

Custom Decorator Creation

A decorator is a **function** that takes a function and returns a new function.

python

```
def my_decorator(func):  
    def wrapper():  
        print("Before function call")  
        func()  
        print("After function call")  
    return wrapper
```

```
@my_decorator  
def say_hello():  
    print("Hello!")  
  
say_hello()
```

OUTPUT:

Before function call

Hello!

After function call

If the decorated function has arguments, the wrapper must accept `*args, **kwargs`.

python

```
def my_decorator(func):  
    def wrapper(*args, **kwargs):  
        print("Before call")  
        result = func(*args, **kwargs)  
        print("After call")  
        return result  
    return wrapper
```

```
@my_decorator  
def greet(name):  
    print(f"Hello {name}!")  
  
greet("Alice")
```

@my_decorator just memorizes the function named "greet"

Wrapper is triggered when "greet" function is called

*args become "Alice"

*args are used in the memorized

Pre-existing Decorators (not limited to what are shown below)

@staticmethod

- Defines a method that does **not** access the instance (`self`) or class (`cls`).
- Callable on the class or instance.

python

```
class MyClass:
    @staticmethod
    def greet(name):
        return f"Hello, {name}"

print(MyClass.greet("Alice")) # Hello, Alice
```

@classmethod

- Defines a method that takes the **class itself** (`cls`) as the **first argument**, instead of the instance.

python

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```
class MyClass:
    count = 0

    @classmethod
    def increment(cls):
        cls.count += 1
        return cls.count

print(MyClass.increment()) # 1
```

`@abstractmethod` (from `abc` module)

- Used in **abstract base classes**; forces subclasses to implement the method.

python


```
from abc import ABC, abstractmethod

class Shape(ABC):
    @abstractmethod
    def area(self):
        pass
```

`@property`

- Turns a method into a **read-only attribute**.
- Can be combined with `@<property>.setter` and `@<property>.deleter` for full property control.

python

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```
class Circle:
    def __init__(self, radius):
        self._radius = radius

    @property
    def radius(self):
        return self._radius

    @radius.setter
    def radius(self, value):
        self._radius = value

c = Circle(5)
print(c.radius) # 5
c.radius = 10
```