

# Standard Libraries

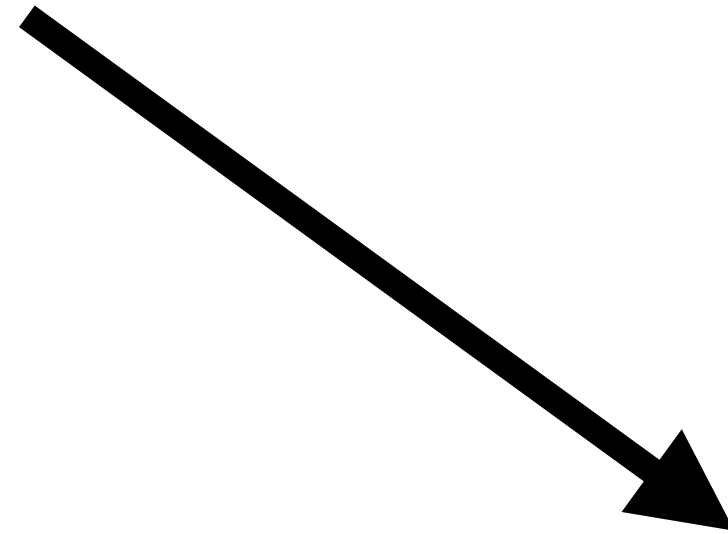
May 17th

# Modules

- Smallest unit of reusable python code.
- Basically a file with functions and statements
- We write modules allll the time

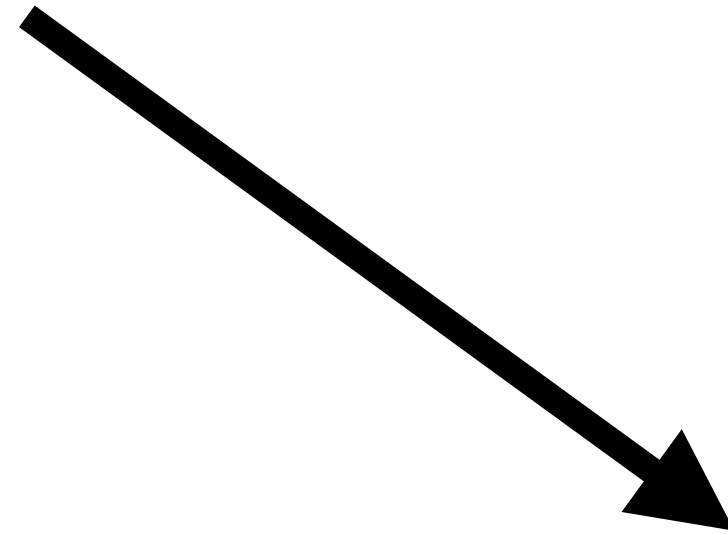
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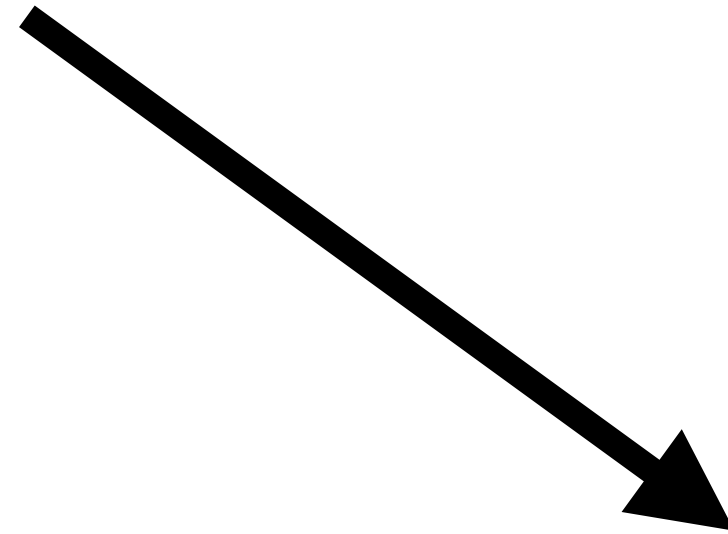
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Package

# Modules

- Smallest unit of reusable python code.
- Basically a file with functions and statements
- We write modules allll the time



## Package

- A logical collection of modules
- E.g. Numpy

# Standard Library

- The packages and modules that come with python
- Viewed as important/fundamental to the developers
- To access them, just need to import! (Packages not in S.L. must be downloaded with something like pip)

sound/

\_\_init\_\_.py

formats/

\_\_init\_\_.py

wavread.py

wavwrite.py

aiffread.py

aiffwrite.py

auread.py

auwrite.py

...

