

COMP1021  
Introduction to Computer Science

# Text and File Handling

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# Outcomes

- After completing this presentation, you are expected to be able to:
  1. Use the tab character and newline character to output text using the print command
  2. Write code to write content to a text file
  3. Write code to read content from a text file

# Handling Files

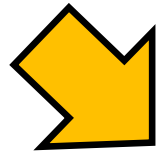
- In this presentation we will look at file handling:
  - How to save data to a file
  - How to load data from a file
- The first things we need to do are to understand:
  - The *tab* character
  - The *end-of-line* character
- Later we will also need to learn about *whitespace*

# The Tab Character

- In computer programming, we use `\t` in a string to represent a tab character
    - Remember in programming, a *string* simply mean ‘text’
  - A tab character moves the text after the tab character horizontally, to a particular position
  - When you look at it in a text viewing program, it will show things being nicely lined up in columns, to make a nice visual display
  - Let’s look at some examples of using tabs for nice formatting in columns
- 
- A yellow bracket and arrow pointing from the word 'string' to the definition of a string.

# Using Tabs for Lining up Columns

```
print("Pythagoras' constant is\t1.41421")  
print("Theodorus' constant is\t1.73205")  
print("Golden ratio is\t\t1.61803")  
print("pi is\t\t\t3.14159")  
print("e is\t\t\t2.71828")
```



*The tab characters move the  
horizontal position to these locations*

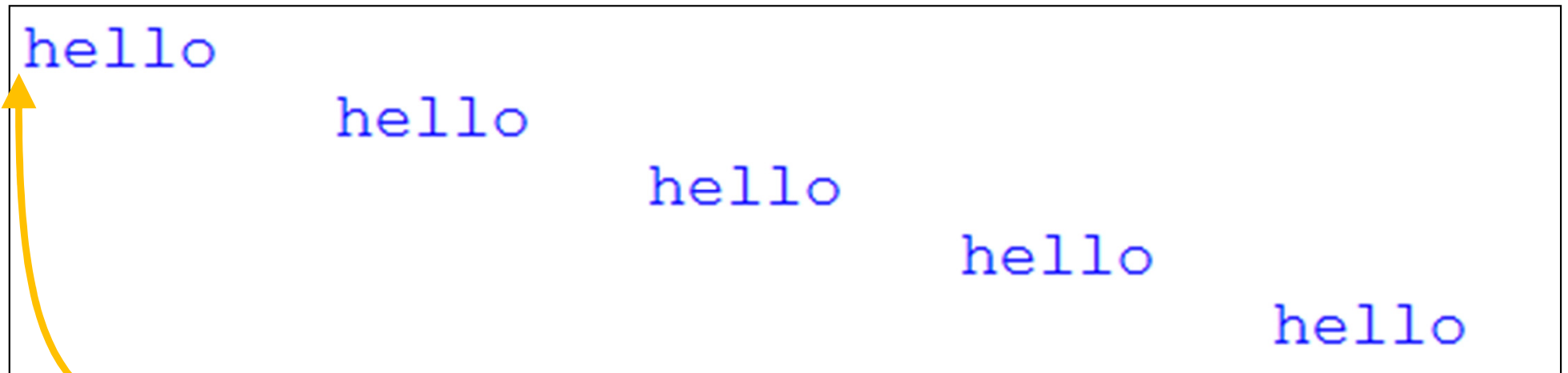
Pythagoras' constant is	1.41421
Theodorus' constant is	1.73205
Golden ratio is	1.61803
pi is	3.14159
e is	2.71828

# Another Example of Using Tabs

- Here's another example of using tab characters

```
for x in range(5):  
    print( "\t" * x + "hello")
```

\* has a higher  
*precedence* (discussed  
elsewhere) than +  
so it is handled first



```
hello  
    hello  
        hello  
            hello  
                hello
```

