



# Fourth Industrial Summer School

Day 4

## Python Programming IV

# Session Objectives

- ✓ Functions
- ✓ Classes
  - Objects
- ✓ Files
  - Open
  - Read
  - Write
  - Close
  - Delete

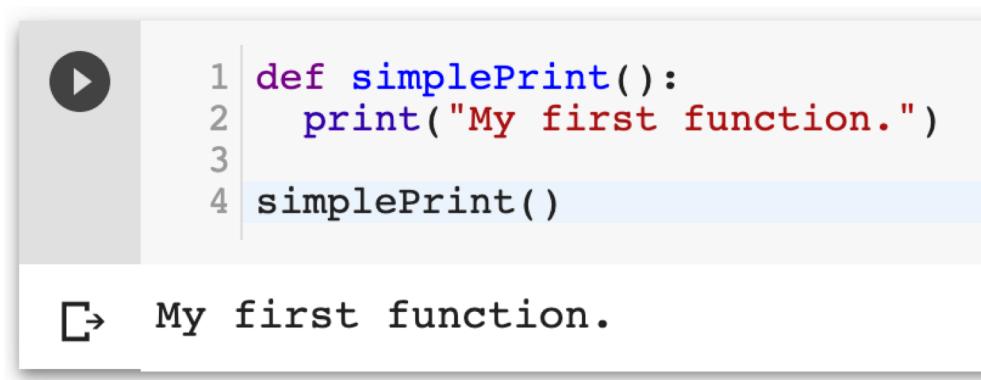


## Part A

# Functions / Classes

# Functions

- A block of code to be executed when called
- A function can have:
  - Input parameters
  - Output returned



The image shows a code editor window with a light gray background. On the left, there is a vertical toolbar with a play button icon. The main area contains the following Python code:

```
1 def simplePrint():
2     print("My first function.")
3
4 simplePrint()
```

Below the code, the output is displayed in a white box with a gray border. It shows the text "My first function." preceded by a right-pointing arrow.

# Functions

## Parameters

- Input passed to the function
- Add as many as you want separated with a comma
- You can send any data type as a parameter to a function (string, number, list, dictionary etc.)



```
1 def printString(str):  
2     print(str + " world!")  
3  
4 printString("Hello")  
5 printString("Greetings")
```

⇨ Hello world!  
Greetings world!

# Functions

- Default value for a parameter



```
1 def printString(str = "Greetings"):  
2     print(str + " world!")  
3  
4 printString("Hello")  
5 printString()
```

```
⇨ Hello world!  
Greetings world!
```

# Functions

- Passing a list as a parameter

The screenshot shows a code editor window with a play button icon on the left. The code in the editor is:

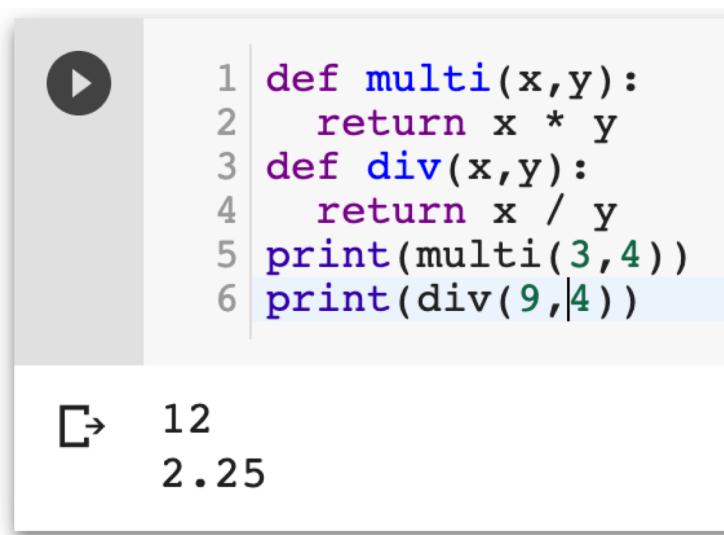
```
1 def printList(param):
2     for x in param:
3         print(x)
4
5 cars = ["BMW", "Lexus", "Honda"]
6 printList(cars.)
```

