

# Python Modules and Packages

## 1. Modules

**Definition:** A module is a file containing Python code (functions, classes, variables) that can be imported and used in other Python programs. Modules help organize code into logical units, promote code reusability, and avoid naming conflicts. Python files with .py extension are modules.

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## 2. Importing Modules

**Definition:** Importing is the process of loading a module's code into your program so you can use its functions, classes, and variables. Python provides several ways to import modules using the import statement.

### Method 1: Basic Import

#### Syntax:

```
python
```

```
import module_name
```

#### Example:

```
python
```

```
import math
```

```
# Using module functions with module_name.function_name
```

```
result = math.sqrt(16)
```

```
print(result) # 4.0
```

```
area = math.pi * (5 ** 2)
```

```
print(f"Area of circle: {area}") # 78.53981633974483
```

## Method 2: Import with Alias

**Definition:** Importing a module with an alias gives it a shorter or different name for convenience.

### Syntax:

```
python
```

```
import module_name as alias
```

### Example:

```
python
```

```
import datetime as dt
```

```
# Using alias instead of full module name
```

```
current_time = dt.datetime.now()
```

```
print(current_time)
```

```
today = dt.date.today()
```

```
print(f"Today's date: {today}")
```

## Method 3: Import Specific Items

**Definition:** Import only specific functions, classes, or variables from a module instead of the entire module.

### Syntax:

```
python
```

```
from module_name import item1, item2
```

### Example:

```
python
```

```
from math import sqrt, pi, pow
```

```
# Use directly without module name
```

```
print(sqrt(25)) # 5.0  
print(pi) # 3.141592653589793  
print(pow(2, 3)) # 8.0
```

#### **Method 4: Import All**

**Definition:** Import all items from a module (not recommended as it can cause naming conflicts).

**Syntax:**

```
python  
from module_name import *
```

**Example:**

```
python  
from random import *
```

```
# All random module functions available directly  
num = randint(1, 10)  
print(num)
```

```
choice_item = choice(['apple', 'banana', 'cherry'])  
print(choice_item)
```

---

### **3. Using Standard Libraries**

**Definition:** Standard libraries are pre-installed modules that come with Python. They provide ready-to-use functions for common tasks like mathematical operations, random number generation, date/time handling, file operations, etc.

#### **math Module**

**Definition:** The math module provides mathematical functions and constants for advanced mathematical operations beyond basic arithmetic.

**Syntax:**

```
python
```

```
import math
```

### **Example:**

```
python
```

```
import math
```

#### *# Mathematical constants*

```
print(f"Pi: {math.pi}") # 3.141592653589793
```

```
print(f"Euler's number: {math.e}") # 2.718281828459045
```

#### *# Mathematical functions*

```
print(f"Square root of 16: {math.sqrt(16)}") # 4.0
```

```
print(f"Power: {math.pow(2, 3)}") # 8.0
```

```
print(f"Factorial of 5: {math.factorial(5)}") # 120
```

#### *# Trigonometric functions*

```
print(f"Sin(90°): {math.sin(math.radians(90))}") # 1.0
```

```
print(f"Cos(0°): {math.cos(math.radians(0))}") # 1.0
```

#### *# Rounding functions*

```
print(f"Ceil of 4.3: {math.ceil(4.3)}") # 5
```

```
print(f"Floor of 4.7: {math.floor(4.7)}") # 4
```

#### *# Logarithmic functions*

```
print(f"Log base 10 of 100: {math.log10(100)}") # 2.0
```

```
print(f"Natural log of e: {math.log(math.e)}") # 1.0
```

## random Module

**Definition:** The random module provides functions to generate random numbers, make random selections, and shuffle sequences.

### Syntax:

```
python
```

```
import random
```

### Example:

```
python
```

```
import random
```

```
# Random integer in range
```

```
dice = random.randint(1, 6)
```

```
print(f"Dice roll: {dice}")
```

```
# Random float between 0 and 1
```

```
rand_float = random.random()
```

```
print(f"Random float: {rand_float}")
```

```
# Random float in range
```

```
temperature = random.uniform(20.0, 30.0)
```

```
print(f"Temperature: {temperature:.2f}")
```

```
# Random choice from list
```

```
fruits = ['apple', 'banana', 'cherry', 'mango']
```

```
selected = random.choice(fruits)
```

```
print(f"Selected fruit: {selected}")
```

```
# Random sample (multiple items)
```

```
winners = random.sample(fruits, 2)
```

```
print(f"Winners: {winners}")
```

```
# Shuffle list
```

```
numbers = [1, 2, 3, 4, 5]
```

```
random.shuffle(numbers)
```

```
print(f"Shuffled: {numbers}")
```

### **datetime Module**

**Definition:** The datetime module provides classes for manipulating dates and times, including formatting, parsing, and arithmetic operations on dates.

