Importing modules

The concept of importing modules may lead to some confusion, especially if you expect a behaviour similar to other programming languages.

To see clearer I did some simple tests.

mymodule.py is the module to be imported and contains this:

```
print "HAHA"
def sayhi():
    print "Hi"
class Hello:
    def __init__(self):
        print "HELLO"
```

The main program for the test that imports mymodule is located in the same directory.

I tried different importing mechanisms:

1. Import only the name of mymodule to the namespace:

To access functions or objects, their name must be preceeded by the name of the imported module

```
import mymodule
h = mymodule.Hello()
mymodule.sayhi()
```

2. Import the whole namespace of mymodule:

(with the disadvantage of eventual name confusion, if the same name exists in both)

```
from importtest import *
h=Hello()
sayhi()
```

3. Import only selected functions / objects

from mymodule import sayhi, Hello h=Hello() sayhi()

The three methods had the expected result:

So:

- 1. All code residing in the imported module is executed, even if only selected functions or objects are imported explicitly.
- 2. The 3 different methods of importing give the same result, as expected.
- 3. If the imported module is found in the same folder as the main program, there is no problem.

Modules and global variables

1. Using a variable defined in a module that is imported

Module mymodule is the module to be imported and contains only two statements:

x = 1 print "hello"

The first sets a variable, the second tells us that the module has well been imported.

Now we try to import the module and use the variable **x**

<u>First try for the test program</u>:

import mymodule print x

This does not work!

The ,hello' ist printed, that means the module is imported. But we get an error when we try to print the variable x.

I must confess that, at first, this was an unexpected behavior.

As every statement of an imported module is executed, my conclusion was that importing a module would be roughly the same as writing all the code into one bigger file.

And there I was wrong!

Why?

Variables are only global within the module in which they are defined! So they can't be accessed from outside, even if the module is imported.

Second try:

from mymodule import x

print x

Now we have explicitly imported the name x from the namespace of mymodule. So it is known to the main program. And so this works correctly!

Third try:

```
from mymodule import *
print x
```

This works also as we import the whole namespace to the main program.

Conclusion: If we want to use variables defined in an imported module, we must import the whole namespace (from mymodule import *) or seletively import the needed variables (from mymodule import x).

2. Using a variable defined in the main program in an imported module

First try:

The main program contains:

y=1 import mymodule

and mymodule:

print 'hello' print y

This does not work, as main program and mymodule have different namespaces. Even a statement **global** y in one or both files does not help.

The solution:

Use get and set functions and a globaql variable in the imported module:

mymodule:

```
global y
y=-1  # default value
def set_y(yvalue):
    global y
    y=yvalue
```



Now we can work with the variable y in the main program:

from mymodule import *
print_y() # print default value
set_y(5) # set new value to 5
print_y() # and print it
set_y(7) # set new value
x= get_y() # get it from main module level
print x

Note:

In mymodule, it is important to use the global statement in the set_y function, because here the value is changed. When the value is only read, as in print_y or get_y, the global statement is not needed.

Conclusion:

- At module level (for a module that shall be imported), it is good to put the whole code into functions that can be called from the outside.
- Default values can be defined at the beginning of the code.
- Variables declared with 'global' are global at module level, but not outside of it!

A still more pythonic way would be to use only objects in the imported module.