

1. How to create modules in Python

Hello, in this lesson we will learn how to use markdown to create an engaging readme document for our project

2. What you will learn

- How to create markdown headers
- how to write the body of the document
- how to format code
- How to embed images in your document

3. Extensions you will need

1. **github** markdown preview by Matt Briener
2. docs-images by **Microsoft**
3. Markdown Emoji by Matt Bierner

4. Emoji link

You can find nice snippets on how to use emoji's and their shortcuts *here*

<https://www.webfx.com/tools/emoji-cheat-sheet/>

5. Markdown Editors

Mac: **MacDown**

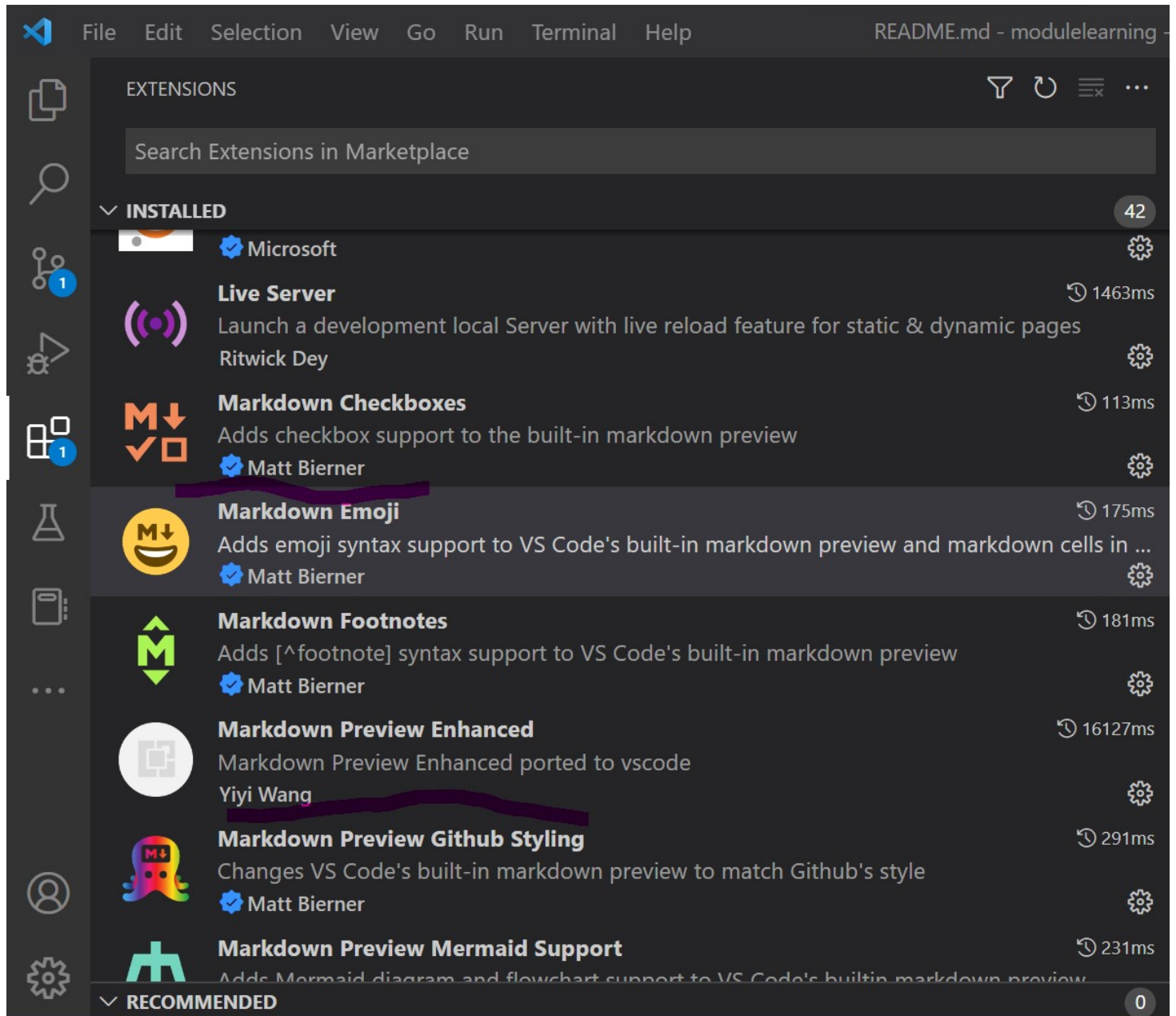
Windows: **ghostWriter** or **MarkdownEditor**

6. Let's Begin

Let's start by loading an Image

To load an image use the ! exclamation symbol followed by square brackets [] you can pass an alternate text in the square bracket. e.g ![Cat Image]

1. let's download the extensions we need, check the image below for reference:



picture 1: common markdown extensions

2. Next create a folder anywhere and add two python files named **main.py** and **file2.py**. i named mine **main.py** and **book**
3. Write the Code. here is the code i wrote for the **book.py**

```

class Book():
    """This Class is an example on Python Modules"""
    def __init__(self, book_name, author, sales):
        self.book_name = book_name
        self.author = author
        self.sales = sales

    def __str__(self):
        print('Book Summary')
        return (f'Book Author: {self.author}, Book Name: {self.book_name}, Sales: {self.sales}')

    def AboutBook(self):
        print('An enchanting story about a young kid called Alex')

