mirror_object object to mirror veration == "MIRROR_X": irror_mod.use_x = True or_mod.use_y = False Data Analytics + Python

Modules and Libraries

- DateTime
- Math
- Random

pes.Operator):

X mirror to the selected

ject.mirror_mirror_x"

ror X"

What are Python modules?

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

Top Python Libraries











theano







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, abrev.

%A = weekday, full name

%w = weekday, number

%d = day of month

%b = month, abrev.

%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
                      import datetime
datetime.datetime.n
                      datetime.datetime(2
OW()
                      018, 6, 1)
print(x.year)
                      print(x.strftime("%
print(x.strftime("%
```

Math Module

```
Basic Operators
    + = addition
    - = subtraction
    / = division

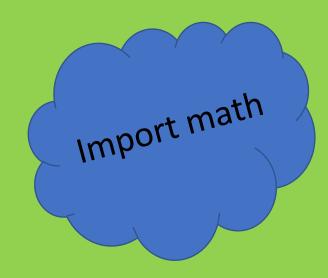
* = multiplication
```

$$x = 39$$

$$x += 5$$

print(x)

print(math.pi)



Random Module

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

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

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