/IMG_0690.jpg')
print(file_data)
```

```
b'\xff\xd8\xff\xe0\x00\x10JFIF\x00\x01\x01\x00\x00\x01...'
```

- ➡ Close a zip file

```
z.close()
```

Manipulating zip files: the `zipfile` module

- ➡ You can also create zip files and write to them

```
with ZipFile('archive_2.zip', 'w') as z:  
    z.write('/home/chrales/Pictures/profile.jpg', 'profile.jpg')
```

- ➡ Read and write files from an archive in a file-like manner

```
with ZipFile('archive_2.zip', 'w') as z:  
    with z.open('python_obj.pickle', 'w'):  
        pickle.dump(obj, f)
```

Handling SQLite databases: the `sqlite3` module

```
import sqlite3
```

- ➡ SQLite is a powerful file-based relational database
- ➡ It can be used to serialize complex data to a file
- ➡ SQLite is ubiquitous as a storage format
 - ➡ Mobile app data
 - ➡ Embedded systems
 - ➡ Even in space...!
- ➡ Learn more about SQLite at <https://www.sqlitetutorial.net/>

Handling SQLite databases: the `sqlite3` module

► Open a database file

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

► Create a "cursor"

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

► Execute a query and iterate over the results

```
for row in cur.execute('SELECT * FROM artists'):
    print(row)
```

```
(1, 'AC/DC')
(2, 'Accept')
(3, 'Aerosmith')
(4, 'Alanis Morissette')
...
...
```

Handling SQLite databases: the `sqlite3` module

- You can also execute insertions with variable substitution

