

File Handling in Python

File Handling in Python

Open and close a file in Python

- Opening a file refers to getting the file ready either for reading or for writing.
- This can be done using the `open()` function.
- This function returns a file object and takes two arguments, one that accepts the file name and another that accepts the mode (Access Mode).

open the file using open() function

```
file = open("sample.txt", 'a')
```

Python has a `close()` method to close a file.

closing the file

```
file.close()
```

File Handling in Python

File access Mode

Mode	Function
<i>r</i>	<i>Read Only</i>
<i>r+</i>	<i>Read and Write</i>
<i>w</i>	<i>Write Only</i>
<i>w+</i>	<i>Write and Read</i>
<i>a</i>	<i>Append Only</i>
<i>a+</i>	<i>Append and Read</i>

File Handling in Python

Reading from a file and writing in a file

```
# Reading from file  
print(file.read())
```

```
# Add content in the file  
file.write(" RCCIIT College, Kolkata")
```

Import module in Python

Import module in Python

- Import in python is similar to #include header_file in C/C++.
- Python modules can get access to code from another module by importing the file/function using import.

```
import math
```

```
print(math.pi)
```

Rather than importing the whole module.

```
from math import pi
```

```
print(pi)
```

Here math is not imported, rather just pi has been imported as a variable.

All the functions and constants can be imported using *.

```
from math import *
```

```
print(pi)
```

Package in Python

- A package can contain one or more relevant modules.
- A package is actually a folder containing one or more module files.

File name: functions.py

```
def sum(x,y):
```

```
    return x+y
```

```
def average(x,y):
```

```
    return (x+y)/2
```

```
def power(x,y):
```

```
    return x**y
```

Python Random Module

Python Random module is an in-built module of Python which is used to generate random numbers.

```
import random
```

```
# prints a random value from the list
```

```
list1 = [1, 2, 3, 4, 5, 6]
```

```
print(random.choice(list1))
```

```
#Generate random integers between 0.0 to 1.0
```

```
import random
```

```
random.random()
```

```
from random import random
```

```
print(random())
```

THANK YOU