# Hands-on Lab: Creating a Python Package



### **Creating a Python Package**

Estimated time needed: 30 minutes

### **Objectives**

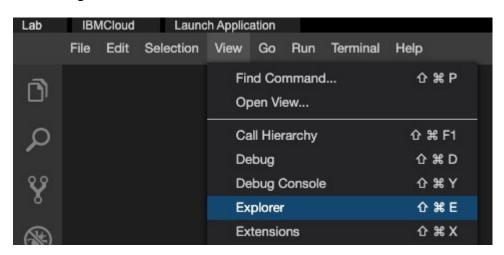
In this lab you will:

- Create a module named basic
- Add two functions to the module basic
- Create a module named stats
- Add two functions to the module stats
- Create a python package named mymath
- Verify that the package is working

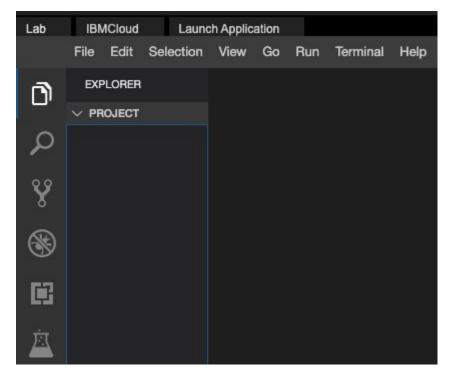
## Lab

### **Create Package**

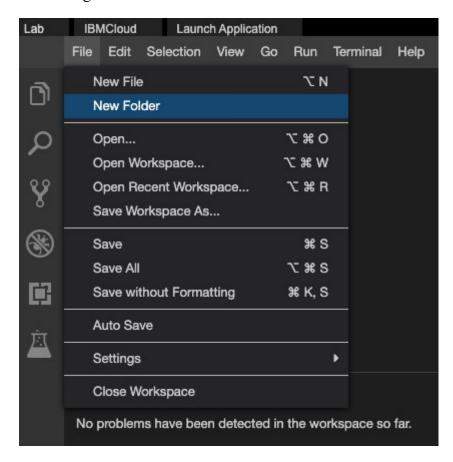
• On the window to the right, click on the **View** menu and select **Explorer** option, as shown in the image below.



• Your IDE now should look like the image below.



• On the window to the right, click on the **File** menu and select **New Folder** option, as shown in the image below.



• Enter **mymath** and click OK as shown in the image below.



## Create the first module

• Create a python module named basic

Create a file named basic.py.

Copy and paste the below code into basic.py

```
1. 1
 2. 2
 3.3
 4.4
 5.5
 6.6
 7. 7
 8.8
 9.9
10.10
11. 11
12. 12
13. 13
14. 14
15. 15
16. 16
17. 17
 1. def square(number):
2    """
 2.
         This function returns the square of a given number
 3.
 4.
         return number ** 2
 5.
 6.
 7. def double(number):
 8.
 9.
         This function returns twice the value of a given number
10.
11.
         return number * 2
12.
13. def add(a, b):
14.
15.
         This function returns the sum of given numbers
16.
17.
         return a + b
Copied!
```

You should see a screen like this now.

```
basic.py
         def square(number):
              1111111
    2
    3
              This function returns the squar
              1111111
    4
              return number ** 2
    5
    6
         def double(number):
    8
              1111111
    9
              This function returns twice the
  10
              1111111
  11
  12
              return number * 2
  13
         def add(a, b):
  14
              1111111
  15
              This function returns the sum of
  16
              1111111
  17
              return a + b
  18
   19
```

Save the file basic.py

## Create the second module

• Create a module named stats

Create a file named stats.py.

