

Core C++ 2021



Implementing C++ Semantics in Python

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From C++ Import Magic

Implementing C++ Semantics in Python

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@tmr232

Pre-COVID Hairstyle



Before we start, a few questions

- Who uses C++?
- Who uses C++ their main language?
- Who uses Python?
- Who uses Python as their main language?



Your Questions

- Try to write down slide numbers



But Why?

C++

- Low level
- "Expert oriented"
- Slowly becoming "Pythonic"



Python

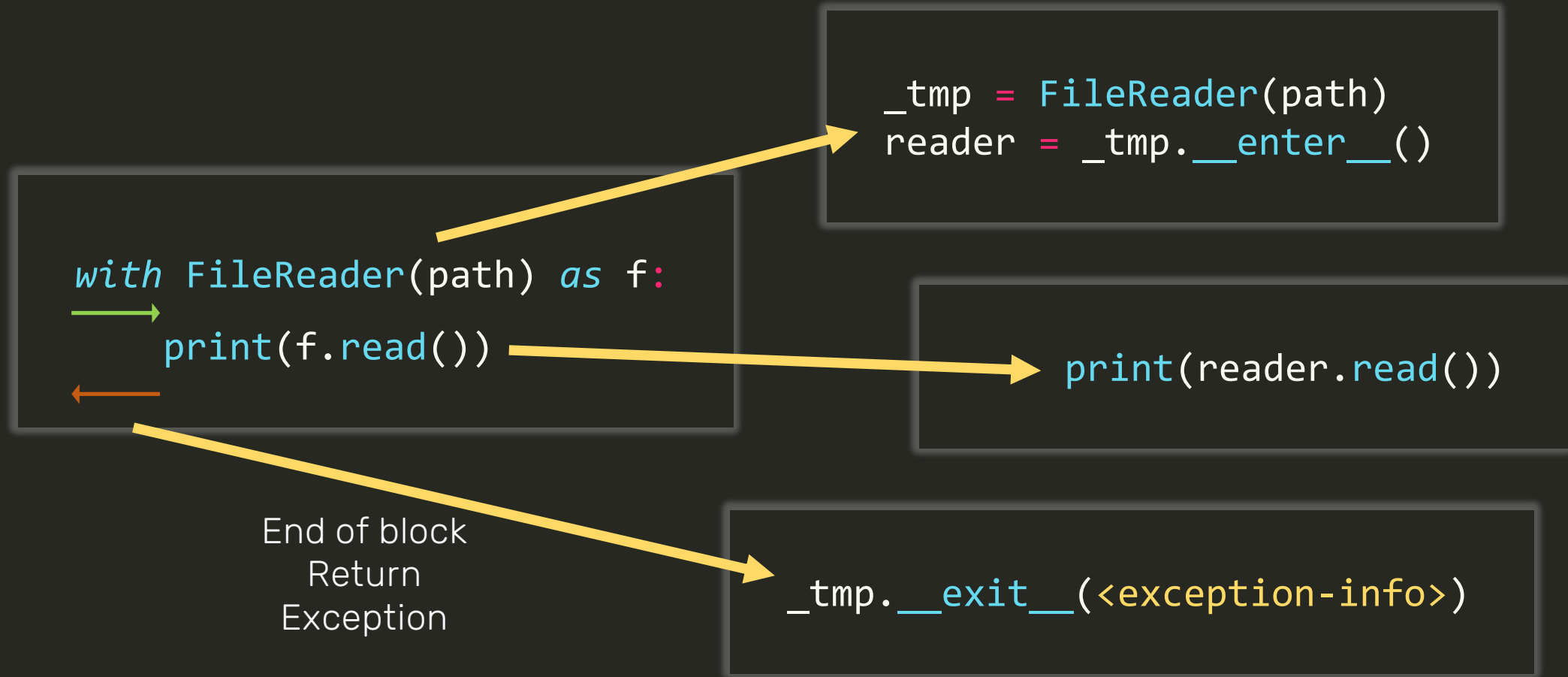
- High Level
- Beginner friendly
- Less footguns



Resource Management

- In C++, all resources are equal
- Python is garbage-collected
- Memory is handled by the language
- Other resources are handled by the programmer
 - Files, sockets, locks, DB connections, etc.

