

John Romero Programming Proverbs

- 2. “It’s incredibly important that your game can always be run by your team. Bulletproof your engine by providing defaults (for input data) upon load failure.”
- John Romero, “The Early Days of Id Software - John Romero @ WeAreDevelopers Conference 2017”

Python While Loop



```
#!/usr/bin/python3

n = 12
i = 1
while i<=12:
    print(i,"x 8 =", i*8)
    i=i+1
print("hello world")
```

Python Functions



```
#!/usr/bin/python3

def mult8(i):
    return i*8

for i in range(1,13):
    print(i,"x 8 =", mult8(i))
```

if statement and functions



```
#!/usr/bin/python3

def mult8(i):
    print(i, "x 8 =", i*8)
    if i<12:
        mult8(i+1)

mult8(1)
```

Python Modules

- there are many Python modules available
- which cover many topics
 - networking modules
 - graphic modules, OpenGL, GUI, graphing
 - mail, http, telnet, pop3, imap modules
 - operating system modules
- html parsing modules
- examine the Python modules [python online docs](http://floppsie.comp.glam.ac.uk/python/html/index.html) `<http://floppsie.comp.glam.ac.uk/python/html/index.html>`



- used to download files from servers using
 - ftp, http and local file access

urllib example



```
#!/usr/bin/python3

from urllib.request import urlretrieve

urlretrieve("http://floppsie.comp.glam.ac.uk/index.html",
            "temp.html")
```

urllib example



```
#!/usr/bin/python3

import os
import urllib.request, urllib.parse, urllib.error
Version = "3.7.4"
filename = "Python-%s.tgz" % Version
remoteaddr = "https://www.python.org/ftp/python/%s/" % Version

urllib.request.urlretrieve(remoteaddr + filename,
                           filename)
```


smtp module

- Simple Mail Transport Protocol is the most common protocol whereby email is transmitted across the Internet



```
#!/usr/bin/python3

import smtplib, string, sys, time

mailserver = "localhost"

From = input("From: ").strip ()
To = input("To: ").strip ()
Subject = input("Subject: "). strip ()

Date = time.ctime(time.time())
Header = ("From: %s\nTo: %s\nDate: %s\nSubject: %s\n\n"
          % (From, To, Date, Subject))

Text = "my message"
server = smtplib.SMTP(mailserver)
failed = server.sendmail(From, To, Header + Text)
server.quit()
if failed:
    print("failed to send mail")
else:
    print("all done..")
```

Python Gotya's

- be careful to ensure that your code is indented correctly
- be very careful not to name your file to a name used by a library you are importing

Python Gotya's

- for example do **not** call this file `string.py`

- ```
#!/usr/bin/python3

import string

words=string.split("hello world again")
print words
```

## Python Gotya's

- the python interpreter will read your file twice
  - one when you run the file
  - and again when it comes across the `import string` !
  
- name the file `teststring` and it will work fine
  - if you did call it `string.py` and run then you will need to remove `string.py` and also `string.pyc`

# Python and file handling

- file manipulation primitives are by default available
  - no need to import library to, read, write files

# Python and file handling

- creating a simple text file

- ```
#!/usr/bin/python3

file = open("newfile.txt", "w")
file.write("hello world in the new file\n")
file.write("and another line\n")
file.close()
```

Python and file handling



```
#!/usr/bin/python3
```

```
file = open("newfile.txt", "w")  
file.writelines(["hello world in the new file\n",  
                 "and another line\n"])  
file.close()
```


Python and file handling

```
#!/usr/bin/python3

file = open("newfile.txt", "r")
for line in file.readlines():
    print(line)
```

■ many ways to read a file

- `file.read()` returns a string containing all characters in the file
- `file.read(N)` returns a string containing next N characters
- `file.readline()` returns a string containing characters up to `\n`
- `file.readlines()` returns the complete file as a list of strings each separated by `\n`

Further Python Networking

- many python modules which give access to application layer networking services
 - ftp, http, telnet, etc

Further Python Networking

- sometimes you may have to implement your own application layer protocol
- in which case you use `sockets` (a transport layer service)

server.py

```
#!/usr/bin/python3

from socket import *
myHost = ""
myPort = 2000

# create a TCP socket
s = socket(AF_INET, SOCK_STREAM)
# bind it to the server port number
s.bind((myHost, myPort))
# allow 5 pending connections
s.listen(5)

while True:
    # wait for next client to connect
    connection, address = s.accept()
    while True:
        data = connection.recv(1024)
        if data:
            connection.send("echo -> " + data)
        else:
            break
    connection.close()
```

client.py

```
#!/usr/bin/python3

import sys
from socket import *
# serverHost = "localhost"
serverHost = "localhost"
serverPort = 2000

# create a TCP socket
s = socket(AF_INET, SOCK_STREAM)

s.connect((serverHost, serverPort))
s.send("Hello world")
data = s.recv(1024)
print(data)
```