#### **Syntax:**

```
python
```

```
import datetime
```

#### **Example:**

```
python
```

```
import datetime
```

```
# Current date and time
```

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

```
print(f"Current datetime: {now}")
```

```
# Current date only
```

```
today = datetime.date.today()
```

```
print(f"Today's date: {today}")
```

*# Current time only*

```
current_time = datetime.datetime.now().time()  
print(f"Current time: {current_time}")
```

*# Creating specific date*

```
birthday = datetime.date(1995, 5, 15)  
print(f"Birthday: {birthday}")
```

*# Creating specific datetime*

```
event = datetime.datetime(2025, 12, 31, 23, 59, 59)  
print(f"New Year Event: {event}")
```

*# Formatting dates*

```
formatted = now.strftime("%d-%m-%Y %H:%M:%S")  
print(f"Formatted: {formatted}")
```

*# Date arithmetic*

```
tomorrow = today + datetime.timedelta(days=1)  
print(f"Tomorrow: {tomorrow}")
```

```
week_ago = today - datetime.timedelta(weeks=1)  
print(f"Week ago: {week_ago}")
```

*# Components of date*

```
print(f"Year: {today.year}")
```

```
print(f"Month: {today.month}")
```

```
print(f"Day: {today.day}")
```

## **os Module**

**Definition:** The os module provides functions to interact with the operating system, including file and directory operations, environment variables, and process management.

### **Syntax:**

```
python
```

```
import os
```

### **Example:**

```
python
```

```
import os
```

```
# Current working directory
```

```
cwd = os.getcwd()
```

```
print(f"Current directory: {cwd}")
```

```
# List files in directory
```

```
files = os.listdir('.')
```

```
print(f"Files: {files}")
```

```
# Check if path exists
```

```
exists = os.path.exists('sample.txt')
```

```
print(f"File exists: {exists}")
```

```
# Check if it's a file or directory
```

```
is_file = os.path.isfile('sample.txt')
```



```
is_dir = os.path.isdir('my_folder')  
print(f"Is file: {is_file}, Is directory: {is_dir}")
```

*# Get file size*

```
if os.path.exists('sample.txt'):  
    size = os.path.getsize('sample.txt')  
    print(f"File size: {size} bytes")
```

*# Create directory*

*# os.mkdir('new\_folder')*

*# Join paths (OS-independent)*

```
file_path = os.path.join('folder', 'subfolder', 'file.txt')  
print(f"Path: {file_path}")
```

## **sys Module**

**Definition:** The sys module provides access to system-specific parameters and functions, including command-line arguments, Python version, and exit functions.

### **Syntax:**

```
python
```

```
import sys
```

### **Example:**

```
python
```

```
import sys
```

*# Python version*

```
print(f"Python version: {sys.version}")
```

*# Platform information*

```
print(f"Platform: {sys.platform}")
```

*# Command line arguments*

```
print(f"Script name: {sys.argv[0]}")
```

```
print(f"Arguments: {sys.argv}")
```

*# Maximum integer size*

```
print(f"Max int: {sys.maxsize}")
```

*# Exit program*

```
# sys.exit("Exiting program")
```

*# Python path*

```
print("Python path:")
```

```
for path in sys.path[:3]: # Show first 3 paths
```

```
    print(path)
```

---

## 4. Creating Custom Modules

**Definition:** Custom modules are Python files you create containing your own functions, classes, and variables that can be imported and reused in other programs. They help organize large projects into manageable, reusable components.

### Creating a Module

#### Step 1: Create a module file (mymodule.py)

**Example:**

```
python
```

*# mymodule.py - Save this as a separate file*

"""

This is a custom module for basic calculations

"""

*# Module-level variable*

PI = 3.14159

*# Functions*

def add(a, b):

"""Add two numbers"""

return a + b

def subtract(a, b):

"""Subtract two numbers"""

return a - b

def multiply(a, b):

"""Multiply two numbers"""

return a \* b

def divide(a, b):

"""Divide two numbers"""

if b == 0:

return "Error: Division by zero"

```
return a / b
```

```
def greet(name):  
    """Greet a person"""  
    return f"Hello, {name}!"
```

*# Class*

```
class Calculator:  
    """A simple calculator class"""  
  
    def __init__(self):  
        self.result = 0  
  
    def add(self, num):  
        self.result += num  
        return self.result  
  
    def reset(self):  
        self.result = 0
```

*# Code that runs only when module is executed directly*

```
if __name__ == "__main__":  
    print("This is mymodule")  
    print(f"PI value: {PI}")
```

## **Using Custom Module**

### **Step 2: Import and use the custom module**

**Example:**

python

*# main.py - Your main program file*

*# Method 1: Import entire module*

import mymodule

print(mymodule.add(10, 5)) *# 15*

print(mymodule.multiply(4, 3)) *# 12*

print(mymodule.greet("Alice")) *# Hello, Alice!*

print(f"PI from module: {mymodule.PI}")

*# Using class from module*

calc = mymodule.Calculator()

calc.add(10)

calc.add(5)

print(f"Calculator result: {calc.result}") *# 15*

*# Method 2: Import specific items*

from mymodule import subtract, divide, PI

print(subtract(20, 8)) *# 12*

print(divide(100, 5)) *# 20.0*

print(f"PI value: {PI}")

*# Method 3: Import with alias*

```
import mymodule as mm
```

```
print(mm.add(7, 3)) # 10
```

```
print(mm.multiply(5, 5)) # 25
```

### **The dir() and help() Functions**

**Definition:** dir() returns a list of all attributes and methods of a module/object. help() displays documentation for a module, function, or class.

#### **Example:**

```
python
```

```
import math
```

```
# List all functions in math module
```

```
print(dir(math))
```

```
# Get help on specific function
```

```
help(math.sqrt)
```

```
# For custom module
```

```
import mymodule
```

```
print(dir(mymodule))
```

```
help(mymodule.add)
```