

## 3.8. Module



Fig. 3.8.1 Photo by Maik Kleinert on Unsplash

### Note

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##### 3. Homework

Roadmap

1. This topic: Module

| Module           |                |              |                  |               |            |          |       |           |
|------------------|----------------|--------------|------------------|---------------|------------|----------|-------|-----------|
| import Statement | from Statement | as Statement | Module Structure | Common Module |            |          |       |           |
|                  |                |              |                  | math          | sys        | date     | codec | _thread   |
|                  |                |              |                  |               | os         | time     |       | threading |
|                  |                |              |                  | random        | shutil     | datetime |       |           |
|                  |                |              |                  |               | subprocess |          |       |           |

2. Course: Python 1

3. Subject: Programming

4. Field

- a. Software Engineering (SE)
- b. Computer Science and Information Engineering (CSIE)
- c. Electrical/Electronics Engineering (EE)

### 3.8.1. Introduction

- 其實模組就是.py 檔，之前普羅所做過的練習，儲存起來的.py檔都是模組。
- 而當普羅需要使用到這些模組的時候，都可以藉由import 指令來匯入現在所編輯的程式中使用。
- 至於菲絲恩之前所import 的模組，多是Python內建的模組，以方便大部分程式設計人員所使用，而不用一再重新撰寫。
- 具體的說，模組就是保存了程式碼的.py 檔，裡面可能定義了函數、類別、變數等內容。

#### 3.8.1.1. Syntax

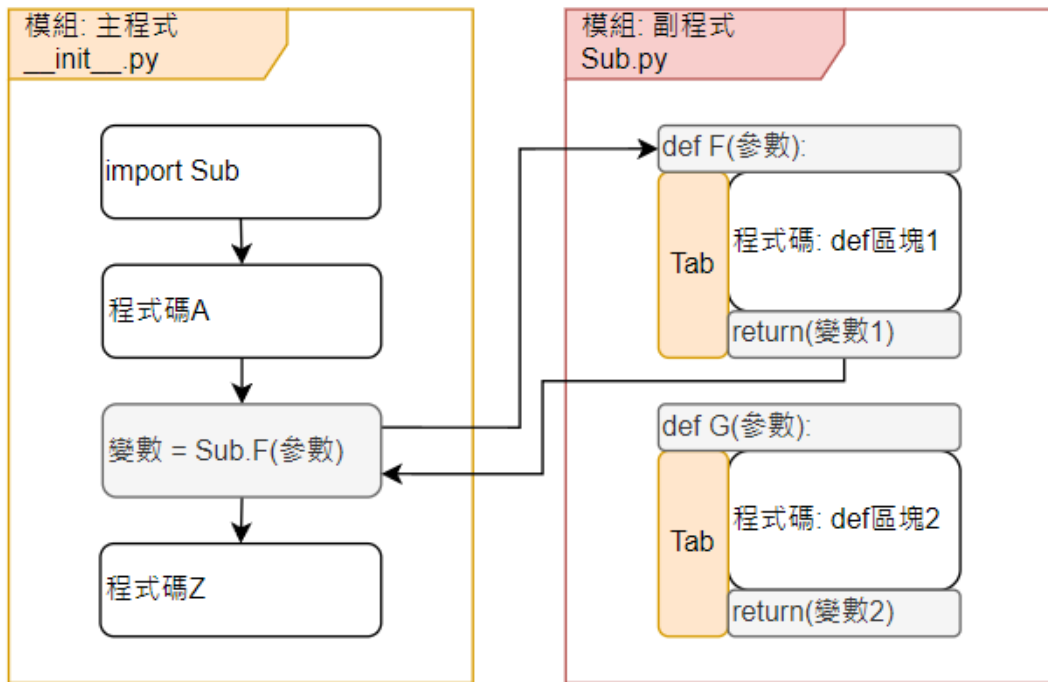
- 要匯入模組，則有兩個指令可以加以使用：import 跟from...import，其語法分別是

```
1 import module1[,module2[,... module]
```

```
1 from modname import name1[,name2[, ... nameN]]
```