Below the code, the output is displayed in a light gray box:

```
→ BMW
    Lexus
    Honda
```

# Functions

- Return value

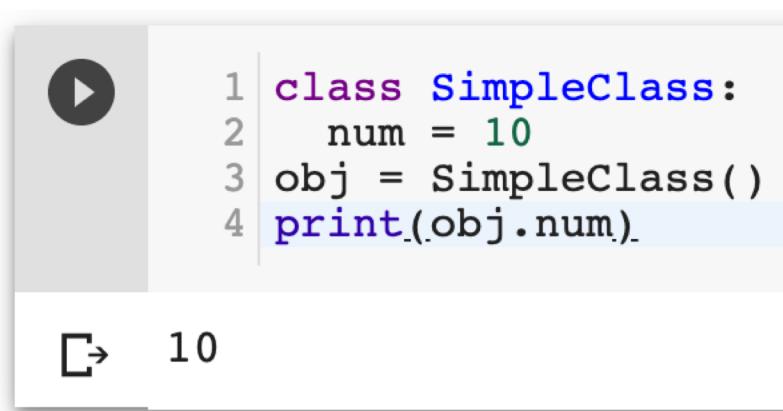


```
1 def multi(x,y):  
2     return x * y  
3 def div(x,y):  
4     return x / y  
5 print(multi(3,4))  
6 print(div(9,4))
```

→ 12  
2.25

# Classes

- Python is an Object Oriented programming language.
  - class keyword



The image shows a screenshot of a code editor. On the left, there is a play button icon. The main area contains the following Python code:

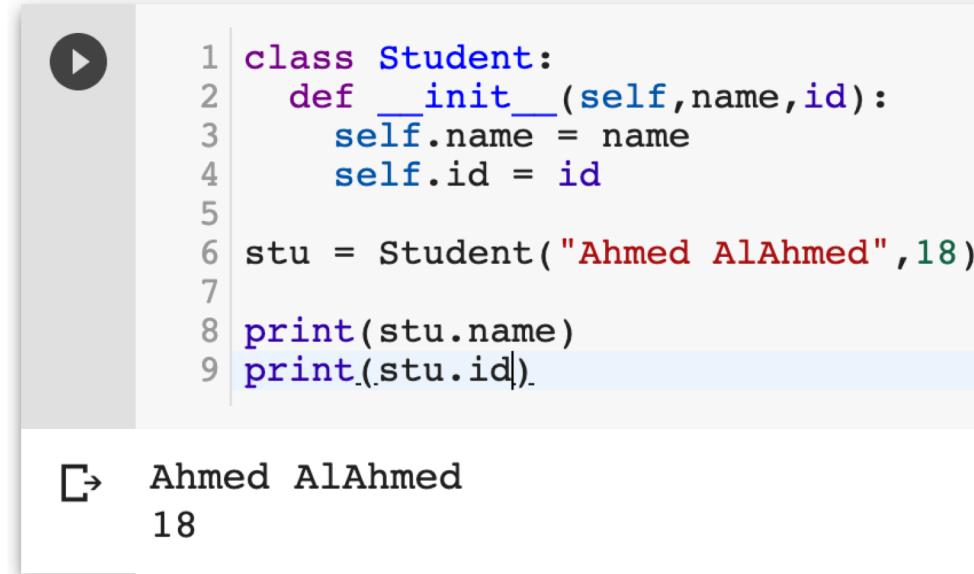
```
1 | class SimpleClass:  
2 |     num = 10  
3 | obj = SimpleClass()  
4 | print(obj.num)
```

Below the code, the output is displayed as:

→ 10

# Classes

- Need to initialize an object
  - `__init__()` function
  - Always executed when class is initiated



The screenshot shows a code editor window with a play button icon on the left. The code is as follows:

```
1 | class Student:  
2 |     def __init__(self, name, id):  
3 |         self.name = name  
4 |         self.id = id  
5 |  
6 | stu = Student("Ahmed AlAhmed", 18)  
7 |  
8 | print(stu.name)  
9 | print(stu.id)
```