effects/

\_\_init\_\_.py

echo.py

surround.py

reverse.py

...

filters/

\_\_init\_\_.py

equalizer.py

vocoder.py

karaoke.py

...

```
sound/  
  __init__.py  
  formats/  
    __init__.py  
    wavread.py  
    wavwrite.py  
    aiffread.py  
    aiffwrite.py  
    auread.py  
    auwrite.py  
    ...  
  effects/  
    __init__.py  
    echo.py  
    surround.py  
    reverse.py  
    ...  
  filters/  
    __init__.py  
    equalizer.py  
    vocoder.py  
    karaoke.py  
    ...
```

```
import sound
```

```
sound.effects.echo.echofilter(a, b)
```



```
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```

```
import sound
```

```
sound.effects.echo.echofilter(a, b)
```

```
from sound.effects import echo
```

```
echo.echofilter(a, b)
```

```
sound/  
  __init__.py  
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import sound
```

```
sound.effects.echo.echofilter(a, b)
```

```
from sound.effects import echo
```

```
echo.echofilter(a, b)
```

```
from sound.effects.echo import echofilter
```

```
echofilter(a, b)
```

# Import Conventions

- Import statements go at the top of the file
- Preferred to import the whole module instead of the “from module import function” notation

pickle



# pickle

Method	Use
<code>pickle.dump(obj, file)</code>	Write pickled representation of arbitrary object <code>obj</code> into the file object <code>file</code> .
<code>pickle.dumps(obj)</code>	Return pickled representation of arbitrary object <code>obj</code> as a bytes string.
<code>pickle.load(file)</code>	Read the object which has been pickled into <code>file</code> into memory, return the object.
<code>pickle.loads()</code>	Execute the current statement, proceed to the next one.

Safety around pickle

PDB



# pdb

Command	Use
<code>pdb.set_trace()</code>	Sets breakpoint; launches <code>pdb</code> when execution encounters the breakpoint.
<code>p expression</code> or <code>print expression</code>	Prints the value of <i>expression</i> .
<code>c</code> or <code>continue</code>	Continue execution from the current breakpoint.
<code>n</code> or <code>next</code>	Execute the current statement, proceed to the next one.
<code>s</code> or <code>step</code>	Execute the current statement, step into the function.
<code>b line</code> or <code>b function</code>	Sets a breakpoint at line number <i>line</i> , or at the beginning of <i>function</i> .



collections

# collections

Command	Use
<code>collections.namedtuple</code>	Object that supports name-binding to elements of a tuple.
<code>collections.defaultdict</code>	Object that supports default dictionary values (to reduce need for error catching when working with dictionaries).
<code>collections.Counter</code>	Simplify counting of elements in a collection.

functools



# functools

Command	Use
<code>functools.cache</code>	Caches the output of a function (like the decorator we wrote in the FP lecture).
<code>functools.wraps</code>	Updates a wrapper function to look like the wrapped function. ( <code>__name__</code> , <code>__doc__</code> , etc.)
<code>functools.partial</code>	Returns a function object with some positional and keyword arguments pre-filled.

\_\_\_\_doc\_\_\_\_, \_\_\_\_name\_\_\_\_



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Casting strings to ints



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<code>functools.partial</code>	Returns a function object with some positional and keyword arguments pre-filled.



itertools

# itertools

Command	Use
<code>itertools.cycle(iterable)</code>	Returns an infinite iterable, cycling through the elements of <code>iterable</code> .
<code>itertools.count(start [,step])</code>	Returns an infinite iterable, counting up from <code>start</code> in increments of <code>step</code> .

threading

What is a thread?

Multithreading: multiple concurrent  
flows of program execution

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flows of program execution

Keep in mind this is different then multiprocessing!!!!!!

Why would you want to run  
multiple programs at once?

Re



Character	Brief Description	Simple Example
.	any character (wildcard)	w.kly
^	Begins with	^where
[ ]	character set	[0-9]
	either or	hi bye
+	Once or more	me+
*	zero occurrences or more	me*
{ }	exact number of times	l{4}
\	special character operations	\w
\$	Ends with	\$bar

Command	Use
<code>re.findall(pattern, string)</code>	Returns a list of all non-overlapping substrings of <code>string</code> that match <code>pattern</code> .
<code>re.match(pattern, string)</code>	Returns <code>MatchObject</code> (allows for easy match processing) if <code>string</code> matches <code>pattern</code> , <code>None</code> otherwise.

"\\(\\d{3}\\)[- ]\\d{3}-\\d{4}"

(123) 456-7890