- 由上可知，import 可以一次匯入多個模組，中間以「，」分隔。而from...import 則是更精確的描述想要使用的是哪個模組裡面的哪個函數。
  - 另外，在匯入的過程中，如果在這個Python 檔案的路徑底下找不到你所指定的Python 檔案，那Python 便會到sys.path 裡面加以尋找。
4. Module Relationship

## 套件



## 3.8.2. Examples

### 3.8.2.1. Ex1: import

#### 1. Source

```
1 import sys      # 匯入sys 模組
2
3 print(sys.path)  # 印出sys.path
```

#### 2. Output

```
1 ['C:\\examples\\Ch9', 'C:\\Python34\\Lib\\idlelib', 'C:\\Windows\\system32\\python34.zip',
  'C:\\Python34\\DLLs', 'C:\\Python34\\lib', 'C:\\Python34', 'C:\\Python34\\lib\\site-packages']
```

3. 由上例可知，透過這樣簡單的方式便可知道Python 會在哪裡系統的路徑下找尋要import 的模組檔案。

4. 如果嫌import 的模組名稱太長不好打，或是不好聽而想要換名稱，則可使用import...as 這個指令。

5. 這個指令會先import 你指定的模組進來，但是在這支Python 程式裡面，所匯入的模組名稱則會變成as 後面的名稱，如下例所示：

### 3.8.2.2. Ex2: as

#### 1. Source

```

1 import math as ma    # import math模組，並將其重新命名為ma
2
3 print(ma.pi)         # 輸出ma模組裡的變數pi
4 print(math.pi)       # 輸出math模組裡的變數pi

```

## 2. Output

```

1 3.141592653589793
2 3.141592653589793

```

3. 使用import...as 並不會改變這個模組真正的名字，僅是在被匯入的這支程式裡面被更改名稱而已，這一點得特別注意。
4. 畢竟全世界都在用的模組名稱，如果可以讓每個人自由重新命名，那其他人還怎麼使用呢？

### 3.8.2.3. Ex3: from import

#### 1. Source

Listing 3.8.2.3.1 /src/Module/Sqrt/\_\_init\_\_.py: Case 6a

```

1 from math import sqrt
2
3 print(sqrt(3))

```

## 2. Output

```

1 1.7320508075688772

```

### 3.8.2.4. Ex4: Get Date/Time

1. 聽到比賽的獎品是能夠有一次機會去實現任何一個願望，普羅迫不及待能藉由這次所贏的許願機會盡快回到原來的世界。
2. 於是，當菲絲恩問普羅要不要用看看她魔法書中現成的咒語時，普羅二話不說便答應了！

#### 3. Codes

##### a. \_\_init\_\_.py: main program

Listing 3.8.2.4.1 /src/Module/GetDateTime/\_\_init\_\_.py

```

1 import ex09_05
2
3 print("現在時間: " + ex09_05.getTime('%Y-%m-%d %H:%M:%S'))

```

##### b. ex09\_05.py: getTime()

Listing 3.8.2.4.2 /src/Module/GetDateTime/ex09\_05.py

```

1 import time
2
3 def getTime(sTimeFormat):
4     dtTimeStamp = time.time()
5     return(time.strftime(sTimeFormat, time.localtime(dtTimeStamp)))

```

## 4. Output

### 3.8.2.5. Ex5a: Modularization

#### 1. Original Codes

- We have ever write out our triangle cases in [Stars.py]
- Now we use [Case 6a] as our example.

Code

Output

Listing 3.8.2.5.1 /src/Module/Stars/Ex6a.py

```

1  '''
2  author: cph
3  since: 20170104
4  '''
5  def CaseSep(sCase, sMsg):
6      print("-----")
7      print("Case %s: %s" %(sCase, sMsg))
8      print("-----")
9
10 if __name__ == '__main__':
11     iMax = int(input("Please give me a number: "))
12     CaseSep("6a", "while: string, step up, a slope")
13     iCnt = 1
14     while (iCnt <= iMax):
15         print(" " * (iCnt - 1) + "*")
16         iCnt += 1
17

```

#### 2. Module Codes: Modularization

Code: i.py: for input

Output: i.py: for input

Code: p.py: for process

Output: p.py: for input

Code: o.py: for output

Output: o.py: for input

Code: \_\_init\_\_.py: main program

Output: for whole app

Listing 3.8.2.5.2 /src/Module/Modularization/i.py: input

```

1  '''
2  author: cph
3  since: 20170104
4  '''
5  def InTitle():
6      iMax = int(input("Please give me a number: "))
7      return(iMax)
8
9  if __name__ == '__main__':
10     print(InTitle())

```

### 3.8.2.6. Ex5b: Modularization: Speed

#### 1. Original Codes

a. We have ever write out our triangle cases in [Stars.py]

b. Now we use [Case 6a] as our example.

