

# Moduler, rekursion och generatorer

Daniel Bosk

KTH EECS

18th September 2020

## 1 Moduler

- Hur?
- Ett gammalt exempel

## 2 Linting

## 3 Rekursion

- Fakultet
- Sökning

## 4 Generatorer

- Filtrering och mappning igen
- Vad är egentligen skillnaden?

## 5 PyPI

# import module

## Example (bad-module.py)

```
1  """This is a bad module"""
2
3  def hello_world():
4      """Prints 'Hello, world!'"""
5      print("Hello, world!")
6
7  hello_world()
```

## Example (test-good-bad.py)

```
1  """Tests good and bad modules"""
2
3  import bad_module
4
5  bad_module.hello_world()
```

## Example (good-module.py)

```
1  """This is a good module"""
2
3  def hello_world():
4      """Prints 'Hello, world!!!!!!' """
5      print("Hello, world!!!!!!!!!!!!")
6
7  def main():
8      hello_world()
9
10 if __name__ == "__main__":
11     main()
```

## Example (input-type.py, del 1)

```
1  """Take input more easily."""
2
3  def input_type(t, prompt=""):
4      """Take input, convert to type t; repeat if error."""
5      while True:
6          try:
7              return t(input(prompt))
8          except ValueError:
9              if t == int:
10                 print(f"Sorry, can't convert to integer.")
11             else:
12                 print(f"Sorry, can't convert to {t}.")
```

## Example (input-type.py, del 2)

```

14 def main():
15     """Test functionality of this module"""
16     x = input_type(int, "x = ")
17     y = input_type(int, "y = ")
18     z = input_type(float, "z = ")
19     name = input_type(str, "Your name: ")
20
21     print(f"{x} + {y} = {x+y}")
22     print(f"z = {z}")
23     print(f"Your name is {name}")
24
25 if __name__ == "__main__":
26     main()

```



## Example (Använda modulen)

```
1 import input_type
2
3 x = input_type(int, "x = ")
4 print(f"x = {x}")
```

## 1 Moduler

- Hur?
- Ett gammalt exempel

## 2 Linting

## 3 Rekursion

- Fakultet
- Sökning

## 4 Generatorer

- Filtrering och mappning igen
- Vad är egentligen skillnaden?

## 5 PyPI

```
$ pylint prog.py
```

## 1 Moduler

- Hur?
- Ett gammalt exempel

## 2 Linting

## 3 Rekursion

- Fakultet
- Sökning

## 4 Generatorer

- Filtrering och mappning igen
- Vad är egentligen skillnaden?

## 5 PyPI

```
def f(x):  
    if p(x):  
        return c  
    else:  
        return f(g(x))
```

## Example (factorial.py, del 1)

```
1  """Calculate factorial"""
2
3  import input_type
4
5  def factorial(num):
6      """returns the factorial of num"""
7      if num == 1:
8          return 1
9      elif num < 1:
10         raise ArithmeticError("Must be positive numbers")
11     return num*factorial(num-1)
```

## Example (factorial.py, del 2)

```
12
13 def main():
14     """test the functions in this module"""
15     num = input_type(int, "Enter a number: ")
16     print(f"{num}! = {factorial(num)}")
17
18 if __name__ == "__main__":
19     main()
```

## Example (search.py, del 1)

```
5 def in_list(item, lst):  
6     """ Check if item is in lst """  
7     if len(lst) < 1:  
8         return False  
9     elif len(lst) == 1:  
10        return lst[0] == item  
11  
12    middle = len(lst)//2  
13    if item == lst[middle]:  
14        return True  
15    elif item < lst[middle]:  
16        half_lst = lst[:middle] # lst[0:middle]  
17    else:  
18        half_lst = lst[middle+1:]  
19    return in_list(item, half_lst)
```



## Example (search.py, del 2)

```
3  import input_type

...

21
22  def main():
23      """Test functionality"""
24      l = sorted([1, 2, 4, 5, 8, 10, 18, 20, 21, 22, 30])
25      x = input_type.input_type(int, "What to search for? ")
26      if in_list(x, l):
27          print("Yes!")
28      else:
29          print("No!")
30
31  if __name__ == "__main__":
32      main()
```

## 1 Moduler

- Hur?
- Ett gammalt exempel

## 2 Linting

## 3 Rekursion

- Fakultet
- Sökning

## 4 Generatorer

- Filtrering och mappning igen
- Vad är egentligen skillnaden?

