## File Writing/Review

- \*\*\*please do the course evals
- \*\*\*here's the link to the review guide again <a href="https://cs1110.cs.virginia.edu/know.html">https://cs1110.cs.virginia.edu/know.html</a>
- \*\*\*the exams are there now at the bottom or

https://cs1110.cs.virginia.edu/files/CS111X-F16-Final.pdf

https://cs1110.cs.virginia.edu/files/CS111X-F16-Final-KEY.pdf

https://cs1110.cs.virginia.edu/files/CS111X-S16-Final-Coding.pdf

https://cs1110.cs.virginia.edu/files/CS111X-S16-Final-KEY.pdf

Here's a hint for the exam: if you run out of space to write your solution, it may not be right

Covered last time: open, close, and write various ways

Review of that here: https://cs1110.cs.virginia.edu/files/002/write\_ex1.pv

Two more functions to learn: **os.remove(filename)** and **os.rename(oldfilename, newfilename)** My interjection: these are very useful for inventory.py, due Monday **os.remove** deletes files just like dragging them to the trash, except that it is irreversible similarly, **os.rename** will rename files, just like when we do it manually

So why would we not just do it manually?

Because these can be called within loops and functions

## Exercise using all of our file writing concepts:

```
import os
# a library standing for 'operating system' that works with the user's internal
storage
# task: create a to-do list csv file
# date, time, task
# update a task if something comes up
# use os.path.exists, os.remove, and os.rename for the experience
# use a dictionary not a list since we have less practice with those
def create file(filename, date, time, task):
  dict = {}
  if not os.path.exists(filename):
      # if it doesn't exist yet
      with open(filename, 'w') as f:
          print(date + ',' + time + ',' + task, file = f)
       # this format makes it a csv
  else:
       # if it already exists
      with open(filename, 'r') as x:
          for line in x:
```

<sup>\*\*\*</sup>questions won't be the same but format and difficulty will

<sup>\*\*\*</sup>Brief advice: updating your software could mess up your game code, be careful

```
if len(line) > 0 and line != '\n':
                   pieces = line.strip().split(',')
                   dict[str(pieces[0]) + ',' + str(pieces[1])] = pieces[2]
       if dict != {}:
       \# or if len(dict) > 0:
           with open('temp.csv', 'w') as newfile:
               for key in dict.keys():
                   if key == date + ',' + time:
                       # if it's the value we want to change
                       print(key + ',' + task, file = newfile)
                       # use the newly inputted task
                   else:
                       # if it's a different one, we still want it there but
unchanged
                       print(key + ',' + dict[key], file = newfile)
  os.remove(filename)
  os.rename('temp.csv', filename)
date = input('Enter date: ')
time = input('Enter time: ')
task = input('Enter task: ')
create_file('todo.csv', date, time, task)
```