To run the server client example

- open up another terminal and type this at the command line

- ```
$ python3 server.py
```

- open up another terminal and type this:

- ```
$ python3 client.py
```

IMAP library

```
#!/usr/bin/python3

import getpass, imaplib, string

# m = imaplib.IMAP4_SSL("unimail.isd.glam.ac.uk")
m = imaplib.IMAP4_SSL("outlook.office365.com")
m.login(getpass.getuser(), getpass.getpass())
m.select ()
typ, data = m.search (None, "ALL")
for num in string.split (data[0]):
    typ, data = m.fetch (num, "(RFC822)")
    print("Message %s\n%s\n" % (num, data[0][1]))
m.logout()
```

Arguments in Python

- `getopts`, provides a useful method for handling arguments
 - in fact many languages have adopted `getopts`
 - C, C++, bash and python

Autoftp arguments in python

```
#!/usr/bin/python3

import sys, getopt

def Usage ():
    print("autoftp [-v] [-p] [-h]")
    sys.exit(0)

optlist, list = getopt.getopt(sys.argv[1:], ":vphf:")
print("optlist =", optlist)
print("list =", list)
for opt in optlist:
    print(opt)
    if opt[0] == "-h":
        Usage()
    if opt[0] == "-f":
        print("file found")
    if opt[0] == "-v":
        print("verbose found")
    if opt[0] == "-p":
        print("probeonly found")
```

Autoftp arguments in python

- notice that the script fails if an unsupported option is issued

- ```
./autoftp2.py -x
...
getopt.GetoptError: option -x not recognised
```

## Better argument handling

- so we need a way to trap these errors
  - python uses an exception handler for this



```
#!/usr/bin/python3

import sys, getopt

def Usage ():
 print("autoftp [-v] [-p] [-h]")
 sys.exit(0)

try:
 optlist, list = getopt.getopt(sys.argv[1:],
 ":vphf:")
except getopt.GetoptError:
 Usage()
 print("called exception")
 sys.exit(1)

for opt in optlist:
 print(opt)
 if opt[0] == "-h":
 Usage()
 if opt[0] == "-v":
 print("verbose found")
 if opt[0] == "-p":
 print("probeonly found")
 if opt[0] == "-f":
 print("file option found")
```

## Better argument handling

- when run it yields the following

- ```
./autoftp3.py -x  
autoftp [-v] [-p] [-h]
```

When is a module not a module?

- it is often useful to create a module
 - for yourself and others to use in the future
 - to subdivide the large problem set into a number of smaller modules

- sometimes a module might be able to operate as a stand alone program
 - consider autoftp could be organised as a module

When is a module not a module?

```
if __name__ == "__main__":  
    main()
```

■ which means run the function `main` if this module is explicitly invoked by the user

■ note that it is not run if this module was imported

Example times module



```
#!/usr/bin/python3

import sys

def multiplyby10(value):
    return value+"0"

if __name__ == "__main__":
    if len(sys.argv) == 2:
        print("testing the times module")
        print(multiplyby10(sys.argv[1]))
```


Example program



```
#!/usr/bin/python3

import times, sys

if len(sys.argv) == 2:
    print("importing the times module")
    print(times.multiplyby10(sys.argv[1]))
```

Example program

- note that the module times takes a string and adds a '0' to the left hand side
 - effectively multiply by 10
- note it also uses the `if __name__ ==` condition which only calls the multiply routine if this module was invoked as the main program by the user

Example program

- ```
./prog.py 12
importing the times module
120
```

- ```
./times.py 12
testing the times module
120
```

- exercise for the reader, add a function to perform divide and modulus of a numerical integer string

printf

- if any C programmer laments the lack of a `printf` function, you can roll your own:

`mylibc.py`

```
#!/usr/bin/python3

#
# printf - keeps C programmers happy :-)
#

def printf (format, *args):
    sys.stdout.write (str (format) % args)
    sys.stdout.flush ()
```

- please create this file (module) as it will be very useful when you start the coursework

printf

mytest.py

```
#!/usr/bin/python3

from mylibc import printf

printf ("hello world\n")
printf ("an int: %d\n", 42)
printf ("a float: %f\n", 3.1415927)
```

■ why does the output for a float differ from the constant value?

printf



mytest2.py

```
#!/usr/bin/python3

from mylibc import printf

printf ("hello world\n")
printf ("an int: %d\n", 42)
printf ("a float: %f\n", 3.1415927)

printf ("a float: %19.19f\n", 3.1415927)
```

Tutorial

- type in the printf example given during the lecture and check that it works
- create the file `mylibc.def` and also create the test programs
 - try running the test programs
 - you have created your first Python module `mylibc.def`
- try out any other examples from this weeks lecture notes