



Modules and Packages

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Python Overview

- Programs are composed of modules
- Modules contain statements
- Statements contain expressions
- Expressions create and process objects



What are Modules?

- Modules are files containing Python definitions and statements (ex. *name.py*)
- A module allows you to organize your python code by **grouping related code** which makes the code easier to understand and use.
- A module's definitions can be imported into other modules by using **"import *name*".**



More on Modules

- You can use any Python source file as a module by executing an import statement.

```
import module1[, module2[,... moduleN]
```

- Set the search path of the module(**sys.path**).
- **For example**, to import the module CSE.py, you need to put the following command at the top of the script –

```
#!/usr/bin/python
```

```
import CSE
```



More on Modules



- Python's **from** statement is used to import specific attributes from a module.

from modname import name1[, name2[, ... nameN]]

- **For example**, to import the function addition from the module calculator, use the following statement

from calculator import addition

from calculator import * (import whole module)

- Local and global namespace



Packages

- A Package is simply a collection of similar modules, sub-packages etc.
- Python has packages for directories and modules for files.
- A directory must contain a file named **`__init__.py`** in order for Python to consider it as a package.

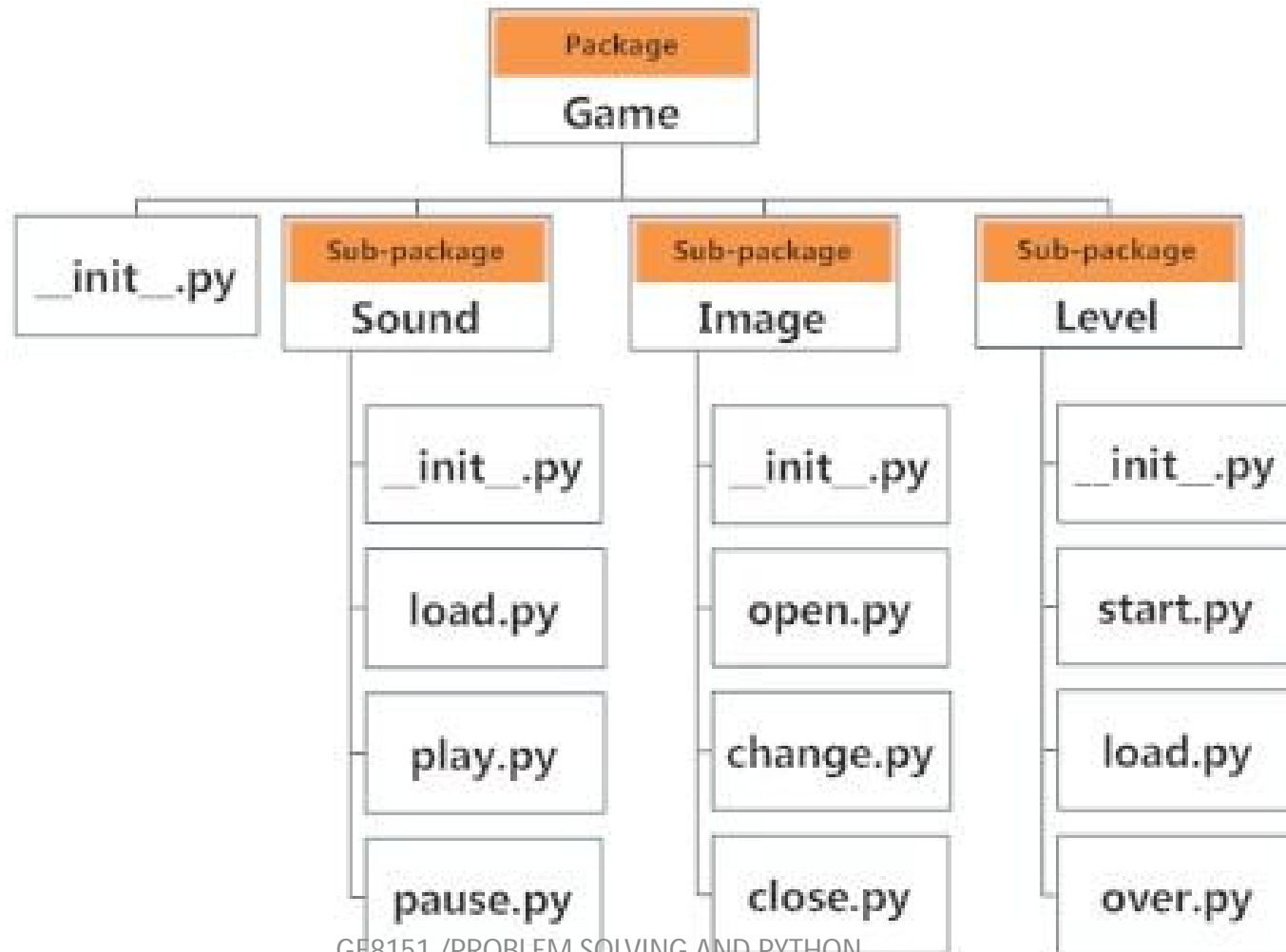


Steps to create and import Package:

- Create a directory
- Place different modules inside the directory
- Create a `__init__.py` file.
- Import the package and use the attributes



Example: Developing a game





Importing module from a package

- We can import modules from packages using the dot (.) operator.
- **For example**, if want to import the **start** module in the above example, it is done as follows.

import Game.Level.start

- Now if this module contains a function named **select_difficulty()**, we must use the full name to reference it.

Game.Level.start.select_difficulty(2)



Thank You