# Scripts and Modules

## Exercises

### Week 5

Prior to attempting these exercises ensure you have read the lecture notes and/or viewed the video, and followed the practical. You may wish to use the Python interpreter in interactive mode to help work out the solutions to some of the questions.

Download and store this document within your own filespace, so the contents can be edited. You will be able to refer to it during the test in Week 6.

Enter your answers directly into the highlighted boxes.

For more information about the module delivery, assessment and feedback please refer to the module within the MyBeckett portal.

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When a Python program is stored within a text file (i.e. a *script*), what suffix should be used for the filename?

*Answer:*

.py suffix should be used for the filename.

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Is it necessary to use a special Integrated Development Environment (IDE) to write Python code in text files?

*Answer:*

No

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When a *script* is executed from a file, are the results of evaluating expressions automatically displayed on the screen without the need of a print() function call?

*Answer:*

Yes

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What command would need to be typed in an operating system terminal window in order to execute a Python script called PrintNames.py?

*Answer:*

PrintNames.py

What command would need to be typed in a terminal in order to pass the values "John", "Eric", "Graham" as *command line arguments* to the PrintNames.py script?

*Answer:*

Python PrintNames.py John Eric Graham command would need to be typed in a terminal in order to pass the values "John", "Eric", "Graham" as *command line arguments* to the PrintNames.py script.

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When a Python script wishes to access *command line arguments*, what **module** needs to be imported?

*Answer:*

Sys module need to be imported.

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What is the data-type of the sys.argv variable?

*Answer:*

List data type

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What is stored within the first element of the sys.argv variable?

*Answer:*

The name of the script itself is stored within the first element of the sys.argv variable.

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Use a text editor to write the *script* called PrintNames.py. This should display any *command line arguments* that were passed during execution.

Once complete, place your solution in the answer box below.

*Answer:*

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chaudhary

Improve the solution so it uses an if statement to check that at least one name was passed, or otherwise print a message saying “no names provided”. Place your improved solution in the answer box below.

*Answer:*

no names provided

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When using an import statement it is possible to provide an *alias* that can be used as an alternative name to access module content.

Write an **import** statement that imports the whole of the sys module, and renames it to my\_system.

*Answer:*

import sys as my\_system

Write a **from..import** statement that imports only the math.floor function, and renames it to lower

*Answer:*

from math import floor as lower

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What is stored in a *symbol-table*?

*Answer:*

Imported modules are stored in a symbol-table.

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Why is the following type of import statement generally not recommended?

from math import \*

*Answer:*

This is not recommended however, since there is high chance that clashes between imported and existing variable names will occur.

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When working in *interactive-mode* what convenient function can be used to list all names defined within a module?

*Answer:*

when working in interactive-mode, dir() function can be used to list all names defined within a module,

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What is the value stored within the sys.path variable used for?

*Answer:*

A list of directories is stored in the sys.path variable is searched for the file to be loaded.

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When a program is being executed as a *script* what value is assigned to the special variable \_\_name\_\_?

*Answer:*

When a Python program is being executed as a script, the special variable \_\_name\_\_ is assigned the string value “\_\_main\_\_”

What value is assigned to the \_\_name\_\_ variable when a program has been imported as a *module*?

*Answer:*

“\_\_main\_\_” is assigned to the \_\_name\_\_ variable when a program has been imported as a module.

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Why is it useful for a program to be able to detect whether it is running as a *script*, or whether it has been imported as a *module*?

*Answer:*

It is useful for a program to be able to detect whether it is running as a script, or whether it has been imported as a module because it allows development of flexible programs.

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## **Exercises are complete**

Save this logbook with your answers. Then ask your tutor to check your responses to each question.