```
cur.execute('INSERT INTO artists (Name) VALUES (?)', artist_name)
```

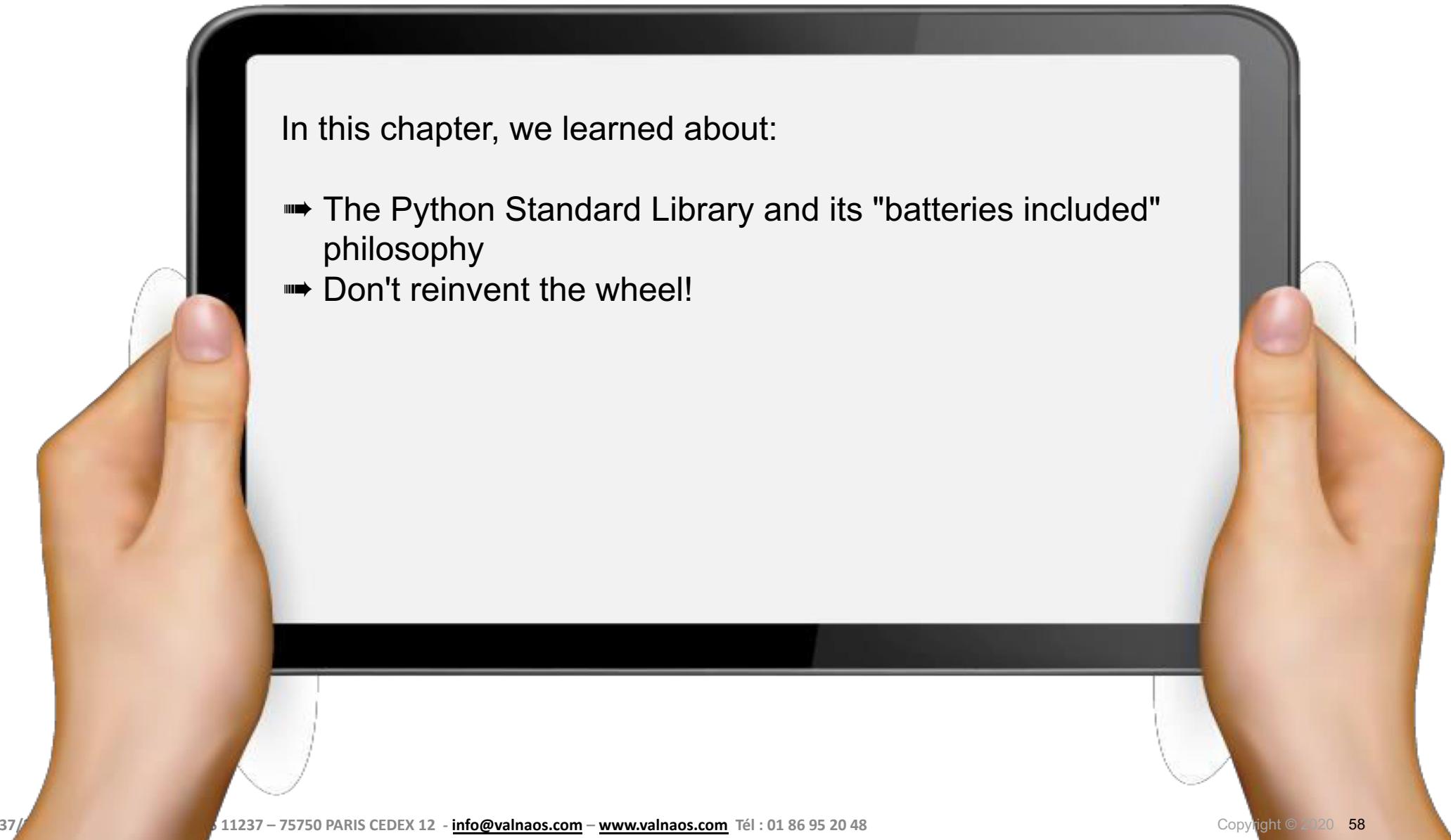
- Close the connection and free memory

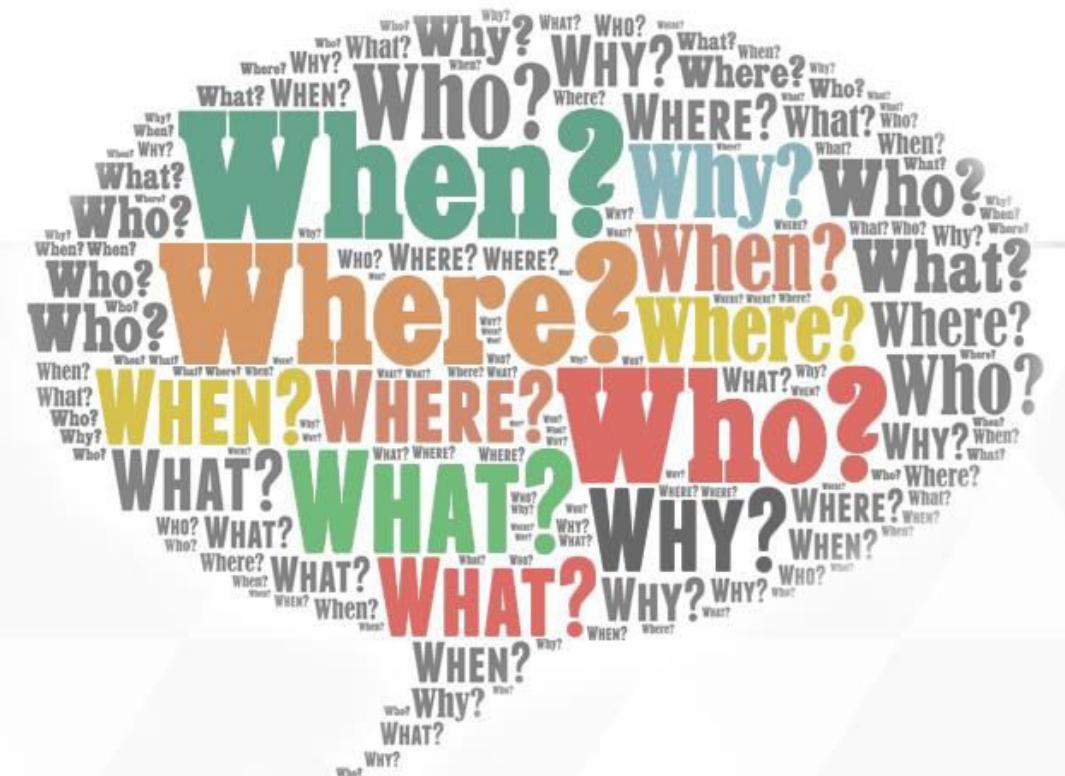
```
conn.close()
```

Chapter Summary