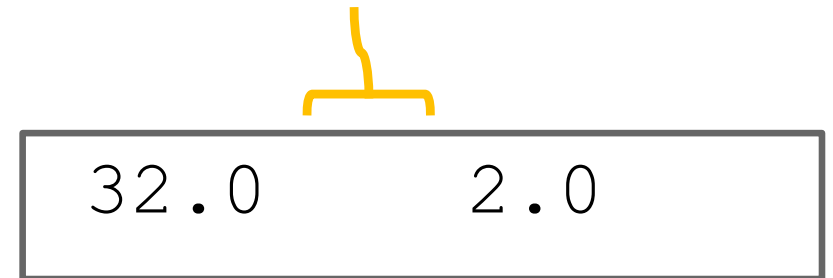
*The first value generated by range(5)  
is zero, so there's no tab here*

# Using Tabs in a File Format

- When handling files, a tab character is often used to separate things inside the file
- For example, we can put the position of some turtles inside a text file

*Here a tab character is used to separate the two numbers in the file*

- Each position uses 2 numbers: the x and y values
- We need to separate the two numbers inside the file



A diagram illustrating the use of a tab character to separate two numbers in a file format. It shows a rectangular box containing the text "32.0" followed by a tab character (represented by a yellow bracket) and then "2.0".

32.0	2.0
------	-----

- To do that we will use a tab character (we could use other characters if we wanted to e.g. a space)

# The Newline Character

- The other thing we have to understand is the newline character  
(sometimes called the ‘end of line’ character)
- In computer programming, we use `\n` in a string to represent the newline character
- The newline character basically means ‘go to the next line’
- By default, `print()` adds a new line character to whatever you ask it to display



- A newline character is automatically added by `print()` at the end

```
print("Hello!\nI am Python!\nHow are you?")
```

