# I/O Channels, Serialization: pickle

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CMPT140
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# Quiz 4 (5min, 10pts)

- Name 3 out of the 4 modes in which a file may be opened (excluding "binary modes"). Also indicate the letter codes used to specify the file mode to Python: open( 'input.txt', mode )
- What is aliasing?
  Write Python code to demonstrate an alias.
- What are accessor/mutator methods?
  Why are they a good idea?



#### Quiz 4: answers #1-2

- Name 3 out of the 4 modes in which a file may be opened (excluding "binary modes").
  - read ('r'), write ('w'), append ('a'), both ('r+')
- What is aliasing?
  Write Python code to demonstrate an alias.
  - Multiple names which refer to the same object.

```
apples = [ 'Fuji', 'Gala', 'Honeycrisp' ]
appleAlias = apples
```



## Quiz 4 (5min, 10pts)

- What are accessor/mutator methods?
  Why are they a good idea?
  - Protect access to attributes of an object [1]
  - Accessor: read. Mutator: write. [1]
  - Attributes should be made private [1]
  - Prevent code outside the class from direct access to attributes:
     e.g., error-checking before allowing an attribute to be modified



### I/O channels

- Abstractly, a stream of input comes over a channel from a source
  - e.g., source can be keyboard, file, program,...
- A stream is output over a channel to a sink
  - e.g., sink can be screen, file, program, etc.
- I/O channels (file descriptors, file handles) can be opened in one of three modes:
  - Read, write, and read/write
- Default: source is keyboard, sink is screen
- Can redirect channels to other source/sink



#### Standard I/O channels

- In the standard sys library: import sys
- Standard Input: sys.stdin
  - Default: keyboard
- Standard Output: sys.stdout
  - Default: screen, but we can redirect to a file
- Standard Error: sys.stderr
  - Default: screen (in case stdout is redirected)
- Alternative to print(): sys.stdout.write()
  - Newlines must be explicit
- Alternative to input(): sys.stdin.readline()



## Redirecting standard I/O

- You can redirect the standard I/O channels just by reassigning them:
- e.g., make print() go to a file:

```
import sys
old_stdout = sys.stdout  # save stdout
with open('log.txt', 'w') as sys.stdout: # redirect
    print( 'Hello!' )  # goes to file
...
sys.stdout = old stdout  # restore stdout
```



#### Serialization

- Python's I/O framework is flexible enough to support I/O with any kind of stream:
  - Files, network sockets, other programs (IPC), hardware drivers (e.g., robotics)
- To send data, it must be serialized: converted into a stream of bytes which we can .write() to a file handle or I/O stream
- Different data types serialize differently
  - If we make our own new data types, we have to specify how to serialize
- Pickle is Python's framework for serialization

## How to pickle/unpickle?

- import pickle
- Open the file (read or write mode)
- Write the object: pickle.dump(obj, file)
- Read an object: obj = pickle.load(file)
- Pickled objects can be interspersed with regular text in the file; you just have to seek() to the right spot where the pickled object should be
- Get the pickled object without writing to file:
  - pickledObj = pickle.dumps(obj)
  - This is just a string; you can then write() it



## What can be pickled?

- None, True, False
- ints, floats, complex, strings,
- Tuples, lists, sets, dictionaries, but only if all elements are picklable
- Functions defined at the top level of a module
- Classes (user-defined types) that are defined at the top level of a module
- Instances of such classes, but only if all attributes are picklable
  - .\_\_dict\_\_ tells you what an object contains



#### For more information

- Python Tutorial ch7 on I/O:
  - http://docs.python.org/py3k/tutorial/inputoutput.html
- Python I/O Library reference:
  - http://docs.python.org/lib/bltin-file-objects.html
- Python pickle library reference:
  - http://docs.python.org/library/pickle.html