Code

Output

```
1 Ex6a in One: 0.06592889999956242
```

## 2. Module Codes: Modularization

Code: i.py: for input

Output: i.py: for input

Code: p.py: for process

Output: p.py: for input

Code: o.py: for output

Output: o.py: for input

Code: \_\_init\_\_.py: main program

Output: for whole app

Listing 3.8.2.6.6 Modularization: output

```
__init__.py: 0.19895209999958752
```

3. In a summary, functions in one file is faster than we call functions from multiple modules.

### 3.8.2.7. Ex6a: \_\_main\_\_

1. In Python, \_\_main\_\_ is the name of the scope in which top-level code executes.

2. A Python file runs as a script when invoked directly rather than imported.

3. \_\_main\_\_ can be used to run code only when invoked as a script

a. On import, name is set to the module name

b. On direct execution, name is \_\_main\_\_

4. This allows

a. Importing modules without running main().

b. Writing scripts that can be both imported and executed.

c. Protecting code that should only run at startup

## 5. Code+Output

Code

Output

Listing 3.8.2.7.1 /src/Module/Main/main.py

```

1  '''
2  author: CPH
3  since: 20230805
4  '''
5  def printit():
6      print("這一行被呼叫時，才會會被列印出來...")
7
8  if __name__ == '__main__':
9      printit()
10     print("這一行只會在直接執行時被列印出來，但若函式呼叫就不會喔...")

```

6. It can be imported and run as a script.

Code

Output

Listing 3.8.2.7.2 /src/Module/Main/caller.py

```

1  '''
2  author: CPH
3  since: 20230805
4  '''
5  import main
6
7  if __name__ == '__main__':
8      main.printit()

```

## 7. Summary

- `__main__` is the name of the scope when a .py file runs as a script.
- It can be used to run initialization code safely.

### Important

#### `__name__`

- The `__name__` value is a built-in variable in Python that is used to determine if a Python script is being run as the main program or if it is being imported as a module into another script.
- We can find and use the `__name__` variable in our Python code.

#### See also

Python Doc v3

- 5.4.4. Import-related module attributes, Python Documentation. [\[Web\]](#)

## 3.8.2.8. Ex6b: `__main__`

### 1. Code+Output

Code

Output

Listing 3.8.2.8.1 /src/Module/Main2/main.py

```

1  '''
2  author: CPH
3  since: 20230805
4  '''
5
6  if __name__ == '__main__':
7      print(f'__name__: {__name__}')
8
9      lMain = [
10         "__name__ == '__main__'",
11         "__name__ == '__main__'",
12         "__name__ == 'main__'",
13         "__name__ == 'main'",
14     ]
15
16     for m in lMain:
17         print(f"{m} is {eval(m)}...")
18

```

### 3.8.2.9. Ex6c: \_\_main\_\_

#### 1. Code+Output

Code

Output

Listing 3.8.2.9.1 /src/Module/Main3/main.py

```

1  '''
2  author: CPH
3  since: 20230805
4  '''
5
6  if __name__ == '__main__':
7      lsModAtt = [
8          '__name__',
9          '__loader__',
10         '__package__',
11         '__spec__',
12         '__path__',
13         '__file__',
14         '__cached__',
15     ]
16
17     for a in lsModAtt:
18         if (a in globals()):
19             print(f"{a} is global variable and value is {globals()[a]}...")
20         elif (a in locals()):
21             print(f"{a} is local variable and value is {locals()[a]}...")
22         else:
23             print(f"{a} is NOT Found...")