Copy and paste the below code into stats.py

```
2. 2
 3.3
 4.4
 5.5
 6.6
 7. 7
 8.8
 9.9
10.10
11. 11
12. 12
13. 13
14. 14
15. 15
16. 16
17. 17
18. 18
19. 19
 1. def mean(numbers):
 2.
        This function returns the mean of the given list of numbers
 3.
 4.
 5.
        return sum(numbers)/len(numbers)
 6.
 7. def median(numbers):
 8.
 9.
        This function returns median of the given list of numbers
10.
11.
        numbers.sort()
12.
13.
        if len(numbers) % 2 == 0:
14.
           median1 = numbers[len(numbers) // 2]
           median2 = numbers[len(numbers) // 2 - 1]
15.
           mymedian = (median1 + median2) / 2
16.
17.
           mymedian = numbers[len(numbers) // 2]
18.
19.
        return mymedian
```

#### Copied!

You should see a screen like this now.

```
stats.py •
         def mean(numbers):
   2
   3
             This function returns the mean
             1111111
   4
             return sum(numbers)/len(numbers
   5
   6
         def median(numbers):
   8
             1111111
   9
             This function returns median o
  10
             111111
  11
  12
             numbers.sort()
  13
             if len(numbers) % 2 == 0:
  14
  15
                 median1 = numbers[len(number
  16
                median2 = numbers[len(number
                 mymedian = (median1 + median
  17
  18
             else:
                mymedian = numbers[len(numbers
  19
             return mymedian
  20
```

Save the file stats.py

# **Create init.py**

• Create the file \_\_init\_\_.py

Copy and paste the below code into \_\_init\_\_.py

- 1. 1
- 2. 2
- 1. from . import basic
- 2. from . import stats

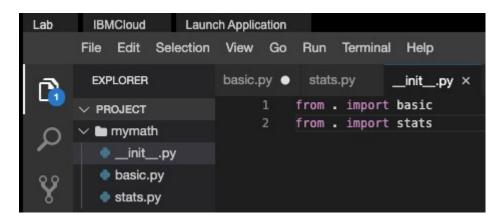
Copied!

Save the file \_\_init\_\_.py

Now your directory structure should look like

- 1. 1
- 2. 2
- 3.3
- 4.4
- 1. mymath
- 2. mymath/\_\_init\_\_.py
- 3. mymath/basic.py
- 4. mymath/statistics.py

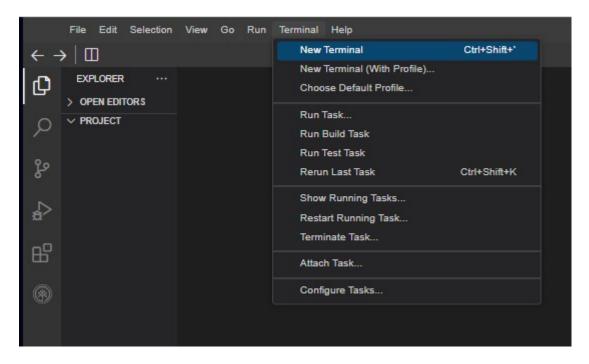
#### Copied!



You are done creating a package

# Verify the package

• On the window to the right, click on the **Terminal** menu and select **New Terminal** option, as shown in the image below.



• You will see a terminal open up on the bottom of the screen like the one in the image below.

```
theia@theiadocker-rsannareddy:/home/project ×
theia@theiadocker-rsannareddy:/home/project$
```

- At the terminal type **python3** to invoke python interpreter.
- Once the python interpreter is loaded.
- At the python prompt type **import mymath**
- If the above command runs without errors, it is an indication that the mymath package is successfully loaded.
- At the python prompt type mymath.basic.add(3,4)
- You should see an output 7 on the screen.
- At the python prompt type **mymath.stats.mean([3,4,5])**
- You should see an output 4.0 on the screen.
- Type exit() to quit python interpreter.

```
theia@theiadocker-rsannareddy:/home/project$ python3
Python 3.6.9 (default, Oct 8 2020, 12:12:24)
[GCC 8.4.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import mymath
>>> mymath.basic.add(3,4)
7
>>> mymath.stats.mean([3,4,5])
4.0
>>> exit()
theia@theiadocker-rsannareddy:/home/project$
```

## **Practice Exercise**

Create a new module named geometry and add to the mymath package.

- Create a module name geometry
- Add a function named area\_of\_rectangle that takes length and breadth as input and returns the area of a rectangle.
- Add a function named area\_of\_circle that takes radius as input and returns the area of a circle.
- Modify the \_\_init\_\_.py to include this module.
- Import and test the function area\_of\_circle from python terminal.

## **Authors**

Ramesh Sannareddy

#### **Other Contributors**

Rav Ahuja

### © IBM Corporation. All rights reserved.

This notebook and its source code are released under the terms of the MIT License.