## An Example of Using the Newline Character

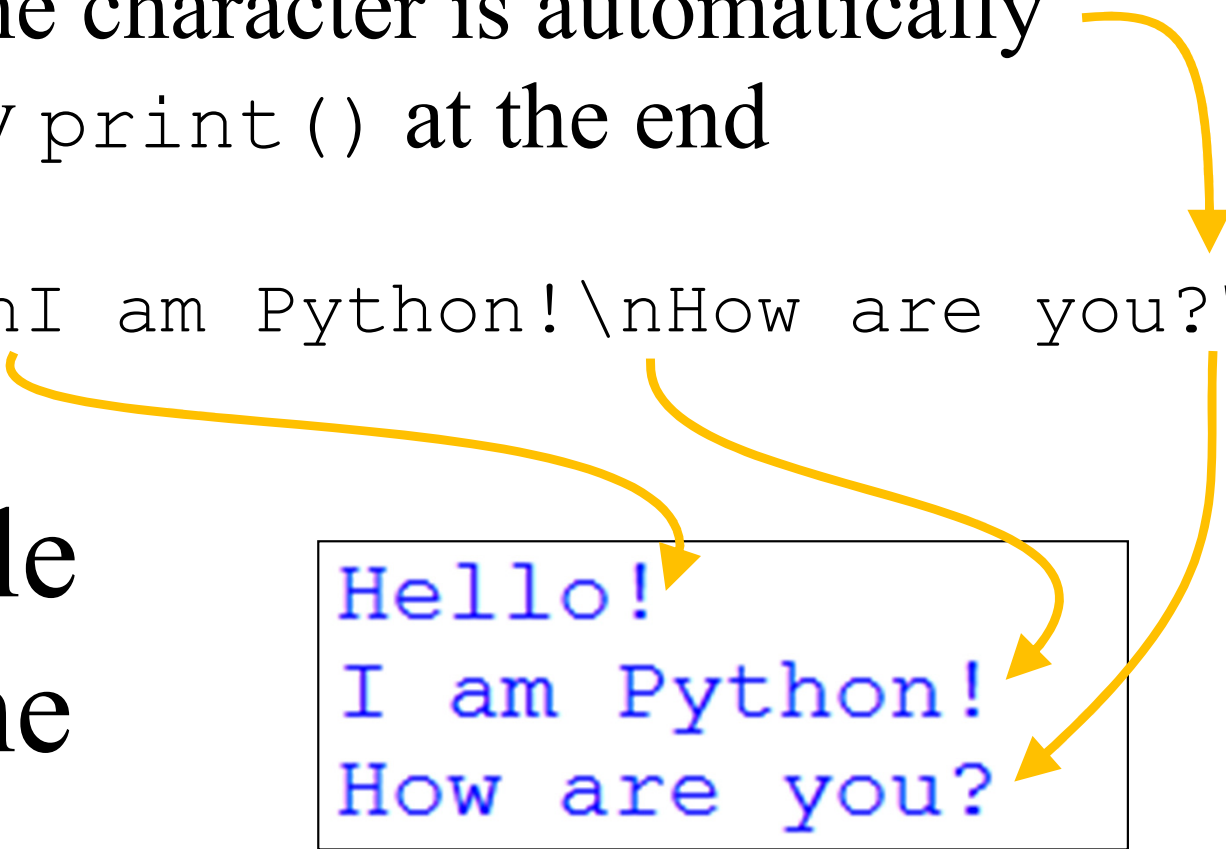


Diagram illustrating the output of the `print()` statement. The output is displayed in a box, showing three lines of text: "Hello!", "I am Python!", and "How are you?". Yellow arrows indicate the mapping from the code to the output: one arrow from the first line of the string to the first line of output, another from the second line to the second line, and a third from the end of the string to the end of the output.

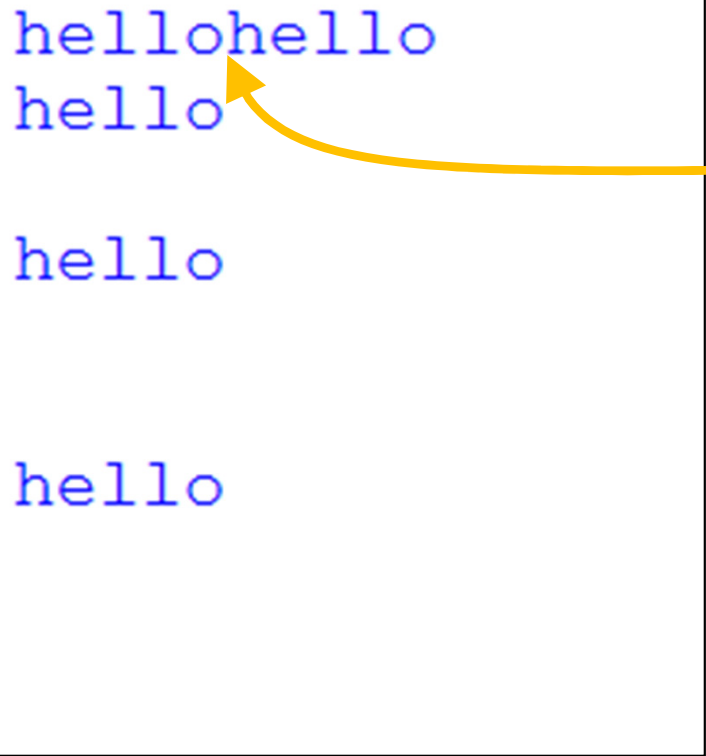
```
Hello!  
I am Python!  
How are you?
```

- Here we turn off the default behaviour of print, to make the example easier to understand

```
for x in range(5):  
    print( "hello" + "\n" * x, end="")
```

