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PRACTISE SESSION 3 SOLUTIONS

Define a function, `shut_down()`, that takes string 's' as an argument. If the `shut_down()` function receives the string "yes", then it should return "Shutting down". If the string 's' is equal to "no", then the function should return "Shutdown aborted". Finally, if `shut_down()` gets anything other than yes/no, the function should return "Unknown parameter".



```
def shut_down(s):  
    if s == 'yes':  
        return 'Shutting down'  
    elif s == 'no':  
        return 'Shutdown aborted'  
    else:  
        return 'Sorry'  
  
answer = input('Shut down the system? ')  
msg = shut_down(answer)  
print(msg)
```

Define a function called `distance_from_zero()`, with one argument. If the type of the argument is either `int` or `float`, the function should return the absolute value of the input variable. Otherwise, the function returns "Error". Call the function with -5, -5.6 and "-5.6".

- a) Write `distance_from_zero()` (use `if` and `return` statements).
- b) Use the `input()` function.
- c) Call the function `distance_from_zero()`
- d) Display the result.

How can you check if an input is a number or a string? Google it.

Step 1

```
def distance_from_zero(num):  
    # Pythonic way, we use this  
    return abs(num)  
  
def distance_from_zero_2(num):  
    # Other way  
    if num >= 0:  
        return num  
    elif num < 0:  
        return -1 * num  
  
# Test number: -4.3  
res = distance_from_zero(-4.3)  
print(res)
```



Step II

```
def is_number(s):  
    try:  
        float(s)  
        return True  
    except ValueError:  
        return False  
  
def distance_from_zero(num):  
    if is_number(num) == True:  
        return abs(float(num))  
    else:  
        return 'Nope'  
  
number = input('Number? ')  
res = distance_from_zero(number)  
print(res)
```



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PRACTISE SESSION 4 SOLUTIONS

1) Generate a random number between 1 and 9. Ask the user to guess the number, then tell them whether they guessed too low, too high, or exactly right. The user has only 3 attempts. For this task use a for loop, loop breaking, input, if condition, random module and function. This is a complex task, design your code before you start to write it.


```
import random

def guess_game(guess, rnd):
    if guess == rnd:
        return True
    else:
        return False

a = random.randint(1, 9)

for i in range(3):
    guess = input('? ')
    if guess_game(int(guess), a) == True:
        print('You win!')
        break

if i == 2:
    print('You lost!')
```



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MODULES

- A module allows you to logically organise your Python code.
- Grouping related code into a module makes the code easier to understand and use.
- Simply, a module is a file consisting of Python code.

Step 1 - write your function(s)

```
def area(r):  
    return 3.14 * (r ** 2)  
  
def circumference(r):  
    return 2 * 3.14 * r
```

Save your code (circle.py) and start a new session.

Step 1 - import your custom functions.

```
# Now you can use the functions from circle.py
import circle

r=5

print(circle.area(r))
print(circle.circumference(r))
```

Important! This file and circle.py have to be in the same folder.

Tip 1 - Make your code simpler

```
# Now you can use the functions from circle.py
import circle as c

r=5

print(c.area(r))
print(c.circumference(r))
```

Important! This file and circle.py have to be in the same folder.

Tip II - Import only one function

```
# Now you can use the functions from circle.py
from circle import area

r=5

print(area(r))
```

Important! This file and circle.py have to be in the same folder.

Write a Quadratic Equation Solver module.

Input: $a = 1$, $b = 9$, $c = 6$

Solution: -8.27 and -0.72

For more information visit:

<https://www.mathsisfun.com/quadratic-equation-solver.html>

Module file: quadratic.py

```
def solver(a,b,c):  
    sol1 = ((-1*b) - (b**2 - 4*a*c)**(1/2)) / (2*a)  
    sol2 = ((-1*b) + (b**2 - 4*a*c)**(1/2)) / (2*a)  
    return sol1, sol2
```

Main file.

```
import quadratic  
  
print(quadratic.solver(1, 9, 6))
```



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THIRD PARTY MODULES

You have learned how to write a new module. However, you should always check the existing third party modules. Your task may be already implemented in someone else's module.

