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U5MV460AG : In the same line?
U42LCHFD2 : I usually separate them
U42LCHFD2 : ```title = pagehtml.xpath('//*[@@class='nuEeue hzdq5d ME7ew']/text())website =
pagehtml.xpath('//*[@@class='nuEeue hzdq5d ME7ew']/@href')
return (title,website)
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or you can do a list or whatever you want - if your writing it to csv then out put it to a list as a row

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U5MV460AG : BTW, the code that worked was `//c-wiz/div/div/c-wiz/a/text()` :slightly_smiling_face:
U42LCHFD2 : if you change the last part to `/@href` that will give you the url
U42LCHFD2 : `text()` gives you linked text , in this case the title
U42LCHFD2 : if you wanted the class name you would to `/@class` at the end - ( just to give you an idea how its
grabbing pieces of data when you look at the raw html)
U5MV460AG : This is awesome, thanks again! Returned two lists, ready to work with them... THANKS!
U5MV460AG : :taco: <@U42LCHFD2>
U42LCHFD2 : thanks :slightly_smiling_face:
U663SK5K2 : ```nums = [1,2,3,4,5,6,7,8,9,10]
# Using map + lambda
my_list3 = map(lambda n: n*n,nums)
print(my_list3)

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Output ---&gt; &lt;map object at 0x000000E8107DF0B8&gt;
instead of
[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
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U663SK5K2 : why ?
U5NMSURAQ : `map` returns an iterator (lazily)
U5NMSURAQ : i.e. if you have a million objects and apply a function with `map`, the `map object` will be returned right
away and the actual result of a function will be applied when you iterate over the values
U5NMSURAQ : `my_list3 = list(map(lambda n: n*n, nums))` is one way to "fix" this
U663SK5K2 : ok got it
U5CGPBF0U : I'm trying to wrap my head around GeoAlchemy but I'm having a really hard time. I have a lat and lon
column in my table...should I be using a geometry column instead?
U5LNQHN3 : yes
U5CGPBF0U : Ok...but I'm not sure if I should be using geography or geometry...If I wanted to show points over the
size of, say, the continental US, would that be a problem with geometry?
U5LNQHN3 : Are you showing points over that sort of area within a single query? And what are your accuracy
requirements?
U5LNQHN3 : PostGIS is definitely awkward to work with, I'll give you that. And understanding the geom/geog stuff,
and converting between them, is fiddly. But stick at it.
U5LNQHN3 : I have a geography column in my DB (specifically, `geography(Point,4326) NOT NULL`), and it works
for me. I only need to find places near other places, and each place is represented with a point, so I don't have rigorous
requirements on accuracy, or the need for it to be correct over long distances
U5LNQHN3 : So I could probably have been okay with a geometry object
U5CGPBF0U : The accuracy doesn't have to be particularly high at that distance, just good enough that if the user
zooms in on that point on the map it doesn't drift so much that it appears to be flying across the map. HahaThank you
for your encouragement! I am determined to figure it out. :slightly_smiling_face:
I suppose that the important part is showing points within a much smaller scale (say a few city blocks in each direction)
within about 5 meters of accuracy. I'm just thinking though that even if the large scale stuff isn't important, why not use
geography anyway?

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U5LNQHN3 : Geography has fewer functions available on it, so you need to convert to geometry to perform various
tasks

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U5LNQHN3 : I mostly just compare distances, so geography is fine. The geography type basically exists to allow for
accurate distance comparisons

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U5LNQHN3 : But trying to perform complex perimeter or area calculations on the surface of a not-quite-sphere is
complex, so for that sort of thing, I think that is where they require you to project to geometry and suck up some error

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U5CGPBF0U : Ah I see. Makes sense. The only thing that's important is that I'm able to get everything within a box

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(which will be the area the user is viewing in the app). Distance between points, perimeters, and areas, aren't important  
U5LNXQHN3 : Sounds like you want the ST\_Contains test. It operates on geometry. Make a polygon of your box, test it against the points.

U5LNXQHN3 : There's also ST\_Covers for geography, but it appears less used.

U0LSCQQNR :

<[https://www.amazon.com/PostGIS-Action-2nd-Regina-Obe/dp/1617291390/ref=sr\\_1\\_1?ie=UTF8&qid=1500718692&](https://www.amazon.com/PostGIS-Action-2nd-Regina-Obe/dp/1617291390/ref=sr_1_1?ie=UTF8&qid=1500718692&)>

U0LSCQQNR : <@U5CGPBF0U> if you're going to do more work in this regard, I would suggest you buy that book and review it carefully.