Context Managers



Context Managers, continued

```
class FileReader:
    def __enter__(self):
        return self

    def __exit__(self, <exception-info>, exc_type, exc_val, exc_tb):
        self.close()

    ...
```

Real Code - Archive Reader

```
class ArchiveReader:
    def __init__(self, path: str):
        self.data = {}
        with ZipFile(path) as zipfile:
            for name in zipfile.namelist():
                with zipfile.open(name) as f:
                    self.data[name] = f.read()

    def read(self, name):
        return self.data[name]
```

Real Code - Archive Reader

```
class ArchiveReader:
    def __init__(self, path: str):
        self.data = {}
        with ZipFile(path) as zipfile:
            for name in zipfile.namelist():
                with zipfile.open(name) as f:
                    self.data[name] = f.read()

    def read(self, name):
        return self.data[name]
```

```
reader = ArchiveReader("corecpp.zip")
print(reader.read("2021"))
```

Hello CoreC++!

Archive Reader, continued

- Archives got larger
- Time to open archive grows
- Can no longer unzip entire archive in memory
- Need to hold open ZipFile in our Archive Reader

Big Archive Reader

Create

```
class BigArchiveReader:
```

```
    def __init__(self, path: str):  
        self.zipfile = ZipFile(path)
```

Use

```
    def read(self, name: str):  
        with self.zipfile.open(name) as f:  
            return f.read()
```

```
    def __enter__(self):  
        return self
```

Destruct

```
    def __exit__(self, exc_type, exc_val, exc_tb):  
        self.zipfile.close()
```

Big Archive Reader, continued

- Context managers
change interface
- Interface changes
propagate
 - Usage
 - Composition

```
reader = ArchiveReader("corecpp.zip")  
print(reader.read("2021"))
```

```
with BigArchiveReader("corecpp.zip") as big_reader:  
    print(reader.read("2021"))
```

```
...
```

```
def __exit__(self, exc_type, exc_val, exc_tb):  
    self.big_reader.close()
```

```
...
```

C++ To The Rescue!



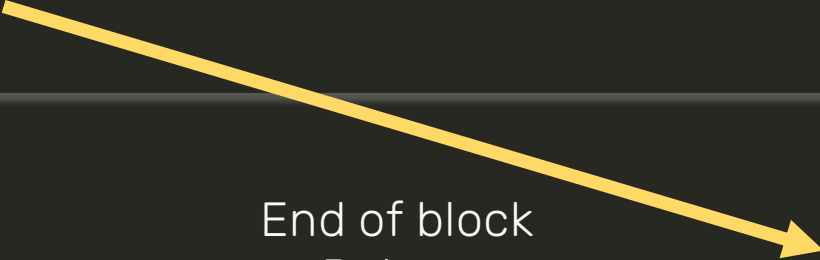
Destructors

- C++'s solution to the resource-management problem
- 3 main properties
 - Automatic
 - Composable
 - Implicit

Automatic Invocation

```
{  
    auto reader = FileReader(path);  
    std::cout << reader.read() << '\n';  
}
```

End of block
Return
Exception



```
reader.~FileReader();
```

Seamless Composition

```
class ArchiveReader {  
    ...  
};
```

```
auto reader = ArchiveReader(path);  
}
```

```
~ArchiveReader();
```

```
class BigArchiveReader {  
    ZipFile zipfile;  
    ...  
};
```

```
auto big_reader = BigArchiveReader(path);  
}
```

```
~BigArchiveReader();
```

```
~ZipFile();
```

Implicit Interfaces

With Destructors

```
{  
    auto object = Object();  
}
```

Without Destructors

```
{  
    auto object = Object();  
}
```

Implicit Interfaces

With Destructors

```
{  
    auto object = Object();  
}
```

Without Destructors

```
{  
    auto object = Object();  
}
```

- No change in interface or usage
- No change propagation

Our Goal - From This

```
class BigArchiveReader:
    zipfile: ZipFile

    def __init__(self, path: str):
        self.zipfile = ZipFile(path)

    def read(self, name: str):
        with self.zipfile.open(name) as f:
            return f.read()

    def __enter__(self):
        return self

    def __exit__(self, exc_type, exc_val, exc_tb):
        self.zipfile.close()
```