Anaconda Python contains numerous third-party modules. See the complete list here:

<https://docs.continuum.io/anaconda/pkg-docs>

A short list of popular packages:

- Pandas: easy-to-use data structures and data analysis tools
- NumPy: fundamental package for scientific computing
- SciPy: scientific computing tools
- math (inbuilt) : basic math library

Solve the quadratic equation again.

Step 1: Understand the problem.

Step 2: Check existing modules.

Type into Google: python quadratic solver

Did you find anything?

[https://docs.scipy.org/doc/numpy-1.10.0/reference/
generated/numpy.roots.html](https://docs.scipy.org/doc/numpy-1.10.0/reference/generated/numpy.roots.html)

Solve the quadratic equation again.

Step 3: Check the documentation

```
import numpy as np  
print(np.roots([1, 9, 6]))
```

Numpy is able to solve your problem in two lines.

```
import numpy # Existing library
import quadratic # your solution

print(quadratic.solver(1, 9, 6))
print(numpy.roots([1, 9, 6]))
```

You had to write your custom model before.
Remember?

```
def solver(a,b,c):  
    sol1 = ((-1*b) - (b**2 - 4*a*c)**(1/2)) / (2*a)  
    sol2 = ((-1*b) + (b**2 - 4*a*c)**(1/2)) / (2*a)  
    return sol1, sol2
```

Numpy provides a 2 lines solution vs your solution which takes 6 lines. You wasted 4 lines.

Do not reinvent the wheel !



Your input is:

[4,6,2,3,4,6,8,9,3,4,5,6,7]

Calculate the average, variance and standard deviation. Use Numpy.



```
import numpy as np

a = [4,6,2,3,4,6,8,9,3,4,5,6,7]

print(np.mean(a))
print(np.var(a))
print(np.std(a))
```

How many lines did you save here?



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PRACTICE SESSION 5



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FILES

READING A FILE LINE BY LINE

Step 1 - open the file

```
file = open("test.txt", "r")
```

“r” means you cannot write / overwrite the file.

READING A FILE LINE BY LINE

Step 2 - iterate over the file

```
# Create an empty list for the content
file_list = []

# Read line by line.
for line in file:
    file_list.append(line)
```

Create a new list item by item according to the file.

READING A FILE LINE BY LINE

Step 3 - close the file

```
# close the file after reading the lines.  
file.close()
```

```
# Print the list.  
print(file_list)
```

READING A FILE LINE BY LINE

Tip 1: Remove new line

```
string = '1\n'  
line = line.rstrip("\n")  
print(line)
```


READING A FILE LINE BY LINE

Tip 2: Multiple columns or reading a table

```
string = '1 3'  
print(string)  
  
splinted_string = string.split(' ')  
print(splinted_string[0])  
print(splinted_string[1])
```

READING A FILE LINE BY LINE

```
file = open("test2.txt", "r")

result1=[]
result2=[]
for line in file:
    line = line.rstrip('\n')
    line = line.split(' ')
    result1.append(line[0])
    result2.append(line[1])
file.close()

print(result1)
print(result2)
```

1 53453

2 43554

3 4321

4 43r5

5 4354

6 56

7 45q32

8 4536

9

x 54365

Read the following file: wrong.txt

The file contains several rows and two columns of numbers. For some reason, the format is damaged: missing numbers and random non-numeric characters. Write a code which is able to read the data without the corrupted lines.

Hint: use `isnumeric()`, `len()`



```
file = open("wrong.txt", "r")

result1=[]
result2=[]
for line in file:
    line = line.rstrip('\n')
    line = line.split(' ')
    if len(line) == 2:
        if line[0].isnumeric() is True:
            if line[1].isnumeric():
                result1.append(line[0])
                result2.append(line[1])
file.close()

print(result1)
print(result2)
```



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