*\* has a higher precedence than + so this part is done first*

## Another Example



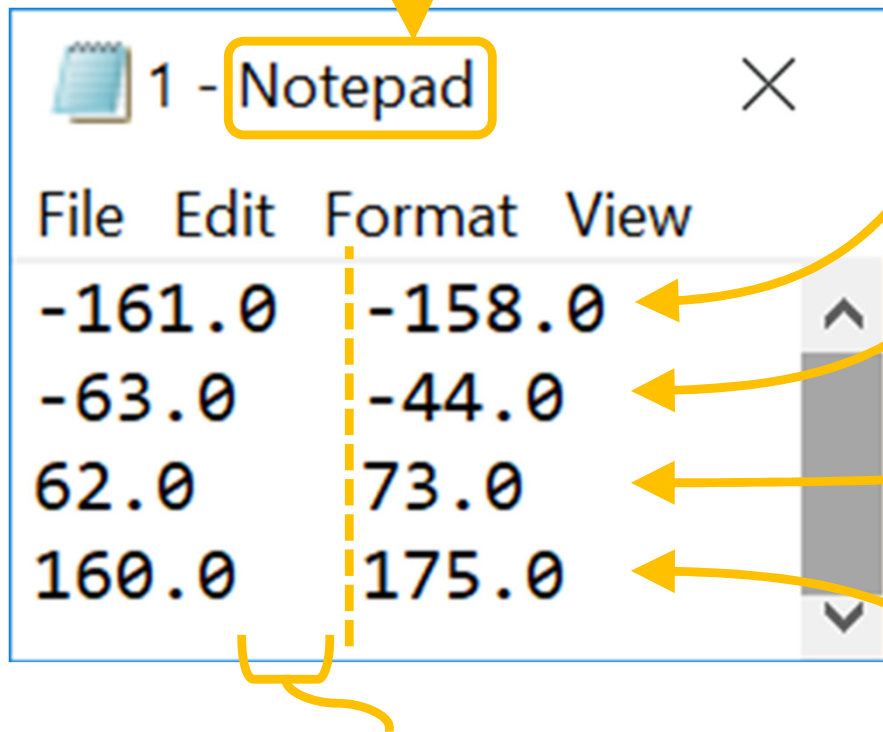
```
hellohello  
hello  
  
hello  
  
hello
```

*The first value generated by range(5) is zero, so there's no end-of-line character here*

# Reading and Writing Data

- Let's use the jigsaw game, see previous presentation
- We will make code which saves the positions of all the turtle objects (the jigsaw pieces) into a text file
- And we will make code which loads all the jigsaw position data from the text file, and moves the turtles back to those positions
- For example, imagine you have been trying to solve a difficult jigsaw with many pieces
- Save the jigsaw positions to a file, come back maybe a week later, load the jigsaw positions from the file, then carry on doing the jigsaw

