

Data Analytics + Python

Modules and
Libraries

- DateTime
- Math
- Random

What are Python modules?

LIBRARIES OF PRE-WRITTEN
CODE
THAT ARE WITHIN
PYTHON
TO ACCOMPLISH
DIFFERENT GOALS --
REDUCES HAVING TO
REWRITE A LOT OF CODE



There are 137,000 Python Libraries, and growing ... !

- TensorFlow
- SciPy
- Pandas
- Matplotlib
- Keras
- NetWorkX
- NumPy
- BeautifulSoup
- Scrapy
- PyTorch
- SciKit-Learn
- Eli5

Python Libraries we'll use

- **DateTime** = elegantly handle date and time calculations
- **Math** = advanced functions normally found on calculator
- **Random** = random generator of chance and possibilities
- **Pandas** = (Python Data Analysis) used for data analysis and cleaning of data
- **NumPy** = (Numerical Python) use for numerical computation and multi-dimensional arrays
- **Matplotlib** = a graphic plotting library
- **BeautifulSoup** = used for web crawling and data scraping

Anytime you use a module,
you will have to **IMPORT** it
into your program to use it.

```
import {module_name_here}
```

```
import datetime
```

Datetime

- Not a data type of its own
- We import the module `datetime` to work with dates and date objects

`%a` = weekday, abbrev.

`%A` = weekday, full name

`%w` = weekday, number

`%d` = day of month

`%b` = month, abbrev.

`%B` = month, full name

`%m` = month as a number

`%y` = year, short

`%Y` = year, full

Datetime

```
import datetime
```

```
x = datetime.datetime.now()
```

```
Y = datetime.datetime(2020, 5, 17)
```

```
print(x)
```

```
print(Y)
```

Datetime

```
import datetime
```

```
x =  
datetime.datetime.now()
```

```
print(x.year)  
print(x.strftime("%  
A"))
```

```
import datetime
```

```
x =  
datetime.datetime(2  
018, 6, 1)
```

```
print(x.strftime("%  
B"))
```


Math Module

Basic Operators

+ = addition

- = subtraction

/ = division

* = multiplication

```
x = 39
```

```
x += 5
```

```
print(x)
```

```
y = 100
```

```
y -= 75
```

```
print(y)
```

```
print(math.pi)
```



Import math

Random Module

- Allows you to use random numbers when needed
- import random

```
prob = random.random()  
print(prob)
```

```
diceThrow=random.randrange(1,10)  
Print(diceThrow)
```