U5CGPBF0U : <@U0LSCQQNR> Thanks! This looks like it would be very helpful for me. If I need to do much more PostGIS stuff after this I think I should strongly consider buying it

U5CGPBF0U : <@U5LNXQHN3> Oh ok, I'll take a look at ST\_Contains

U0LSCQQNR : well, considering your project is very reliant on GIS, I would get it regardless

U5CGPBF0U : Well, I would but I'm super duper tight on money at the moment so unfortunately I need to try to hold off for the time being. I'll definitely take a look when I have a bit more money to spend though :slightly\_smiling\_face:

U0LSCQQNR : :thumbsup:

U5CGPBF0U : My Alembic or more specifically SQLAlchemy-Migrate keeps trying to drop the spatial\_ref\_sys table required by PostGIS. Is there a way to make it ignore it?

U5NMSURQA : <@U5CGPBF0U> <<http://dev.utek.pl/2013/ignoring-tables-in-alembic/>>

U5NMSURQA : &gt; While working on spatial enabled application I came up to a problem with spatial table in my postgres database (spatial\_ref\_sys). Alembic insisted on deleting this table as it wasn't declared in my models.py.

U5NMSURQA : I think it's your situation described

U5CGPBF0U : <@U5NMSURQA> Yep, exactly. :smile: Thanks!

U5NMSURQA : :slightly\_smiling\_face:

U5CGPBF0U : One thing that confuses me a bit is that his `run\_migrations\_online` function is `\_completely\_` different from mine. :thinking\_face:

U5CGPBF0U : It makes me wonder if this is built on an older version of the function and if replacing mine with this could lead to problems

U5NMSURQA : You can probably adapt it somehow

U5NMSURQA : BTW, Alembic docs states that migrations should not be committed without human inspection first, so a really simple solution is to manually remove the "drop table" bits

U5NMSURQA : Not really a beautiful solution, but still

U5CGPBF0U : <@U5NMSURQA> Oddly removing the `drop`'s manually fixes the error \_but\_ none of the model tables were created in the database... :facepalm:

U5NMSURQA : :open\_mouth:

U5CGPBF0U : So just dropped the alembic table, deleted the migrations folder and did the whole process over but still no tables? Not sure what I'm doing wrong.

U5CGPBF0U : Then again the migration script has nothing in it for creating the relevant tables. :thinking\_face:

U5CGPBF0U : Only code for dropping the PostGIS table which I removed

U5NMSURQA : it means that it can't detect your models for whatever reason :confused:

U5CGPBF0U : Oh! Yes, I just changed my models from subclassing `Model` to subclassing `Base` from `declarative\_base`. Guess that's why.

U5CGPBF0U : I'm not sure if that was a good idea but I couldn't help but notice that subclassing `Model` wasn't something done much outside of tutorials.

U5NMSURQA : :cry:

U5CGPBF0U : :upside\_down\_face: :question:

U5NMSURQA : This is from a real-life product

U5LNXQHN3 : Isn't it necessary to derive from Model if you use flask-sqlalchemy, and Base if you just use bare sqlalchemy? There is a difference, as I found out

U5CGPBF0U : Why with most SQLAlchemy extensions do they show a couple examples - usually ORM and core - and neither one of them look like this?

U5CGPBF0U : <@U5LNXQHN3> Good to know. :sweat\_smile:

U5CGPBF0U : I may be but a novice Python dev, but someday I aspire to be a mediocre intermediate dev!

U5NMSURQA : You most definitely will be

U5NMSURQA : &gt; and neither one of them look like this? Eh, I asked myself the same question. Turns out, writing a tutorial based on real-world applications isn't fun for anyone

U5NMSURQA : Novices will 100% be confused

U5NMSURQA : it's way easier to show the first 2-3 steps with Core or ORM, and move on to the first steps in anything else :slightly\_smiling\_face:

U5CGPBF0U : To be completely honest I found machine-learning less confusing :smile:

U5CGPBF0U : I have a sort of love-hate relationship with it  
U5NMSURAQ : you must be good with maths  
U5CGPBF0U : Not that great, but I do enjoy learning math. Honestly read about calculus and all sorts of things for fun. I wasn't really crazy about math as a kid so I'm not sure why that changed.  
U5CGPBF0U : I was doing the Stanford ML course from Coursera but had to stop at one point once things became a bit too complex. I still intend to go back to it after studying more though.  
U63VCB8AH : What is an pythonic way to specify class dependencies?  
U13L8J76J : ```class Foo:  
 def \_\_init\_\_(self, dependency\_a, dependency\_b):  
... ...

U63VCB8AH : How would I inject those dependencies? Are there any good DI package?

U63VCB8AH : <@U13L8J76J>

U13L8J76J : <@U63VCB8AH> `foo = Foo(dependency\_a, dependency\_b)`

U13L8J76J : You don't need DI framework in python, really

U63VCB8AH : I'm used to strictly typed languages

U63VCB8AH : haha

U63VCB8AH : So I just need to rely on duck typing?

U13L8J76J : Yep, just pass arguments around

U63VCB8AH : ```class User():

name = "

email = "

def \_\_init\_\_(self, name, email, json):

self.name = name

self.email = email

self.json = json

def toJson(self):

return self.json.dumps({

'name': self.name,

'email': self.email,

})

... ...