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DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING



# 19IT103 – COMPUTATIONAL THINKING AND PYTHON PROGRAMMING

- ❖ A readable, dynamic, pleasant, flexible, fast and powerful language

# Objective

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**Files and exception:** text files, reading and writing files, format operator; command line arguments, errors and exceptions, handling exceptions, modules, **packages**; Illustrative programs: word count, copy file, Voter's age validation, Marks range validation (0-100).

# RECAP

Modules in Python are simply Python files with a `.py` extension.

- Executing Modules
- Standard Modules
- `dir()` Function

# Packages

- “dotted module names” (ex. *a.b*)
  - Submodule *b* in package *a*
- Saves authors of multi-module packages from worrying about each other’s module names
- Python searches through *sys.path* directories for the package subdirectory
- Users of the package can import individual modules from the package
- Ways to import submodules
  - *import sound.effects.echo*
  - *from sound.effects import echo*
- Submodules must be referenced by full name
- An *ImportError* exception is raised when the package cannot be found

# Importing \* From a Package

- \* does not import all submodules from a package
- Ensures that the package has been imported, only importing the names of the submodules defined in the package
- *import sound.effects.echo*  
*import sound.effects.surround*  
*from sound.effects import \**

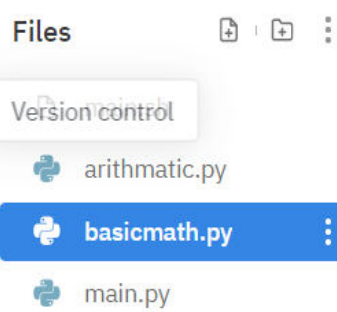
# Intra-package References

- Submodules can refer to each other
  - *Surround* might use *echo* module
  - *import echo* also loads *surround* module
- *import* statement first looks in the containing package before looking in the standard module search path
- Absolute imports refer to submodules of sibling packages
  - *sound.filters.vocoder* uses *echo* module  
*from sound.effects import echo*
- Can write explicit relative imports
  - *from . import echo*
  - *from .. import formats*
  - *from ..filters import equalizer*

# Packages in Multiple Directories

- `_path_` is a list containing the name of the directory holding the package's `_init_.py`
- Changing this variable can affect future searches for modules and subpackages in the package
- Can be used to extend the set of modules in a package
- Not often needed

# Usage



```
basicmath.py
1 def add(a,b):
2     return a+b
3 def sub(a,b):
4     return a+b
5 def mul(a,b):
6     return a+b
7 def div(a,b):
8     return a+b
```

Main.py using the math module

```
main.py
1 import basicmath
2 value1 = 10
3 value2 = 20
4 print("add:",basicmath.add(value1,value2))
5 print("sub:",basicmath.sub(value1,value2))
6 print("mul:",basicmath.mul(value1,value2))
7 print("div:",basicmath.div(value1,value2))
```

Basicmath.py (module contains useful arithmetic functions)

```
https://modules-py.kiteit.repl.run
> python main.py
add: 30
sub: 30
mul: 30
div: 30
> 
```



# Package name (To avoid conflicts)

The image shows a code editor interface with a file explorer on the left and a code editor on the right. The file explorer shows a directory named "Files" containing three files: "main.sh", "basicmath.py", and "main.py". The "main.py" file is selected and highlighted in blue. The code editor shows two tabs: "main.py" and "basicmath.py". The "main.py" tab is active, displaying the following Python code:

```
1 import basicmath as mymath
2 value1 = 10
3 value2 = 20
4 print("add:", mymath.add(value1, value2))
5 print("sub:", mymath.sub(value1, value2))
6 print("mul:", mymath.mul(value1, value2))
7 print("div:", mymath.div(value1, value2))
```

Below the code editor is a terminal window with a dark background. The terminal shows the command `python main.py` being executed, followed by the output:

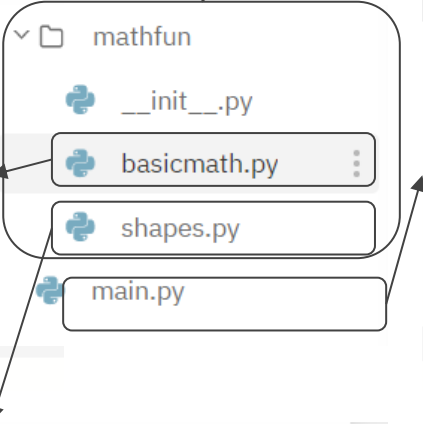
```
add: 30
sub: 30
mul: 30
div: 30
```

The terminal prompt is visible at the end of the output.

# Packages

Math Fun package (folder with more modules and `__init__.py`)

```
mathfun/__init__.py
1 def add(a,b):
2     return a+b
3 def sub(a,b):
4     return a+b
5 def mul(a,b):
6     return a+b
7 def div(a,b):
8     return a+b
```



```
mathfun/ __init__.py  main.py
1 from mathfun import basicmath
2 from mathfun import shapes
3 value1 = 10
4 value2 = 20
5 print("add:",basicmath.add(value1,value2))
6 print("sub:",basicmath.sub(value1,value2))
7 print("mul:",basicmath.mul(value1,value2))
8 print("div:",basicmath.div(value1,value2))
9 print("area_of_rectangle:",shapes.areaOfRectangle(value1,value2))
10 print("area_of_tritangle:",shapes.areaOfTriangle(value1,value2))
```

```
mathfun/__init__.py  mathfun/shapes.py
1 def areaOfRectangle(length, width):
2     return length*width
3
4 def areaOfTriangle(base, height):
5     return 0.5*base*height
```

```
https://modules-py.kiteit.repl.run
> python main.py
add: 30
sub: 30
mul: 30
div: 30
area_of_rectangle: 200
area_of_tritangle: 100.0
> []
```

# SUMMARY

Packages are a way of structuring Python's module namespace by using "dotted module names". For example, the module name `A.B` designates a submodule named `B` in a package named `A`. Just like the use of modules saves the authors of different modules from having to worry about each other's global variable names, the use of dotted module names saves the authors of multi-module packages like NumPy or Pillow from having to worry about each other's module names.

Thank  
you