

CSE 20

5-28-40

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Pa 7: ext. 1 day (fix typo!)

Pa 8: soon, due Th. of week 10

SETS: due soon

Ex. Matrix Add. py

see exercise at end of chap. 11

3, 4, 5 (add vectors)

6 (scalar multiplication)

7 (dot product)

8 (cross product)

chapter: Module

use import command to make module part of our program.

Ex. Dice.py

random module:

`rng.randrange(a, b, step)`

(
random
number
generator

`cards = list(range(52)) # [0, ..., 51]`

`rng.shuffle(cards)`

cards in diff. order

we might want to repeat
a 'random' sequence of
events.

```
drug = random.Random(327)
```

↑
seed

Ex. RandomInts1.py
2

could also use shuffle for no
duplicate case

Time module

```
import time
```

```
time.time()
```

```
..
```

```
..
```

```
..
```

In general

```
import module_name
```

```
help(module_name)
```

Ex. import math

```
help(math)
```

To create a module, place
some Python code in a file
ending in .py

then in another file or
interactive

import name_of_module_

↑
no.py

Ex. xxatrix.py

MatrixTest.py