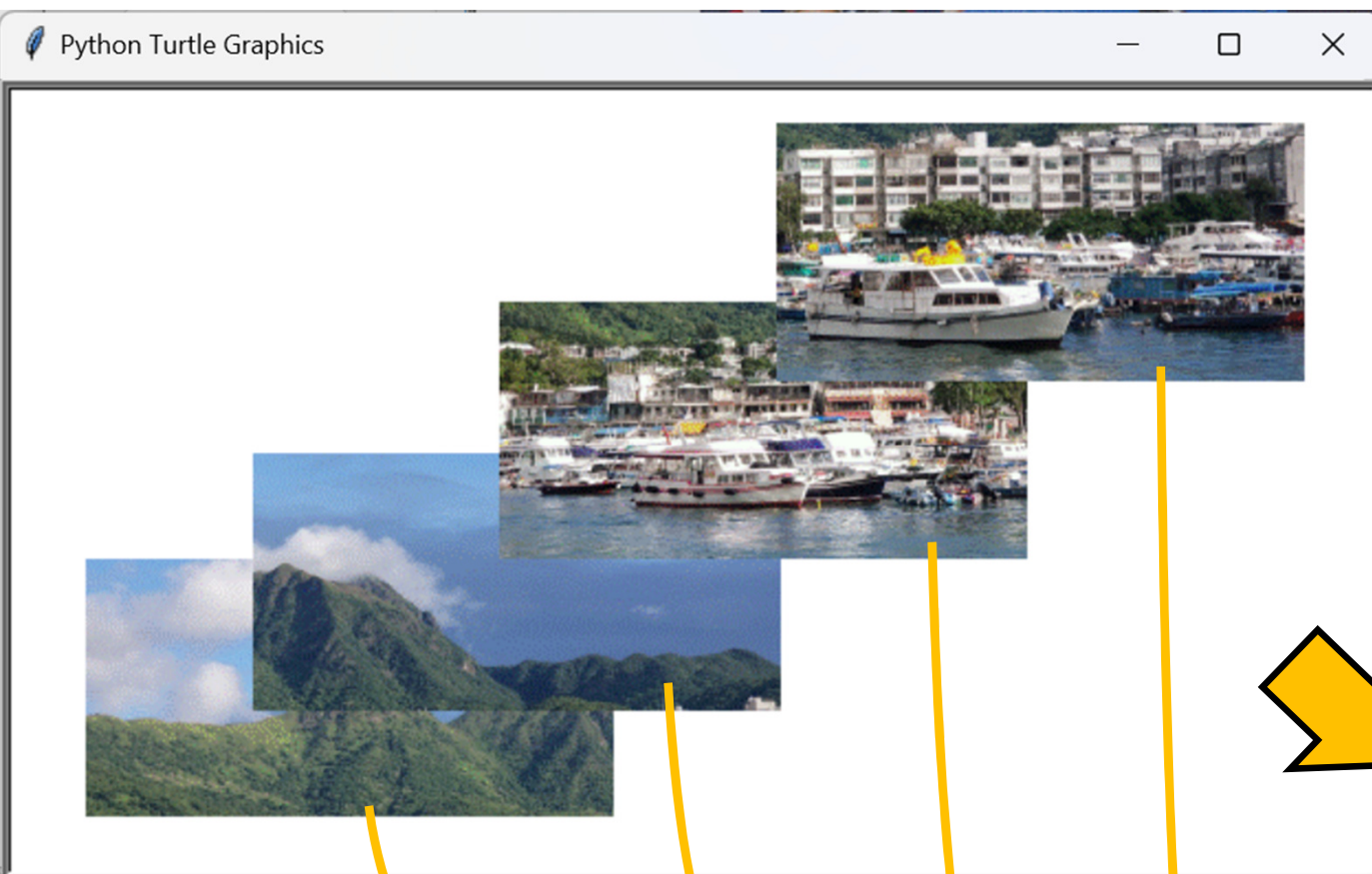
- ‘Notepad’ is a simple program on Windows computers which lets you open and look at text files



*The tab character is  
between the two numbers,  
on each line*

# The File We Will Make

- The position of the first turtle in the list of turtles
- The position of the second turtle in the list
- The position of the third turtle in the list of turtles
- The position of the fourth turtle in the list of turtles