In this chapter, we learned about:

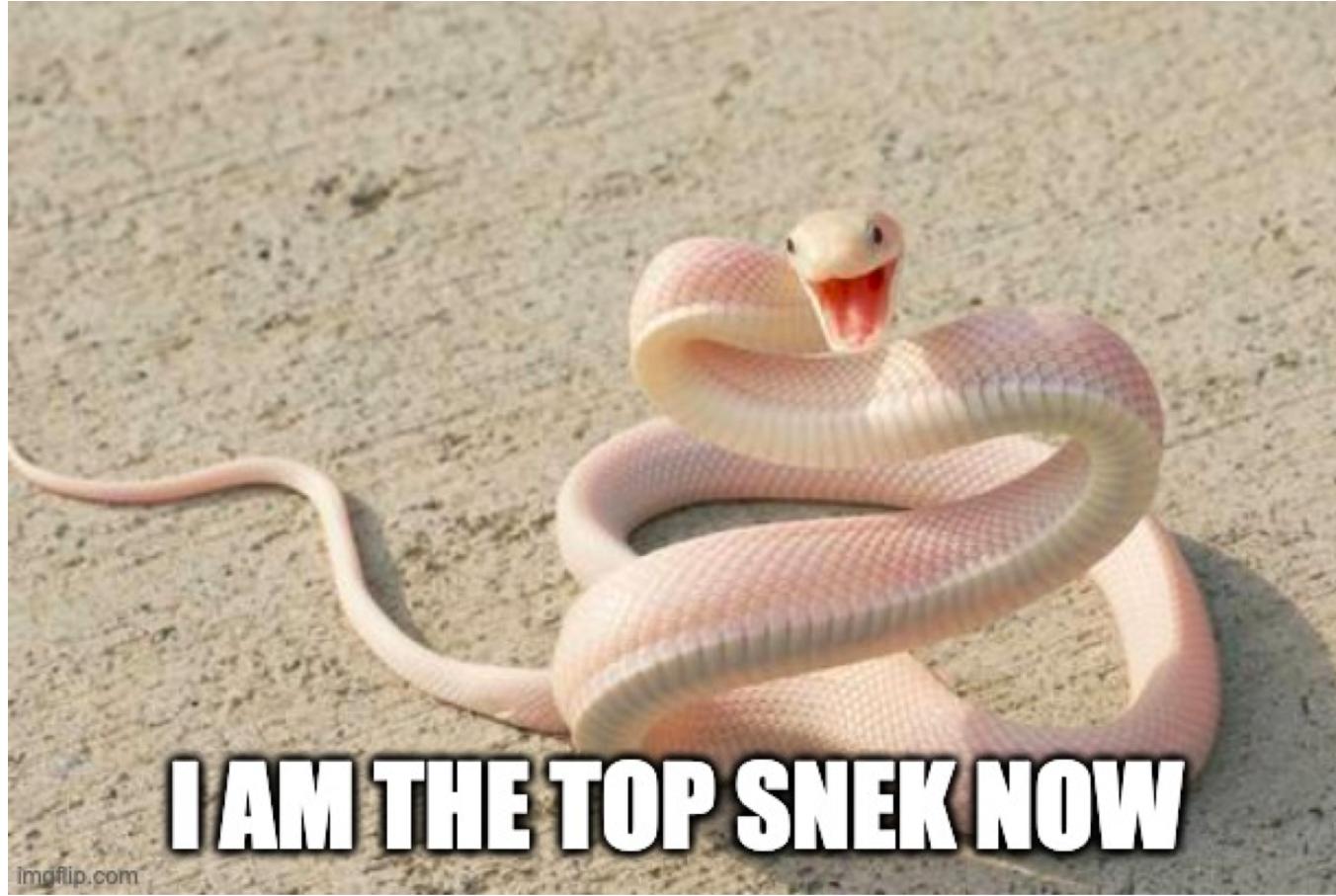
- ➡ The Python Standard Library and its "batteries included" philosophy
- ➡ Don't reinvent the wheel!





Q&A

Workshop





**Thank you for
your attention!**