

Objectives

- Program Organization
- Introduction to Objects
- Working with text files

Oct 17, 2007

Sprenkle - CS111

1

Program Organization

- Larger programs require functions to maintain readability
 - Use `main()` and other functions to break up your program into smaller, more manageable chunks
 - “Abstract away” the details
- As before, you can still write smaller scripts without any functions
 - Can try out functions using smaller scripts
- Need the `main()` function when using other functions to keep “driver” at top
 - Otherwise, functions need to be defined **before** use

Oct 17, 2007

Sprenkle - CS111

2

Programming Paradigm: Imperative

- Most modern programming languages are **imperative**
- Have **data** (numbers and strings in variables)
- Perform **operations** on data using operations, such as `+` (addition and concatenation)
- Data and operations are separate

- Add to imperative: object-oriented programming

Oct 17, 2007

Sprenkle - CS111

3

Object-Oriented Programming

- Program is a collection of **objects**
- Objects **combine** data and methods together
- Objects interact by invoking methods on other objects
 - Methods perform some operation on object

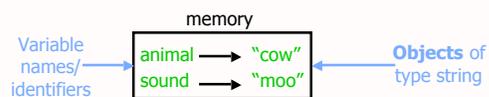
Oct 17, 2007

Sprenkle - CS111

4

Object-Oriented Programming

- We’ve been using objects and methods
 - Just didn’t call them objects
- For example: **string** is a data type (or **class**)
 - We created **objects** of type (class) **string**
 - `animal = “cow”`
 - `sound = “moo”`



Oct 17, 2007

Sprenkle - CS111

5

Object-Oriented Programming

- The **string class** defined methods that you can use on objects of **type string**
 - Example methods: `lower`, `replace`, `find`, ...
- Methods are similar to functions but **called/used** differently:
 - `objectname.methodname([parameters])`
 - Examples: `animal.upper()`, `sound.center(10)`
- Today: new **class** with its own methods

Oct 17, 2007

Sprenkle - CS111

6

Sources of Input to Program

- User input
 - Slow if need to enter a lot of data
 - Error-prone
 - User enters the wrong value!
 - What if want to run again after program gets modified?

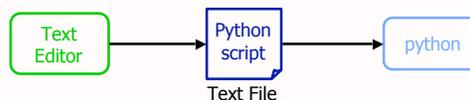
Oct 17, 2007

Sprenkle - CS111

7

Sources of Input to Program

- Text files
 - Enter data once into a file, save it, and reuse it in your program
 - Good for large amounts of data
 - Programs can use files to communicate
 - Need to be able to **read from** and **write to** files

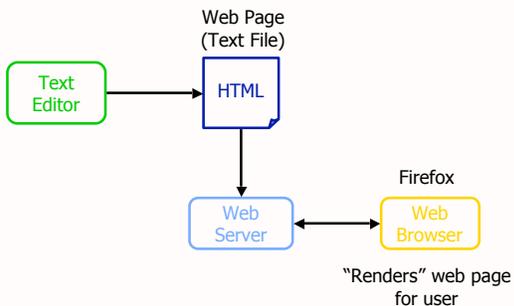


Oct 17, 2007

Sprenkle - CS111

8

More on Use of Files



Oct 17, 2007

Sprenkle - CS111

9

Files

- Conceptually, a file is a **sequence** of data stored in memory
 - To use a file in a Python script, create an object of type **file**
 - `<varname> = file(<filename>, <mode>)`
 - `<filename>` : string
 - `<mode>` : string, either "r" for read or "w" for write
 - Example: `dataFile = file("years.dat", "r")`
- Known as the **constructor** - "constructs" a file object

Oct 17, 2007

Sprenkle - CS111

10

Common File Methods

Method Name	Functionality
<code>read()</code>	Read the entire content from the file, returned as a string object
<code>readline()</code>	Read one line from the file, returned as a string object (which includes the "\n"). If it returns "", then you've reached the end of the file
<code>write(str)</code>	Write a string to the file
<code>close()</code>	Close the file. <i>Must</i> close the file after done reading from/writing to a file

Oct 17, 2007

Sprenkle - CS111

11

Reading from a File

- Examples of reading from a file using file methods
 - Show file: `data/years.dat`
 - Typically use `.dat` or `.txt` file extension for these types of data/text files
- `file_read.py` (using `read()`)
 - How is what Python printed different than the file's content?
 - How to fix?
- `file_read2.py` (using `readline()`)

Oct 17, 2007

Sprenkle - CS111

12

Reading from a File

- Recall that a file is a **sequence** of data
- Can use a **for** loop to iterate through a file

A line (of type **string**) from the file file object

```
for line in dataFile:  
    print line
```

- Read as: for each line in the file, do something

Oct 17, 2007

Sprengle - CS111

file_read3.py

13

Problem: Searching a File

- We want to search a file for some term. We want to know which lines of the file contain that term and a count of the number of lines that contained that term

Oct 17, 2007

Sprengle - CS111

14

Problem: Searching a File

- This time, we want to ignore all lines that begin with “#” (a.k.a., the line is a comment)
 - Why would we have comments in a data file?
 - data/years2.dat
 - How can we revise the previous solution to do this?

Oct 17, 2007

Sprengle - CS111

15

Handling Numeric Data

- We have been dealing with reading and writing strings so far
- What do we need to do to read **numbers** from a file?
- How can we write numbers to a file?

Oct 17, 2007

Sprengle - CS111

16

Writing to a File

- Create a file object in write mode:
 - Example: `myFile = file("years.txt", "w")`
- Example: create a file from user input
 - `file_write.py`
 - What happens if execute the program again with different user input?

Oct 17, 2007

Sprengle - CS111

17