Scripting Programming Languages and their Applications

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Introspection

- introspection (reflection) is super powerful
- let's check one useful trick
- used in modules testing

```
1    def main():
        '''just func def'''
3        pass
5    if __name__ == "__main__":
        main()
```

Importing modules

- import modulename
- from some.given.package import moduleattrib
 - then, in either case, use modulename.blah
 - some abbreviations (not necessarily recommended...):
 - alias module name with an 'as' clause:
 - import thisnameisfartoolong as z
 - then use z.blah
 - from thisnameisfartoolong import blah
 - from thisnameisfartoolong import * # not recommended



Import Example

```
import math
      print math.atan2(1, 3)
      # emits 0.321750554397
4
      print atan2(1, 3)
      from math import atan2
10
      from math import *
14
```



Coding Your Own Modules

- any Python source wot.py is a module
- just import wot
 - file must be in a directory (or zip file) listed in sys.path
 - also importable: the bytecode file (wot.pyc) which the Python compiler creates the first time you import the source
 - also importable: binary native-code extension files (wot.pyd) coded in C and using Python's C API (or other compiled-to-native-code languages and tools: pyrex, Cython, SWIG, ...)

Packages

- a package is a module containing other modules (and maybe sub-packages &c)
- lives in a directory containing a file named __init__.py
 - __init__.py is the "module body"
 - often empty (just "tagging" the directory as a package)
 - a package's module are the dir's .py files
 - subpackages are subdirs w/__init__.py
- the parent-directory must be on sys.path
- import foo.bar or from foo import bar



References

- Alex Martelli, Painless Python for Proficient Programmers
- Django documentation
- Adam Fast, intro to geodjango