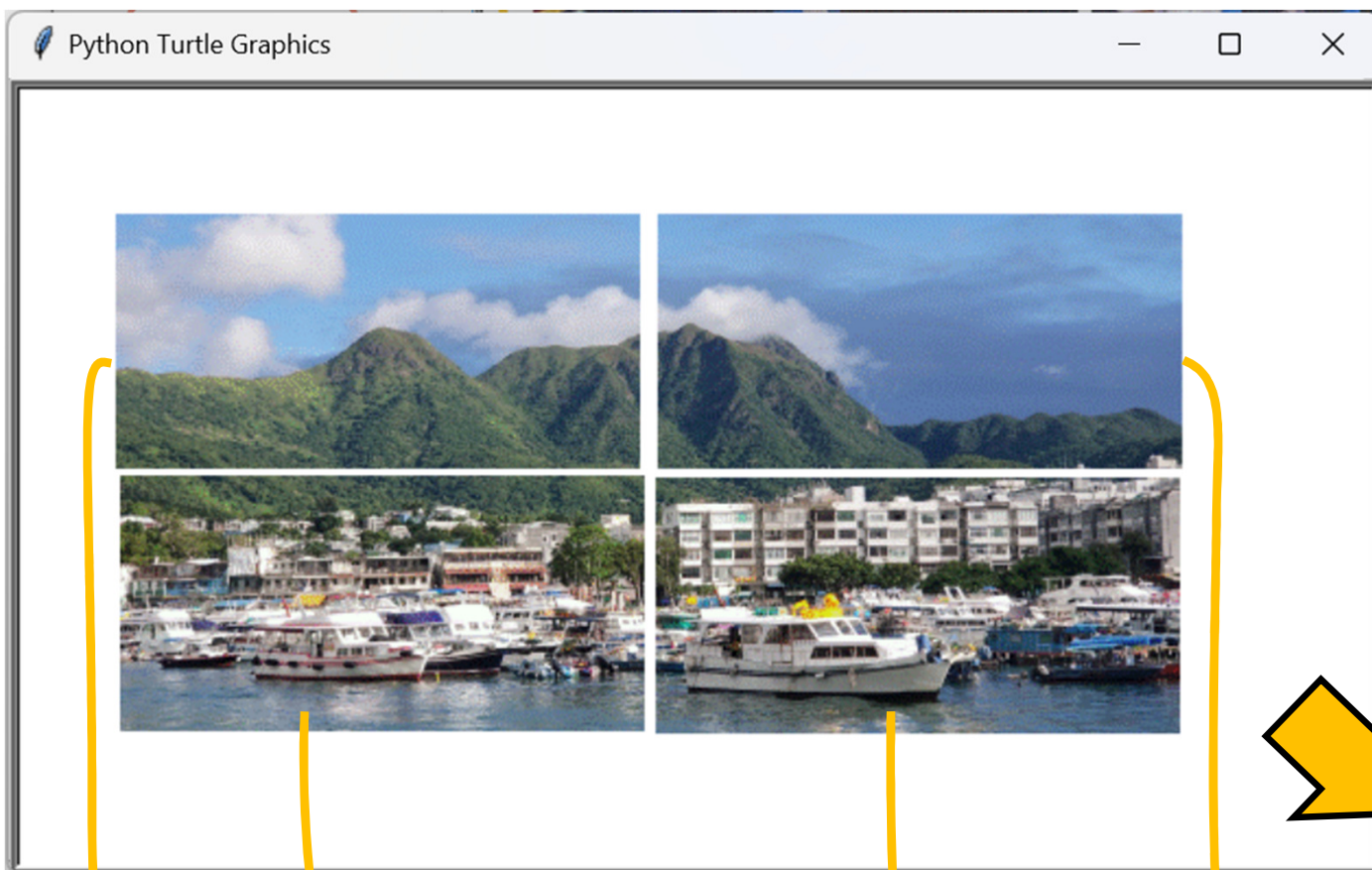


# Example 1

*The first turtle  
in the list of turtles*

*The last turtle in the list of turtles*

File	Edit	Format	View
-161.0	-158.0		
-63.0	-44.0		
62.0	73.0		
160.0	175.0		



## Example 2

2 - Notepad

File	Edit	Format	View
-153.0	127.0		
132.0	127.0		
-152.0	-37.0		
136.0	-37.0		

*The first  
turtle  
in the list  
of turtles*

*The last turtle in the list of turtles*

# Writing the Turtle Positions

- Open the file in ‘write as text’ mode
- For every turtle in the list of turtles:
  - Create one line of text:
    - Convert the turtle x and y into strings
    - Put a tab between the x and y strings
    - Put an end-of-line character at the end
  - Write the line of text to the file
- Close the file

# Some Useful Things to Remember

- You can get the x position of a turtle like this:  
`turtle_name.xcor()`
- You can get the y position of a turtle like this:  
`turtle_name.ycor()`
- Both of these give you the turtle position
- However, we are creating a **text** file, so we need to convert the values into text (strings) before we put them in the file - we use `str()`



# Creating One Line of the Text File

- In the following slide you can see we use this line of code to create the text:

```
one_line = str(thisTurtle.xcor()) + "\t" + \
            str(thisTurtle.ycor()) + "\n"
```

