

Python Supplement

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1. Core

<code>help()</code>	Help about a module or function. Eg: <code>import numpy as np</code> Eg: <code>help(np)</code> Eg: <code>help(np.sort)</code>
<code>__name__</code>	Name of an object, function, module, etc. Eg: <code>foo.__name__</code> # Returns 'foo'. Eg: <code>f = foo</code> Eg: <code>f.__name__</code> # Returns 'foo'.
<code>id(x)</code>	Gives the address of the variable x. Can be used to check if two variables point to the same object. The address cannot be dereferenced like a C pointer.
<code>isinstance()</code>	Eg: <code>isinstance(x, str)</code> , returns true if x is a string. <code>isinstance(x, (str, int))</code> , returns true if x is either a string or an integer.
<code>del()</code>	Delete objects.
<code>globals()</code>	Gives dictionary representing the global symbol table.
<code>.get()</code>	Get object by name. Eg: <code>bar = globals.get('foo')</code> .
<code>global</code>	Declares and object as a global variable. Eg: <code>global foo</code> . But, <code>global foo = 2</code> , does not work. Assignment during global declaration does not work. Also see list comprehension.
<code>*</code>	Unpacks a sequence like a list or tuple to function arguments. Eg: <code>l = [1, 2, 3]</code> Eg: <code>foo(*l)</code> Eg: <code>a, *b, c = [1, 2, 3, 4, 5]</code> # <code>b = [2, 3, 4]</code>
<code>**</code>	Unpacks a dictionary into keyword arguments. Eg: <code>kwargs = 'a': 1, 'b': 2</code> . Eg: <code>foo(**kwargs)</code> Inside function <code>foo</code> <code>a</code> and <code>b</code> becomes variables with values 1 and 2 respectively.
<code>zip</code>	Zip two iterables. Eg: <code>x = [1, 2]</code> . Eg: <code>y = [3, 4]</code> . Eg: <code>w = list(zip(x, y))</code> . Eg: <code>w = [(1, 3), (2, 4)]</code> .
<code>enumerate</code>	Enumerate iterables. Eg: <code>for id, x in enumerate(l):</code> . Eg: <code>for id, (x, y) in enumerate(zip(l1, l2)):</code> .
<code>eval</code>	Evaluate a string expressions. Eg: <code>eval('1 + 2')</code> . Returns 3.

Caution: A note on circular imports.

When two modules import from each other it causes unexpected behaviour. Strategies to avoid circular imports:

1. Refactor shared functionalities to a distinct module.
2. Use local imports.
3. Use lazy imports: `importlib.import_module()`.

List comprehensions

- **Basic Syntax.**
[f(x) for x in iterable]. Eg: `[x ** 2 for x in range(4)]`
[0, 1, 4, 9]
- **With conditions.**
[x ** 2 if x%2==0 else 2 * x for x in range(10)]
[0, 2, 4, 6]
- **Filtering items by condition.**
[x ** 2 for x in range(10) if x%2==0]
[0, 4]
- **Nested list.**
[(x, y) for x in [1, 2] for y in [3, 4]]
[(1, 3), (1, 4), (2, 3), (2, 4)]
- **Flattening a list.**
`m = [[1, 2], [3, 4]]`
[x for v in m for x in v]
[1, 2, 3, 4]

Special Variables and Naming Conventions

<code>_foo</code>	Internal use. Not for public access.
<code>__foo</code>	Name mangling to prevent accidental overrides. Interpreter changes the name to prevent override in child class.
<code>__foo__</code>	Special variables that are part of python, don't create your own.
<code>foo_</code>	To avoid conflict with keywords.
<code>__file__</code>	Path to current script of file.
<code>__name__</code>	Name of the module or " <code>__main__</code> " if run directly. Eg: If the script is <code>foo.py</code> Then <code>__name__ == "foo"</code> .
<code>__version__</code>	Version of the module. Does not work for all (eg: os). Eg: <code>np.__version__</code> . Eg: <code>os.__version__</code> . This does not work.

TODO: Generators,

2. OS, Shutil, Sys, Etc.

OS

<code>chdir()</code>	
<code>getcwd()</code>	
<code>listdir()</code>	
<code>makedirs()</code>	Create a directory at the path.
<code>mkdir()</code>	Recursively creates the directories. Like <code>mkdir -p</code> in bash.
<code>rmdir()</code>	To delete empty directories.
<code>rename()</code>	<code>os.rename(src, dst)</code> . Rename for files and directories.
<code>system()</code>	Execute system commands. Return the exit status. Eg: <code>exit_status = os.system('ls')</code> .

shutil

<code>rmtree()</code>	<code>shutil.rmtree('mydir')</code> .
<code>move()</code>	<code>shutil.move(src, des)</code> .
<code>copy()</code>	<code>shutil.copy(src, des)</code> . Copy single file without preserving meta data.
<code>copy2()</code>	Copy single file with preserving meta data.
<code>copytree()</code>	Copy entire directory and it's contents.

os.path

<code>isdir()</code>	
<code>isfile()</code>	
<code>exists()</code>	
<code>join()</code>	
<code>dirname()</code>	
<code>basename()</code>	
<code>abspath()</code>	Return the absolute path to a file. Eg: <code>os.path.abspath('foo')</code> .
<code>realpath()</code>	Real path Resolves any symlinks along the way.

sys

<code>argv</code>	Command line arguments as a list of strings.
<code>exit()</code>	Exit and return an exit status to the calling process.
<code>version</code>	Get python version.
<code>path</code>	Manage list of search paths for modules. <code>sys.path.append('foo')</code> . Add the directory <code>foo</code> to the path.

CAUTION!!

In `sys.path.append()`, relative path is acceptable, but it is relative to the directory from where the script is being executed, not relative to where the script file is located.

Best practice:

```
script_dir = os.path.dirname(os.path.abspath(__file__))
sys.path.append(os.path.join(script_dir, \
relative/path/to/directory'))
```