- 11 lines
- 4 are resource management

Our Goal - To This

```
class BestArchiveReader:
    zipfile: ZipFile

    def BestArchiveReader(self, path: str):
        self.zipfile = ZipFile(path)

    def read(self, name: str):
        with self.zipfile.open(name) as f:
            return f.read()
```

- 7 lines
- 0 are resource management

Our Goal

```
with BigArchiveReader("corecpp.zip") as big_reader:  
    print(reader.read("2021"))
```

- From interface pollution
- To normal objects



```
best_reader = BestArchiveReader("corecpp.zip")  
print(best_reader.read("2021"))
```

Don't try this at work!



Hacks Ahead!

Greetings!

```
class Greeter:
    def __init__(self, name):
        self.name = name
        print(f"Hello, {self.name}!")

    def __enter__(self):
        return self

    def __exit__(self, e_type, e_val, e_tb):
        print(f"Goodbye, {self.name}.")
```

```
def main():
    with Greeter(1):
        print("We have a greeter!")
```

```
Hello, 1!
We have a greeter!
Goodbye, 1.
```

Automatic

Stacking Dtors

```
def main():  
    with Greeter(1):  
        print("Hello, Greeters!")
```

```
Hello, 1!  
Hello, Greeters!  
Goodbye, 1.
```

Stacking Dtors

```
def main():  
    with Greeter(1):  
        with Greeter(2):  
            print("Hello, Greeters!")
```

```
Hello, 1!  
Hello, 2!  
Hello, Greeters!  
Goodbye, 2.  
Goodbye, 1.
```

Stacking Dtors

```
def main():  
    with Greeter(1):  
        with Greeter(2):  
            with Greeter(3):  
                print("Hello, Greeters!")
```

```
Hello, 1!  
Hello, 2!  
Hello, 3!  
Hello, Greeters!  
Goodbye, 3.  
Goodbye, 2.  
Goodbye, 1.
```

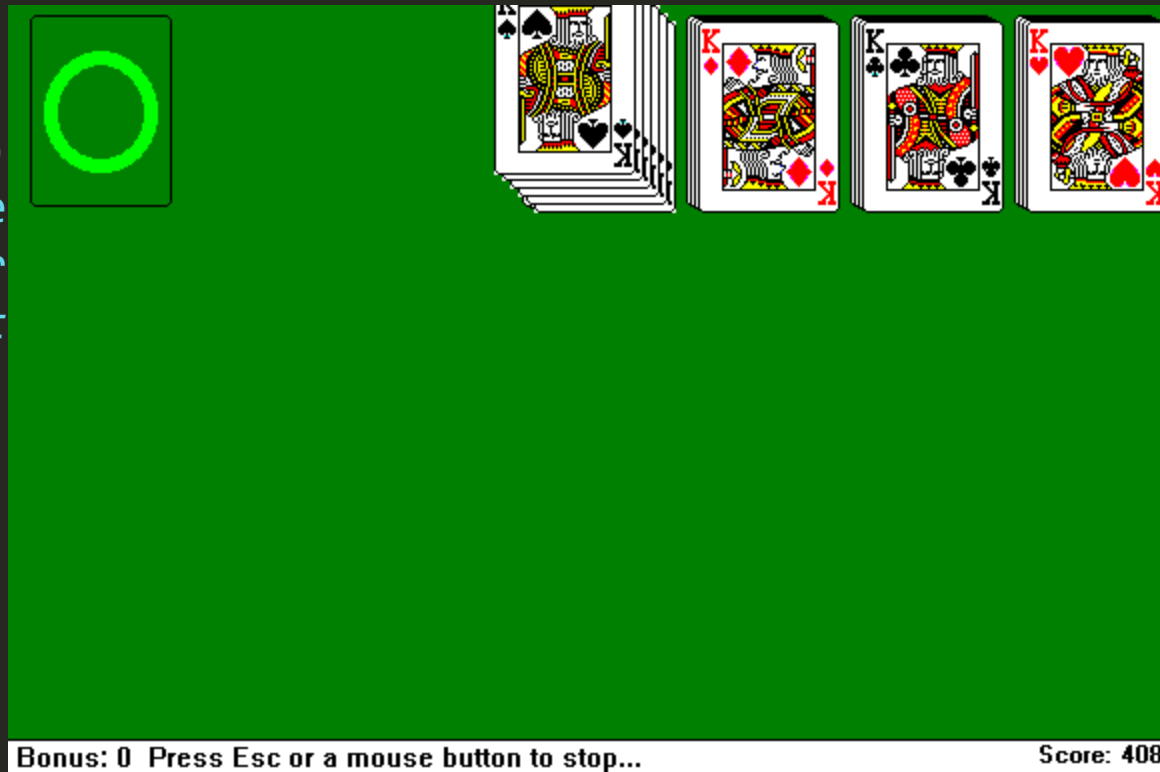
Stacking Dtors

```
def main():  
    with Greeter(1):  
        with Greeter(2):  
            with Greeter(3):  
                with Greeter(4):  
                    print("Hello, Greeters!")
```

```
Hello, 1!  
Hello, 2!  
Hello, 3!  
Hello, 4!  
Hello, Greeters!  
Goodbye, 4.  
Goodbye, 3.  
Goodbye, 2.  
Goodbye, 1.
```