- Then the content of `one_line` will be like this:  
-153.0\t127.0\n

```
filename=turtle.textinput("Save jigsaw positions", \
    "What is the jigsaw filename you want to create?")
myfile = open(filename, "wt") #Open the file for writing
```

*Use any name to 'point' to the file*

```
# Now we go through each turtle in the list of turtles
for thisTurtle in allTurtles:
```

```
    # Make a string for one turtle, in the right format
    one_line = str(thisTurtle.xcor()) + "\t" + \
        str(thisTurtle.ycor()) + "\n"
```

*Put a tab  
between the two text*

```
    # Save the string to the file
```

```
    myfile.write(one_line)
```

*Add the end-of-line  
character at the end of the line*

```
# Close the file
```

```
myfile.close()
```

*It's possible to have several files open  
at the same time, so you need to say  
which file you are referring to*

# Reading the File

- We have finished looking at writing the file
- Now let's look at reading the file
- We will read x and y values from each line
- After we read the x and y values, we move the appropriate turtle to that position
- In other words, we are 'restoring' the position of every turtle
- There is one thing which we should learn about first, which is *whitespace*

# What is Whitespace?

- ‘Whitespace’ means ‘anything you can’t see’
- That includes spaces and end-of line characters
- We use `rstrip()` to remove whitespace
- `rstrip()` means ‘strip (=remove) anything you can’t see on the right side’

```
text = "nice day      "  
text.rstrip()  
'nice day'  
text = "nice day\n"  
text.rstrip()  
'nice day'  
text = "nice day      \n"  
text.rstrip()  
'nice day'  
text = "nice\tday\n"  
text.rstrip()  
'nice\tday'  
text = "nice\tday      \n"  
text.rstrip()  
'nice\tday'
```

# Handling One Line of the Text File

- If one line of the text file is like this:  
`-153.0\t127.0\n`
- To handle each line we do this:
  - Read the line
  - Dump the `\n` at the end of the line
  - Extract the two numbers, by dividing the line into separate pieces wherever a `\t` is found
  - Then we can move the turtle to the correct place

# Handling One Line of the Text File

- If `line` contains this:

```
-153.0\t127.0\n
```

- We do this: `line = line.rstrip()`
- Then this: `items = line.split("\t")`
- Now `items` will contain this list:

```
['-153.0', '127.0']
```

- So now we can extract the x value from the list and convert it to a float:  
`x=float(items[0])`
- Then we can do the same for the y value

# Reading One Line

- This illustrates the series of operations for one line

```
line = "-153.0\t127.0\n"
line = line.rstrip()
print(line)
-153.0    127.0
items = line.split("\t")
print(items)
['-153.0', '127.0']
x=float(items[0])
print(x)
-153.0
y=float(items[1])
print(y)
127.0
```

## Reading the File

- Open the file in ‘read’ mode
- For every line in the file:
  - Read the line as a single string
  - Remove the end-of-line character `\n` from the end of the string using `rstrip()`
  - Convert the line into a list of two strings using `split("\t")`
  - Convert the x and y values from strings to floats
  - Move the turtle to the x and y values
- Close the file



