# Laboratory VI

COMSC-122 Fall 2017

#### Example of How to Find Largest # in file

```
# Program 6-32 largest.py
# This program displays the largest Integer saved in a file.
def main():
    filename = input('Please Enter the Filename desired: ')
    infile = open(filename, 'r')
    largest = float(infile.readline())
                                         # Start by assuming the first number is largest
    for line in infile:
         amount = float(line)
         if amount > largest:
                                         # If subsequent # is larger, make that the largest
              largest = amount
    infile.close()
    print('The largest number in ', filename, ' is ', format(largest, ',.2f'))
    exit=input(")
main()
```

#### Program 6-29 (sales\_report3.py)

```
# This program displays the total of the
    # amounts in the sales data.txt file.
    def main():
        # Initialize an accumulator.
        total = 0.0
 8
        try:
             # Open the sales data.txt file.
 9
             infile = open('sales_data.txt', 'r')
10
11
             # Read the values from the file and
12
13
             # accumulate them.
             for line in infile:
14
15
                 amount = float(line)
16
                 total += amount
17
             # Close the file.
18
19
             infile.close()
20
             # Print the total.
21
             print(format(total, ',.2f'))
22
23
        except Exception as err:
24
             print(err)
25
26
    # Call the main function.
27
    main()
```

Program 6-29

Printing all the applicable Default error messages which might have caused the error to be thrown, using the Exception clause.

### Laboratory VI-A Compute Statistics of a File of Integers

- You are asked to write a program that will generate the following statistics from a file of integers that you have been given called numbers.txt
- Your program will generate:
  - The value of the smallest number in the file.
  - The count of all the numbers in the file.
  - The sum of all the numbers in a file.
- Call your program YourName-LabVI-A.py
- Have your instructor look at your work so that you can receive proper credit.

#### Laboratory VI-B

- Now add a try / except construct as shown in Program 6-29.
- Once you have that working try opening the following two files, and see what you get:
  - numbers1.txt
  - badfile.txt
- Call your improved program: *YourName*-LabVI-B.py
- Show the instructor how your program handles these two exceptions.

#### Generating Floating Point Random Numbers

- random function: returns a random float in the range of 0.0 and 1.0
  - Does not receive arguments
- <u>uniform function</u>: returns a random float but allows user to specify range
  - Here's the syntax of its use [note its similarity to the randint() function]
  - random.uniform(arg1, arg2)

## Laboratory VI-C

#### Generate Random Floating Point #s

- If time permits, now create a program, similar to the one you generated in last week's lab, but instead of generating a file of random integers, it generates a file of random floating point numbers called float\_numbers.txt.
- Like last week's file, the program should accept the three inputs:
  - The number of random numbers you want generated
  - The Maximum value of random number you want generated.
  - The minimum value of a random number you want generated.
- Call your program YourName-LabVI-C.py
- Run your program YourName-LabVI-B.py on this file of numbers and see what results you get.