Below the code, the output is displayed in a terminal-like interface:

```
→ Ahmed AlAhmed  
18
```

# Classes

- Object methods



```
1 class Student:  
2     def __init__(self, name, id):  
3         self.name = name  
4         self.id = id  
5  
6     def printName(self):  
7         print("My name is ", self.name)  
8  
9 stu = Student("Ahmed AlAhmed", 18)  
10 stu.printName()
```

→ My name is Ahmed AlAhmed

# Classes

## ■ Self parameter

- Always first parameter
- is a reference to the current object
- Can be renamed to anything



```
1 class Student:  
2     def __init__(anyname,name,id):  
3         anyname.name = name  
4         anyname.id = id  
5  
6     def printName(anyname):  
7         print("My name is ",anyname.name)  
8  
9 stu = Student("Ahmed AlAhmed",18)  
10  
11 stu.printName()
```

→ My name is Ahmed AlAhmed

# Classes

- Modify attribute value
- Delete object attribute / object
  - `del` keyword

```
11 # Change value of an object attribute
12 stu.name = "Mohammed AlAhmed"
13 # Delete an attribute inside object
14 del stu.name
15 # Delete an object|
16 del stu
```

Hands on session

Problem Solving

## Part B

### Files

# Files

- 
- File handling in Python is an easy task.
  - Python has several functions to handle files:
    - Creating
    - Reading
    - Updating
    - Closing
    - Deleting

# File Opening

- File opening in Python is using the `open()` function.
  - Two parameters: filename and mode
- Four modes to open the file

Mode	Functionality
"r"	Read - Default value. Opens a file for reading, error if the file does not exist
"a"	Append - Opens a file for appending, creates the file if it does not exist
"w"	Opens a file for writing, creates the file if it does not exist
"x"	Creates the specified file, returns an error if the file exists



```
1 | fin = open("input.txt", "r").
```

# File Opening

- Python by default open text files
  - however, if the file is binary (e.g. image), you need to specify that with the mode.

Mode	Functionality
“t”	Default value - Text
“b”	Binary mode



```
1 | ftext = open("input.txt", "rt")
2 | fimage = open("Colab.png", "rb")|
```

# File Reading

- Different functions for reading from a file
  - however, if the file is binary (e.g. image), you need to specify that with the mode.

Name	Functionality
read()	Reads file content
readline()	Reads single line



```
1 ftext = open("input.txt", "r")
2 print(ftext.read())
```

```
→ KFUPM summer school
    line 2
    line 3
```

# File Reading



```
1 ftext = open("input.txt", "r")
2 print(ftext.readline())
```



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```
1 ftext = open("input.txt", "r")
2 # loop through the content of the file
3 for x in ftext:
4     print(x)
```



KFUPM summer school

line 2

line 3

# File Writing

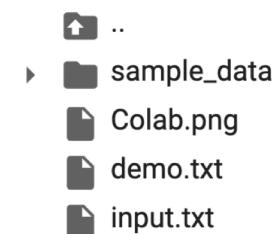
- Open file for writing
  - Three modes to open a file for writing using the `open()` function

Mode	Functionality
“a”	Append to the end of the existing file
“w”	Overwrite any existing content
“x”	create a file, returns an error if the file exist

- Use `write()` function to write to the file



```
1 fnew = open("demo.txt", "w")
2 fnew.write("My first created file using Python")
3 fnew.close()
4
5 # Open the same file for reading
6
7 fin = open("demo.txt", "r")
8 print(fin.read())
```



→ My first created file using Python

# File Writing

- Open previous file in append mode



```
1 fnew = open("demo.txt", "a")
2 fnew.write("Appending an existing file.")
3 fnew.close()
```

# File Closing

- Close files after you are done
  - `close()` function



```
1 | ftext = open("input.txt", "r")
2 | ftext.close()
```

# File Deletion

- import the OS module
- Use the `os.remove()` function



```
1 | import os
2 | os.remove("demo.txt")
```

Hands on session

Problem Solving