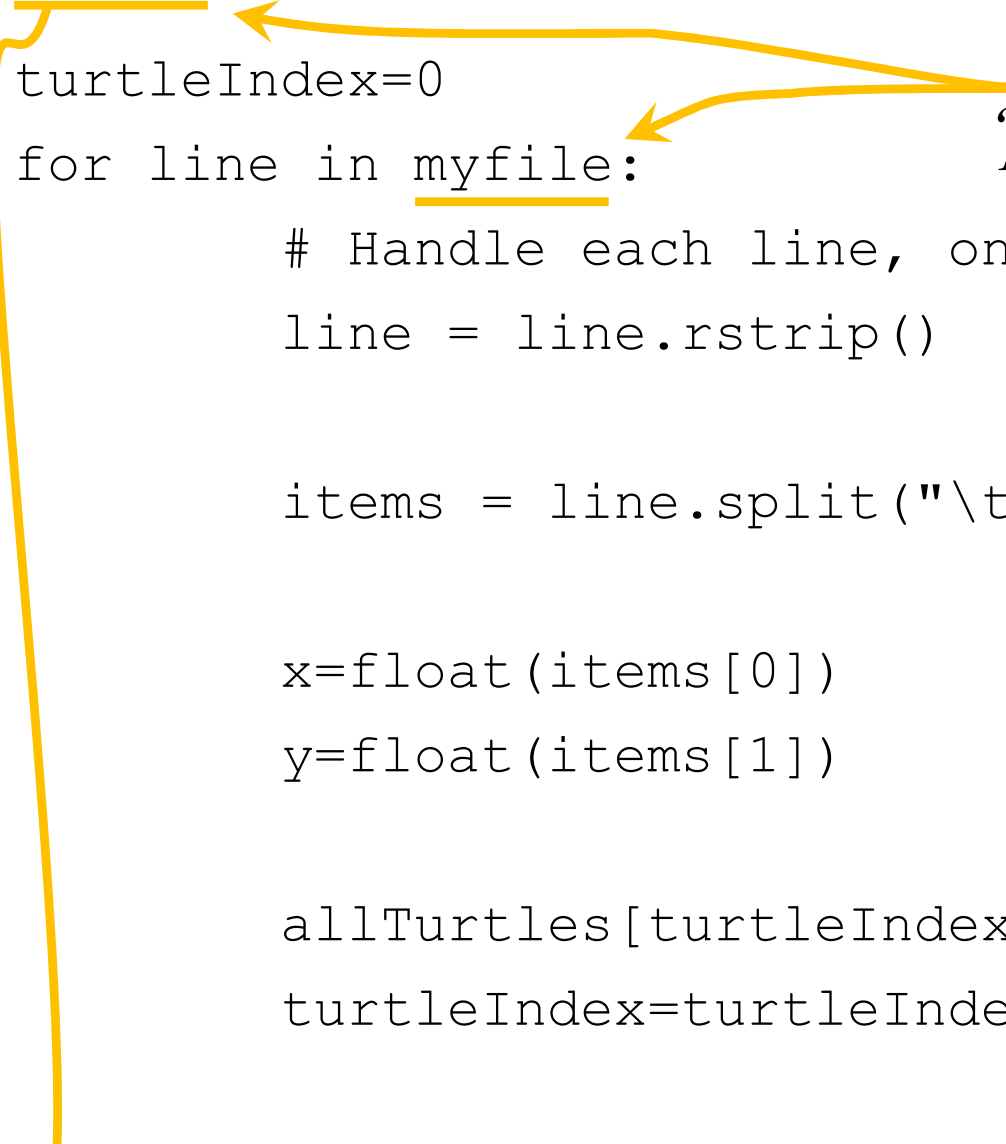
```
filename=turtle.textinput("Load jigsaw positions", \
    "What is the jigsaw filename you want to load?")
myfile = open(filename, "r") # Open the file for reading
turtleIndex=0
for line in myfile:
    # Handle each line, one by one
    line = line.rstrip()      # Remove the end-of-line

    items = line.split("\t") # Separate the two items

    x=float(items[0])         # Convert x to a float
    y=float(items[1])         # Convert y to a float

    allTurtles[turtleIndex].goto(x, y) # Move turtle
    turtleIndex=turtleIndex+1 # Increase the index,
                                # for the next turtle
myfile.close() # We have finished, now close the file
```

*You can use any variable name to 'point to' the file, it doesn't have to be the same one used before*

A yellow line starts from the underlined variable 'myfile' in the first line of code, goes down the left margin, and then branches into two arrows. One arrow points to the underlined variable 'myfile' in the 'for' loop, and the other points to the variable 'turtleIndex' in the line 'turtleIndex=0'. This illustrates that the same variable name can be used to refer to different objects in a program.