## 5 PyPI

```
def gen():  
    i = 0  
    while True:  
        yield i  
        i += 1
```

## Example (filter-own.py)

```
7 def own_filter(f, lst):
8     result = []
9     for i in lst:
10         if f(i):
11             result.append(i)
12     return result
```

## Example (filter-gen.py)

```
7 def own_filter(f, lst):
8     """filter elements of lst based on f"""
9     for i in lst:
10         if f(i):
11             yield i
```

## Example (filter-own.py)

```
7 def own_filter(f, lst):
8     result = []
9     for i in lst:
10         if f(i):
11             result.append(i)
12     return result
```

## Example (filter-gen.py)

```
7 def own_filter(f, lst):
8     """filter elements of lst based on f"""
9     for i in lst:
10         if f(i):
11             yield i
```

## Example (mapping-own.py)

```
16 def own_map(f, lst):  
17     result = []  
18     for i in lst:  
19         result.append(f(i))  
20     return result
```

## Example (mapping-gen.py)

```
16 def own_map(f, lst):  
17     """map i to f(i)"""  
18     for i in lst:  
19         yield f(i)
```

## Example (mapping-own.py)

```
16 def own_map(f, lst):  
17     result = []  
18     for i in lst:  
19         result.append(f(i))  
20     return result
```

## Example (mapping-gen.py)

```
16 def own_map(f, lst):  
17     """map i to f(i)"""  
18     for i in lst:  
19         yield f(i)
```

## Example (gen-adv.py, del 1)

```
3 def map_nogen(func , lst):  
4     result = []  
5     for i in lst:  
6         print(f"nogen {i} -> {func(i)}")  
7         result.append(func(i))  
8     return result  
9  
10 def map_gen(func , lst):  
11     for i in lst:  
12         print(f"gen {i} -> {func(i)}")  
13         yield func(i)
```



## Example (gen-adv.py, del 2)

```
15 def main():
16     l = [1, 2, 3, 4, 5]
17     f = lambda x: 2*x
18     for i in map_nogen(f, l):
19         print(i)
20         break
21     for i in map_gen(f, l):
22         print(i)
23         break
24
25 if __name__ == "__main__":
26     main()
```

## 1 Moduler

- Hur?
- Ett gammalt exempel

## 2 Linting

## 3 Rekursion

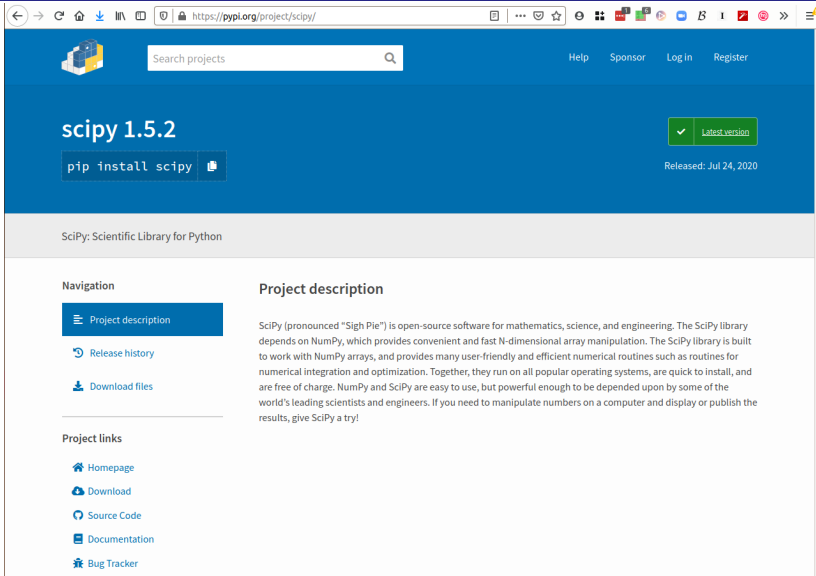
- Fakultet
- Sökning

## 4 Generatorer

- Filtrering och mappning igen
- Vad är egentligen skillnaden?

