

## File Writing

Review of match vs. search vs. findall vs. finditer:

Match returns the first match IFF the first match is at the very beginning of the sentence

Search returns the first match of the pattern

Findall returns every match as a string

Finditer returns every match as a 'match object', which contains a lot of information

**match\_obj.start()** is the index of the first character of the match

**match\_obj.end()** is the index of the last character of the match

**match\_obj.group()** is the actual string that matched

PotD 21 (using the above review):

*# Trace through the code by hand*

```
import re
```

```
def match_occurrence(string, regex):
    result = []
    number_occurrence = 0

    print('\n' + "=== match_occurrence ===")

    match_objects = regex.match(string)
    if match_objects:
        print("match_objects = " + match_objects.group())
        for occurrence in match_objects.group().split():
            number_occurrence = number_occurrence + 1
            result.append(occurrence)

    return result, number_occurrence


def search_occurrence(string, regex):
    result = []
    number_occurrence = 0

    print('\n' + "=== search_occurrence ===")

    search_objects = regex.search(string)
    if search_objects:
        print("search_objects = " + search_objects.group())
        for occurrence in search_objects.group().split():
            number_occurrence = number_occurrence + 1
            result.append(occurrence)

    return result, number_occurrence


def findall_occurrence(string, regex):
    result = []
```

```

number_occurrence = 0

print('\n' + "=== findall_occurrence ===")

find_objects = regex.findall(string)
if find_objects:
    # print("find_objects = " + str(find_objects))
    for occurrence in find_objects:
        number_occurrence = number_occurrence + 1
    result = find_objects

return result, number_occurrence

def finditer_occurrence(string, regex):
    result = []
    number_occurrence = 0

    print('\n' + "=== finditer_occurrence ===")

    find_objects = regex.finditer(string)
    if find_objects:
        # print("find_objects = " + str(find_objects))
        for occurrence in find_objects:
            result.append(occurrence)
            number_occurrence = number_occurrence + 1

    return result, number_occurrence

input_string = "A few small syntax errors is OK. But if you are really off we will
take off points. " \
    "Try to write correct code."
# the entire string is being read--if you add an 'off' in the second line, the
# finall and finditer occurrences increase by one
regex = re.compile(r'(.f{2})')
# represents any single character, followed by two 'f's

# each of these functions is printing some formatting stuff, and then the function
# named (match, search, or findall)
# returns a list: first, the result of the function as a list, second, the number
# of objects the function returned

print(match_occurrence(input_string, regex))
# not at the beginning so gives us [[], 0]
print(search_occurrence(input_string, regex))
# search should give us one single 'off', so [['off'], 1]
print(findall_occurrence(input_string, regex))
# findall gives us just the match, every time something matches, so [['off',
'off'], 2]

```

```
print(finditer_occurence(input_string, regex))
# finditer gives us a bunch of info about every match (not gonna write it out)
```

So far, we have only been reading files ('r'); however, we can also write or append to them  
Overview of file writing available here: <https://cs1110.cs.virginia.edu/16-addendum.html>  
Also in slides on the schedule page

Open the file with 'w' to write over all of it, or with 'a' to add to the end of it  
Remember: ALWAYS close the file after you use it, or your version of the file will get out of sync with other users, and it will take up a bunch of your computer's memory space

When we open a file in write mode, it automatically empties it--this is dangerous!

Example 1:

```
def read_list_of_names(filename):
    names = []
    datafile = open(filename, 'r')
    # this is the default mode, read mode
    outfile = open(filename, 'a')
    # we are overriding the original file now
    for line in datafile:
        # this is the file we are only reading
        line = line.strip()
        # strip our version of the line
        names.append(line)
        # add the stripped line to the list 'names'
        outfile.write(line)
        # add the stripped line to the end of the original file, where we are
        appending
    datafile.close()
    outfile.close()
    # close everything
    return names
# we only returned the list of names, but the original file has been changed, as
well

(your .py file)
# DO NOT pass a name of a file on your computer, or you will delete the file!
```

Function **with open** will close the file automatically at the end of the indented code  
Will also auto-close the file if there is an error or the program crashes

Example 2:

```
# create a file full of your friends' favorite cartoon characters
def create_file(new_file_name):
    new_file = open(new_file_name, 'w')
    char = 'Favorite Characters: '
    while char != '':
```

```

        new_file.write(char + '\n')
        char = input('What is your favorite cartoon character? (enter a blank field
to quit) ')
    new_file.close()
    # had to close it ourself
    return new_file

# change this to a with open

def create_file_with_open(new_file_name):
    with open(new_file_name, 'w') as new_file:
        char = 'Favorite Characters: '
        while char != '':
            new_file.write(char + '\n')
            char = input('What is your favorite cartoon character (2)? (enter a
blank field to quit) ')
        # closed automatically
    return new_file

create_file('cartoon.txt')
create_file_with_open('cartoons.txt')

```

Note: I did these as a while loop so you could enter as many characters as you want; the class did a for loop that asked for three characters (no more no less)