

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.

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)
```