

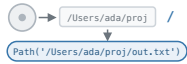

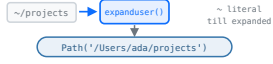



# pathlib

A field guide to pathlib, which treats filesystem paths as objects you join with a slash and read, glob, and reshape cleanly.

## Build paths with /

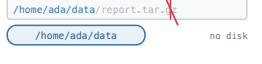
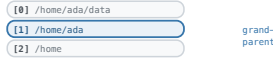
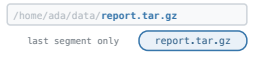
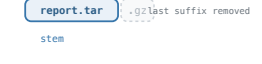

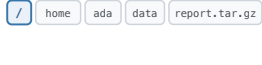
Join parts with the slash operator; pure string math, no disk touched.

PURPOSE	COMMAND	RESULT
Join parts with the / operator.	<code>Path("data") / "raw" / "file.csv"</code>	
Join many parts at once.	<code>Path("data").joinpath("raw", "file.csv")</code>	
Start from the current directory.	<code>Path.cwd() / "out.txt"</code>	
Start from the home directory.	<code>Path.home() / "notes.md"</code>	
Expand a leading ~.	<code>Path("~/projects").expanduser()</code>	
Hand a Path to any old API.	<code>os.fspath(p)</code> or just <code>open(p)</code>	

`Path("a") / "b" / "c"` joins by pure string math (never touches the disk) and returns a Path you can hand to `open()` or any PathLike API

## Path Anatomy



Read the parts of a path: parent, name, stem, suffix, parts.

PURPOSE	COMMAND	RESULT
The containing directory.	<code>p.parent</code>	
Walk up several levels.	<code>p.parents[1]</code>	
The final component.	<code>p.name</code>	
Name without the last suffix.	<code>p.stem</code>	
Just the (last) extension.	<code>p.suffix · p.suffixes</code>	
Every component as a tuple.	<code>p.parts</code>	

parent / name / stem / suffix / parts are pure views over the path string; reading them never touches the disk

## Rewrite Names & Suffixes







Derive a new path: swap the suffix, the name, or the stem.

PURPOSE	COMMAND	RESULT
Swap the file extension.	<code>Path("report.csv").with_suffix(".parquet")</code>	 <p>only the suffix changes</p>
Drop the extension entirely.	<code>Path("report.csv").with_suffix("")</code>	 <p>empty "" removes it</p>
Replace the whole filename.	<code>Path("a/b/old.txt").with_name("new.txt")</code>	 <p>directory part unchanged</p>
Replace just the stem.	<code>Path("a/b/old.txt").with_stem("new")</code>	 <p>suffix kept</p>
Build a sibling path.	<code>p.with_name("sibling.log")</code>	 <p>same directory</p>
Add a second extension.	<code>p.parent/ (p.name+ ".gz")</code>	 <p>with_suffix replaces, it does not append</p>

with\_suffix / with\_name / with\_stem each return a brand-new Path; pure string math, the original is untouched and no disk is read

## Inspect the Filesystem




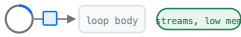


Ask the disk yes/no questions and read metadata.

PURPOSE	COMMAND	RESULT
Does this path exist at all.	<code>p.exists()</code>	 <p>or False</p>
Is it a regular file.	<code>p.is_file()</code>	 <p>True</p>
Is it a directory.	<code>p.is_dir()</code>	 <p>True</p>
Read size, mtime, mode.	<code>p.stat().st_size, .st_mtime</code>	 <p>st_size 5 st_mtime _ st_mode _</p>
Is it a symbolic link.	<code>p.is_symlink()</code>	 <p>True / False</p>
Do two paths point to one file.	<code>p.samefile(other)</code>	 <p>same file</p>

exists / is\_file / is\_dir / is\_symlink return booleans; stat() returns size, mtime, mode; every call here touches the disk

# Glob a Tree


Find paths by wildcard; glob one level, rglob the whole tree.

PURPOSE	COMMAND	RESULT
List one directory level.	<code>list(Path("src").<b>iterdir</b>())</code>	 one level only
Match a pattern, one level.	<code>list(Path("src").<b>glob</b>("*.py"))</code>	 top level
Match recursively (whole tree).	<code>list(Path("src").<b>rglob</b>("*.py"))</code>	 every depth - <code>glob("**/*.py")</code>
Lazy iterate (do not build a list).	<code>for f in Path("src").<b>rglob</b>("*.csv"): ...</code>	
Test one path against a pattern.	<code>Path("a/b.py").<b>full_match</b>("**/*.py")</code>	 whole-path, 3.13+
Case-insensitive matching.	<code>Path("src").<b>glob</b>("*.PY", <b>case_sensitive=False</b>)</code>	 both caught, 3.12+

`iterdir` lists one level, `glob` filters it, `rglob` walks the whole tree; all three return lazy iterators, so loop instead of building giant lists

# Read and Write in One Call

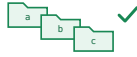





Whole-file text or bytes without managing a file handle.

PURPOSE	COMMAND	RESULT
Read the whole file as text.	<code>p.<b>read_text</b>(encoding="utf-8")</code>	
Write text (overwrites!).	<code>p.<b>write_text</b>("hello", encoding="utf-8")</code>	
Read raw bytes.	<code>p.<b>read_bytes</b>()</code>	
Write raw bytes (overwrites!).	<code>p.<b>write_bytes</b>(b"\x00\x01")</code>	
Always pass an explicit encoding.	<code>p.<b>read_text</b>(encoding="utf-8")</code> <del><code>p.<b>read_text</b>()</code></del>	
Open a handle for big/streamed files.	<code>with p.<b>open</b>("r", encoding="utf-8") as f:</code>	

`read_text` / `write_text` and `read_bytes` / `write_bytes` open, transfer, and close for you; writes overwrite, so always pass `encoding="utf-8"`

## Create & Remove



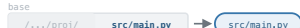



Make directories and files, then rename, replace, or delete them.

PURPOSE	COMMAND	RESULT
Create a directory tree.	<code>p.mkdir(parents=True, exist_ok=True)</code>	 parents builds missing exist_ok: no error
Create empty file / bump mtime.	<code>p.touch(exist_ok=True)</code>	 sets mtime exist_ok=True
Delete a file.	<code>p.unlink(missing_ok=True)</code>	 destructive, no trash missing_ok: no error
Remove an empty directory.	<code>p.rmdir()</code>	 raises if not empty use shutil.rmtree below
Rename / move within a filesystem.	<code>p.rename(t)</code> or <code>p.replace(t)</code>	 rename replace replace overwrites the destination
Delete a whole tree (not pathlib).	<code>shutil.rmtree(p)</code>	 recursive, irreversible import shutil

mkdir/touch create; unlink/rmdir delete (one file, one empty dir); rename/replace move; pathlib has no recursive delete, reach for shutil.rmtree

## Resolve & Relate

Make paths absolute, normalize, and express one relative to another.

PURPOSE	COMMAND	RESULT
Absolute + normalized (follows links).	<code>p.resolve()</code>	 touches disk
Absolute without normalizing.	<code>p.absolute()</code>	 disk
Express one path under another.	<code>target.relative_to(base)</code>	 src/main.py
Test containment safely.	<code>target.is_relative_to(base)</code>	 True False safe pre-check
Walk up out of a subtree.	<code>target.relative_to(base, walk_up=True)</code>	 3.12+
Get cwd and home as Paths.	<code>Path.cwd()</code> , <code>Path.home()</code>	

resolve() normalizes and follows symlinks (touches disk); relative\_to / is\_relative\_to are pure path math, the safe path-escape pre-check