```



## Summary

1. Here is a summary of built-in Python functions related to modules.

| Build-in                  | Description                               |
|---------------------------|---|
| package                   | Package containing module                 |
| import                    | Imports a module into current namespace   |
| from                      | Imports specific objects from a module    |
| as                        | Renames a module or object on import      |
| def                       | Defines a function in a module            |
| if __name__ == '__main__' | Runs a module as a script                 |
| class                     | Defines a class in a module               |
| help()                    | Displays docs for module, function, class |
| dir()                     | Lists names defined in a module           |
| file                      | Path to module file                       |
| name                      | Module name, 'main' if run as script      |
| sys.path                  | Search path for imported modules          |
| sys.modules               | Loaded module objects                     |
| importlib                 | Programmatic import interface             |

2. These built-ins allow creating, importing, introspecting and executing modules in Python.

3. Good modular design through functions, classes and controlled imports is important for building robust reusable code.

### 3.8.3. Homework

#### 3.8.3.1. Hw1

Question

Code

請載入標準模組庫中的 `random` 模組，  
並利用其中的 `choice` 函數從52張的撲克牌中拿出5張牌。

### 3.8.3.2. Hw2

Question

Code

請撰寫一個程式，利用`random` 模組輸出一份家事分配表。預設串列：

```
member = ["花媽", "花橘子", "花柚子", "花爸"]  
housework = ["掃地", "拖地", "洗衣服", "擦窗戶"]
```

### 3.8.3.3. Hw3

Question

Code

建立一個包含所有英文大寫字母的串列，  
每次隨機從中挑取一個字母輸出，  
共輸出5次，不可重複，也不可刪除串列中的資料。

1. Start: 20170719

2. System Environment:

#### Listing 3.8.3.3.1 requirements.txt

```

1 sphinx==7.1.2 # Sphinx
2 graphviz>=0.20.1 # Graphviz
3 sphinxbootstrap4theme>=0.6.0 # Theme: Bootstrap
4 sphinx-material>=0.0.35 # Theme: Material
5 sphinxcontrib-plantuml>=0.25 # PlantUML
6 sphinxcontrib.bibtex>=2.5.0 # Bibliography
7 sphinx-autorun>=1.1.1 # ExecCode: pycon
8 sphinx-execute-code-python3>=0.3 # ExecCode
9 btd.sphinx.inheritance-diagram>=2.3.1 # Diagram
10 sphinx-copybutton>=0.5.1 # Copy button
11 sphinx_code_tabs>=0.5.3 # Tabs
12 sphinx-immaterial>=0.11.3 # Tabs
13
14 #-----
15 #-- Library Upgrade Error by Library Itself
16 # >> It needs to fix by library owner
17 # >> After fixed, we need to try it later
18 #-----
19 pydantic==1.10.10 # 2.0: sphinx compiler error, 20230701
20
21 #-----
22 #-- Minor Extension
23 #-----
24 sphinxcontrib.httpdomain>=1.8.1 # HTTP API
25
26 #sphinxcontrib-blockdiag>=3.0.0 # Diagram: block
27 #sphinxcontrib-actdiag>=3.0.0 # Diagram: activity
28 #sphinxcontrib-nwdiag>=2.0.0 # Diagram: network
29 #sphinxcontrib-seqdiag>=3.0.0 # Diagram: sequence
30
31 #-----
32 #-- Still Wait For Upgrading Version
33 #-----
34
35 #-----
36 #-- Still Under Testing
37 #-----
38 #numpy>=1.24.2 # Figure: numpy
39
40 #-----
41 #-- NOT Workable
42 #-----
43 #sphinxcontrib.jsdemo==0.1.4 # ExecCode: Need replace add_js_file()
44 #jupyter-sphinx==0.4.0 # ExecCode: Need gcc compiler
45 #sphinxcontrib.slide==1.0.0 # Slide: Slideshare
46 #hieroglyph==2.1.0 # Slide: make slides
47 #matplotlib>=3.7.1 # Plot: Need Python >= v3.8
48 #manim==0.17.2 # Diagram: scipy, numpy need gcc
49 #sphinx_diagrams==0.4.0 # Diagram: Need GKE access
50 #sphinx-tabs>=3.4.1 # Tabs: Conflict w/ sphinx-material

```