Stacking Dtors

```
def main():  
    with Greeter(1)  
        with Greete  
            with Gr  
                wit
```



Stacking Dtors

```
def main():  
    with Greeter(1):  
        with Greeter(2):  
            with Greeter(3):  
                with Greeter(4):  
                    print("Hello, Greeters!")
```


A Proper Stack

```
class DtorScope:
    def __init__(self):
        self.stack = []

    def __enter__(self):
        return self

    def __exit__(self, exc_type, exc_val, exc_tb):
        while self.stack:
            self.stack.pop().__exit__(exc_type, exc_val, exc_tb)

    def push(self, cm):
        self.stack.append(cm)
```

A Proper Stack, continued

```
def main():  
    with DtorScope() as dtor_stack:  
        greeter1 = Greeter(1)  
        dtor_stack.push(greeter1)  
  
        greeter2 = Greeter(2)  
        dtor_stack.push(greeter2)
```

```
Hello, 1!  
Hello, 2!  
Goodbye, 2.  
Goodbye, 1.
```

Implicit

Removing Hiding Boilerplate

```
def main():  
    with DtorScope() as dtor_stack:  
        greeter1 = Greeter(1)  
        dtor_stack.push(greeter1)  
  
        greeter2 = Greeter(2)  
        dtor_stack.push(greeter2)
```



```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

A Layer of Indirection

```
class Greeter:
    def __init__(self, name, dtor_stack):
        self.name = name
        print(f"Hello, {self.name}!")

        dtor_stack.push(self)
    ...
```

```
def main():
    with DtorScope() as dtor_stack:
        greeter1 = Greeter(1, dtor_stack)
        greeter2 = Greeter(2, dtor_stack)
```

Another Layer of Indirection

```
def main():  
    with DtorScope() as dtor_stack:  
        greeter1 = Greeter(1, dtor_stack)  
        greeter2 = Greeter(2, dtor_stack)
```



```
def main():  
    with DtorScope():  
        greeter1 = Greeter(1)  
        greeter2 = Greeter(2)
```

Another Layer of Indirection

```
def main():  
    with DtorScope() as dtor_stack:  
        greeter1 = Greeter(1, dtor_stack)  
        greeter2 = Greeter(2, dtor_stack)
```



```
def main():  
    with DtorScope():  
        greeter1 = Greeter(1)  
        greeter2 = Greeter(2)
```

Globals to the Rescue!



```
_dtor_stack = []  
  
def get_dtor_stack():  
    return _dtor_stack
```

```
class DtorScope:  
    def __init__(self):  
        get_dtor_stack().append(self)  
  
    ...  
  
    def __exit__(self, exc_type, exc_val, exc_tb):  
        get_dtor_stack().pop()  
        ...  
    ...
```

```
def push_dtor(cm):  
    return get_dtor_stack()[-1].push(cm)
```


Globals to the Rescue!

