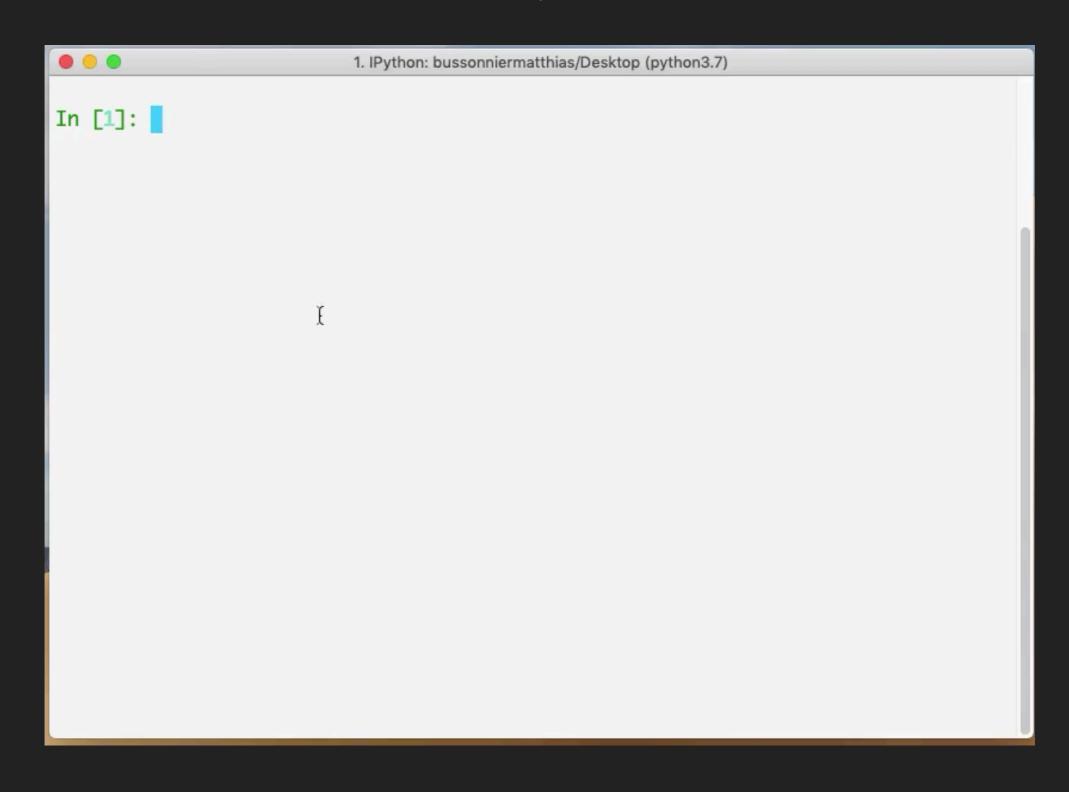


ASYNC/AWAIT IN THE REPL

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TL:DR: B.P.O 34616

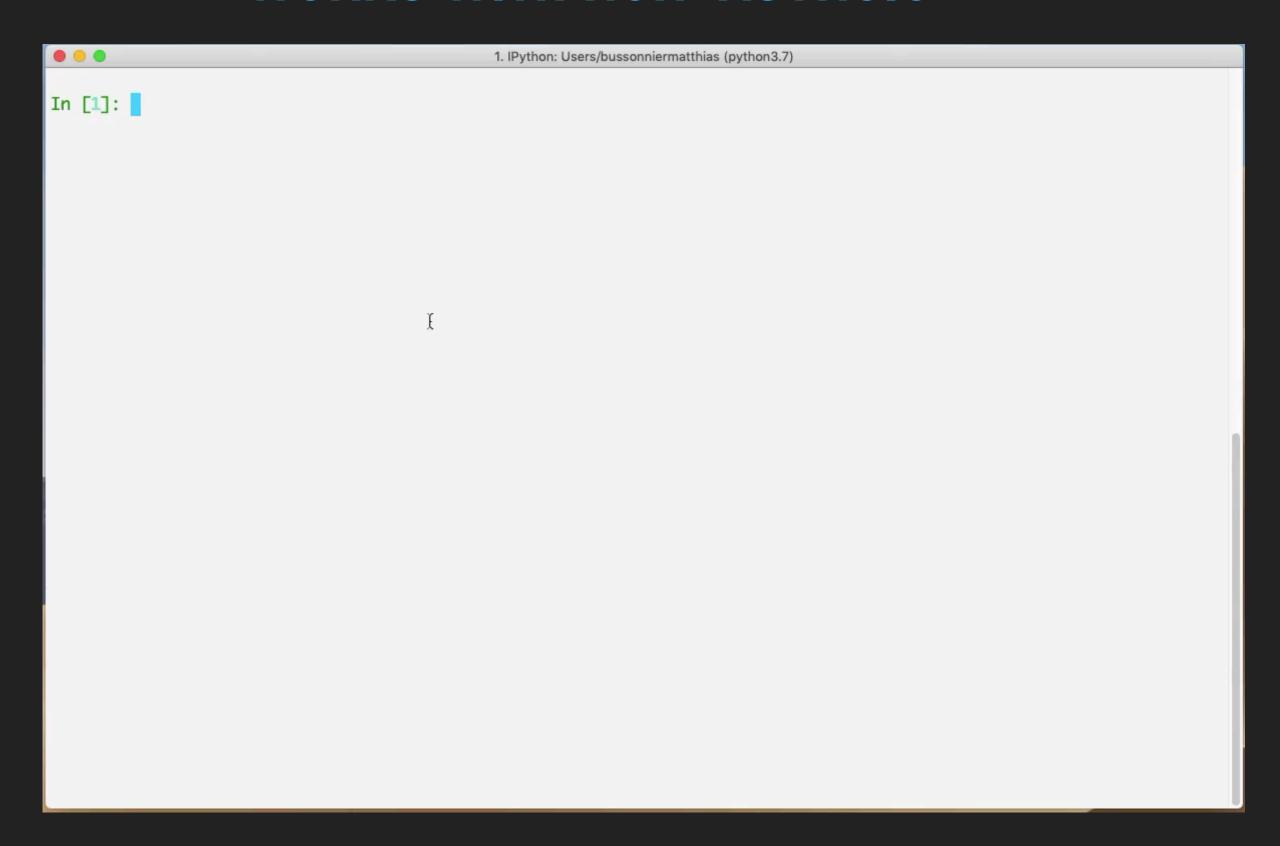
MAKE TOP LEVEL AWAIT VALID; AND DO THE RIGHT THING



IS ACTUALLY USEFUL AND USED* WHEN WORKING AT THE REPL

```
1. IPython: Users/bussonniermatthias (python3.7)
 ~[master X] $ ipython --no-banner
In [1]:
```

WORKS WITH NON-ASYNCIO



... SOME ISSUES DUES TO WORKAROUND PYTHON LIMITATIONS

BACKGROUND TASKS DON'T ALWAYS RUN

```
1. |Python: Users/bussonniermatthias (python3.7)

In [i]:
```

```
ALSO ISSUES WITH....

DOCSTRINGS — LOCALS/GLOBALS — MULTIPLE STATEMENTS

— INCORRECT TRACEBACKS...
```

- Compile, and if SyntaxError:
 - String templating In async-def,
 - Exec that extract ast function body and Re-validate ast + modifs, (custom)
 - Copy co_code.flags|no_new_locals
 - Exec that -> coroutine
 - Await coroutine
- Else:
 - "World dumbest coroutine runner" for non-async code (can't nest event loops)

- top-level await valid in a limited opt-in context
 - (Still forbidden in module context)
 - Known Semantic for alternate implementations.
 - ▶ REPL-mode for "Compile(..., 'REPL')" & co
 - 'REPL' could also support multi-statements input
- Utility to detect if code is top-level-async
 - code_object.is_top_level_async
- await exec(....)
- codeop.compile_command, ast... (some work already done so THANKS!)

- 3rd party tools like linters could use Python Stdlib*
- ▶ Allow to copy-past any piece of code in the REPL.
- Useful for education (and non-developers)
 - Remove some misconception that ASYNC is hard.
- (Do it before Javascript Can? not sure if this is pro or con)

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