## 5 PyPI





The screenshot shows the PyPI project page for SciPy 1.5.2. The browser address bar displays the URL `https://pypi.org/project/scipy/`. The page header includes a search bar, navigation links (Help, Sponsor, Log in, Register), and the SciPy logo. The main section features the version number **scipy 1.5.2**, a green badge indicating it is the **Latest version**, and a button to `pip install scipy`. Below this, a grey bar states "SciPy: Scientific Library for Python". The page is divided into two columns. The left column contains a "Navigation" sidebar with links to "Project description" (highlighted), "Release history", and "Download files". Below this is a "Project links" section with icons and text for "Homepage", "Download", "Source Code", "Documentation", and "Bug Tracker". The right column is titled "Project description" and contains a paragraph of text: "SciPy (pronounced 'Sigh Pie') is open-source software for mathematics, science, and engineering. The SciPy library depends on NumPy, which provides convenient and fast N-dimensional array manipulation. The SciPy library is built to work with NumPy arrays, and provides many user-friendly and efficient numerical routines such as routines for numerical integration and optimization. Together, they run on all popular operating systems, are quick to install, and are free of charge. NumPy and SciPy are easy to use, but powerful enough to be depended upon by some of the world's leading scientists and engineers. If you need to manipulate numbers on a computer and display or publish the results, give SciPy a try!".

The screenshot shows the PyPI project page for matplotlib 3.3.2. The page has a blue header with a search bar and navigation links (Help, Sponsor, Log in, Register). Below the header, the project name 'matplotlib 3.3.2' is displayed in large blue text, with a green 'Latest version' button to its right. A dark blue button with the text 'pip install matplotlib' and a copy icon is positioned below the project name. To the right of this button, it says 'Released: Sep 15, 2020'. Below the main header area, a light gray bar identifies the package as a 'Python plotting package'. The main content area is divided into two columns. The left column, titled 'Navigation', contains links for 'Project description' (highlighted in blue), 'Release history', and 'Download files'. The right column, titled 'Project description', features a series of status badges: 'pypi package 3.3.2', 'downloads/month 9M', 'powered by NumFOCUS', 'help forum discourse', 'chat on glitter', 'issue tracking github', 'PR Welcome', 'build passing', 'Azure Pipelines succeeded', 'build failing', 'codecov 83%', and 'code quality: python A'. Below these badges is the large 'matplotlib' logo, where the 'o' is replaced by a circular plot. Under the logo, a paragraph states: 'Matplotlib is a comprehensive library for creating static, animated, and interactive visualizations in Python.' and a link to the 'home page' is provided. At the bottom right of the page, there are three small circular icons: a refresh icon, a search icon, and a share icon.

https://pypi.org/project/matplotlib/

Search projects

Help Sponsor Log in Register

# matplotlib 3.3.2

✓ Latest version

Released: Sep 15, 2020

`pip install matplotlib`

Python plotting package

## Navigation

- Project description
- Release history
- Download files

## Project description

pypi package 3.3.2 downloads/month 9M powered by NumFOCUS

help forum discourse chat on glitter issue tracking github PR Welcome

build passing Azure Pipelines succeeded build failing codecov 83% code quality: python A

# matplotlib

Matplotlib is a comprehensive library for creating static, animated, and interactive visualizations in Python.

Check out our [home page](#) for more information.

## Example (Installation)

```
$ pip install numpy scipy matplotlib
```



