

Can You Hear Me Now?

Create a function "getWithRetry" that calls a function until it receives response that is not None, and then returns that response. If it continues to get no response, it should give up after a certain number of tries (to be decided by you)

After filling out the "getWithRetry" function, run all of the cells in this notebook in order to test the following scenarios:

- All services are up
- All services are down
- All services are down and making a request takes 0.1 seconds to execute

What is the ideal number of retries before giving up? How do you know whether the service is down or you're just unlucky?

```
In [1]: import random
import time
```

```
In [2]: servicesAreUp = True

def getData50():
    if servicesAreUp and random.random() < 0.5:
        return 'You got the data! That only happens 50% of the time!'

def getData25():
    if servicesAreUp and random.random() < 0.25:
        return 'You got the data! That only happens 25% of the time!'

def getData10():
    if servicesAreUp and random.random() < 0.1:
        return 'You got the data! That only happens 10% of the time!'
```

```
In [3]: # Your code here!
def getWithRetry(dataFunc):
    maxRetries = 20
    for _ in range(0, maxRetries):
        response = dataFunc()
        if response:
            return response
```

```
In [5]: def getWithRetry(dataFunc, retries=20):
    if retries == 0:
        return 'THE SERVICE IS DOWN!'
    return dataFunc() or getWithRetry(dataFunc, retries-1)
```

```
In [6]: # Should return 'You got the data! That only happens 50% of the time!'
        getWithRetry(getData50)
```

```
Out[6]: 'You got the data! That only happens 50% of the time!'
```

```
In [7]: # Should return 'You got the data! That only happens 25% of the time!'
        getWithRetry(getData25)
```

```
Out[7]: 'You got the data! That only happens 25% of the time!'
```

```
In [8]: # Should return 'You got the data! That only happens 10% of the time!'
        getWithRetry(getData10)
```

```
Out[8]: 'You got the data! That only happens 10% of the time!'
```

```
In [9]: servicesAreUp = False
```

```
In [10]: # Returns None
          getWithRetry(getData50)
```

```
Out[10]: 'THE SERVICE IS DOWN!'
```

```
In [11]: # Returns None
          getWithRetry(getData25)
```

```
Out[11]: 'THE SERVICE IS DOWN!'
```

```
In [12]: # Returns None
          getWithRetry(getData10)
```

```
Out[12]: 'THE SERVICE IS DOWN!'
```

```
In [13]: def getData50():
          time.sleep(.1)
          if servicesAreUp and random.random() < 0.5:
              return 'You got the data! That only happens 50% of the time!'

          def getData25():
              time.sleep(.1)
              if servicesAreUp and random.random() < 0.25:
                  return 'You got the data! That only happens 25% of the time!'

          def getData10():
              time.sleep(.1)
              if servicesAreUp and random.random() < 0.1:
                  return 'You got the data! That only happens 10% of the time!'
```

```
In [14]: servicesAreUp = True
```

```
In [15]: getWithRetry(getData50)
```

```
Out[15]: 'You got the data! That only happens 50% of the time!'
```

```
In [16]: getWithRetry(getData25)
```

```
Out[16]: 'You got the data! That only happens 25% of the time!'
```

```
In [17]: getWithRetry(getData10)
```

```
Out[17]: 'THE SERVICE IS DOWN!'
```

```
In [18]: servicesAreUp = False
```

```
In [19]: getWithRetry(getData50)
```

```
Out[19]: 'THE SERVICE IS DOWN!'
```

```
In [20]: getWithRetry(getData25)
```

```
Out[20]: 'THE SERVICE IS DOWN!'
```

```
In [21]: getWithRetry(getData10)
```

```
Out[21]: 'THE SERVICE IS DOWN!'
```

```
In [ ]:
```

```
In [ ]:
```