```

4. Next Here is the code i wrote for the [main.py](#) file

```

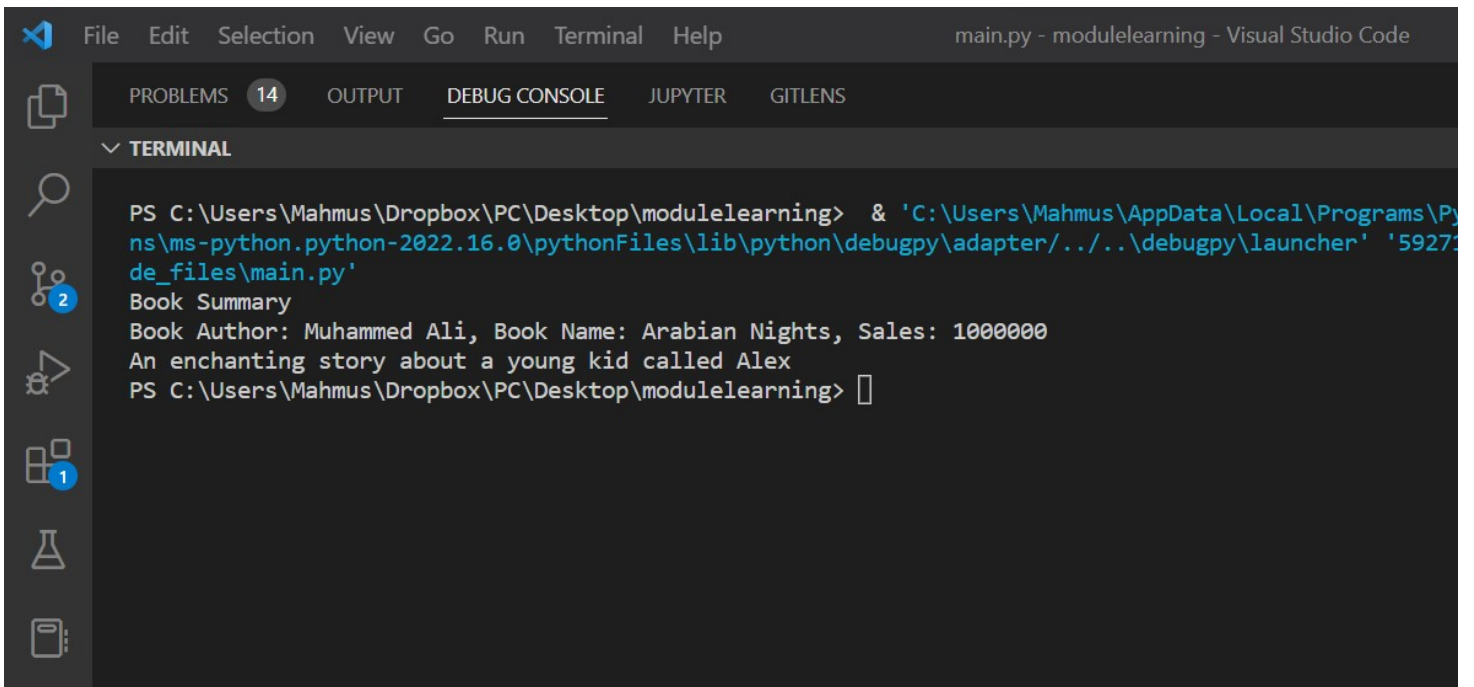
# importing the book module
#import pygame
import book

pygame.init()
# creating instances of the book
ebook1 = book.Book('Arabian Nights', 'Muhammed Ali', 1000000)
print(ebook1)

# accessing the methods of the class
ebook1.AboutBook()

```

Running the program we get the following output shown in the image below



The image shows a screenshot of the Visual Studio Code interface. The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, and Help. The title bar indicates the file is 'main.py - modulelearning - Visual Studio Code'. The left sidebar contains icons for Explorer, Search, Run and Debug, Extensions, and Testing. The main area shows the 'TERMINAL' tab with the following output:

```
PS C:\Users\Mahmus\Dropbox\PC\Desktop\modulelearning> & 'C:\Users\Mahmus\AppData\Local\Programs\Python\Python310\python.exe' -u -i 'C:\Users\Mahmus\AppData\Local\Programs\Python\Python310\pythonFiles\lib\python\debugpy\adapter\..\..\debugpy\launcher' '5927' 'C:\Users\Mahmus\Dropbox\PC\Desktop\modulelearning\de_files\main.py'
Book Summary
Book Author: Muhammed Ali, Book Name: Arabian Nights, Sales: 1000000
An enchanting story about a young kid called Alex
PS C:\Users\Mahmus\Dropbox\PC\Desktop\modulelearning> 
```

Image 2: results of running the main program