```
class Greeter:
    def __init__(self, name, dtor_stack):
        dtor_stack.push(self)

        self.name = name
        print(f"Hello, {self.name}!")
    ...
```

Globals to the Rescue!

```
class Greeter:
    def __init__(self, name):
        push_dtor(self)

        self.name = name
        print(f"Hello, {self.name}!")
    ...
```

Globals to the Rescue!

```
class Greeter:
    def __init__(self, name):
        push_dtor(self)


        self.name = name
        print(f"Hello, {self.name}!")
    ...
```

```
def main():
    with DtorScope():
        greeter1 = Greeter(1)
        greeter2 = Greeter(2)
```

```
Hello, 1!
Hello, 2!
Goodbye, 2.
Goodbye, 1.
```


Moving Out

```
def main():  
    with DtorScope():  
        greeter1 = Greeter(1)  
        greeter2 = Greeter(2)  
  
main()
```



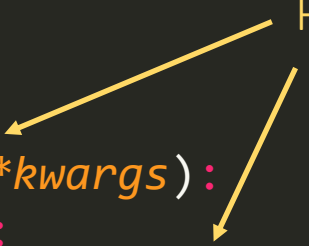
Moving Out

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)  
  
with DtorScope():  
    main()
```



Moving Out

Perfect Forwarding



```
def call(f, *args, **kwargs):  
    with DtorScope():  
        return f(*args, **kwargs)
```

```
call(main)
```

Moving Out

```
def cpp_function(f):  
    def _wrapper(*args, **kwargs):  
        with DtorScope():  
            return f(*args, **kwargs)  
    return _wrapper
```

Closure

f is captured

```
scoped_main = cpp_function(main)  
scoped_main()
```

Holds the closure

Moving Out

```
def cpp_function(f):  
    def _wrapper(*args, **kwargs):  
        with DtorScope():  
            return f(*args, **kwargs)  
  
    return _wrapper
```

```
main = cpp_function(main)
```

```
main()
```



Rebind the name "main"

Moving Out

Decorator syntax

```
def cpp_function(f):  
    def _wrapper(*args, **kwargs):  
        with DtorScope():  
            return f(*args, **kwargs)  
    return _wrapper
```

```
main = cpp_function(main)  
main()
```

```
@cpp_function  
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)  
  
    main()
```

Moving Out

```
@cpp_function
def main():
    greeter1 = Greeter(1)
    greeter2 = Greeter(2)

main()
```

- Declarative
- Clean
- Explicit


Methodic Pause

Import Hacks

Where things get hairy

Basic File Structure

```
from cpp import cpp_function
```



Import

```
from greeter import Greeter
```

```
@cpp_function
```



Usage

```
def main():
```

```
    greeter1 = Greeter(1)
```

```
    greeter2 = Greeter(2)
```

```
main()
```

Wouldn't it be Nice?

```
from cpp import magic
```

Import

```
from greeter import Greeter
```

```
def main():
```

```
    greeter1 = Greeter(1)
```

```
    greeter2 = Greeter(2)
```

Magic!

Modest Beginnings

```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
magic() ← Magic!
```

```
main()
```

Making Magic

```
def magic():  
    calling_module = get_calling_module()  
    decorate_module_functions(calling_module)
```


Making Magic

```
def magic():  
    calling_module = get_calling_module()  
    decorate_module_functions(calling_module)
```

```
import inspect
```

```
def get_calling_module():  
    stack_frame = inspect.stack()[2].frame  
    module = inspect.getmodule(stack_frame)  
    return module
```

2 places up
the callstack



Call Stack
Calling Module
magic()
get_calling_module()

Making Magic

```
def magic():  
    calling_module = get_calling_module()  
    decorate_module_functions(calling_module)  
  
def decorate_module_functions(module):  
    for name, value in inspect.getmembers(module):  
        if not inspect.isroutine(value):  
            continue  
  
        if inspect.getmodule(value) != module:  
            continue  
  
        setattr(module, name, cpp_function(value))
```

All module members

Only functions

Defined in the module

For My Next Trick...

```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
magic()
```

```
main()
```



```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
main()
```

For My Next Trick...

```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
magic()
```

```
main()
```



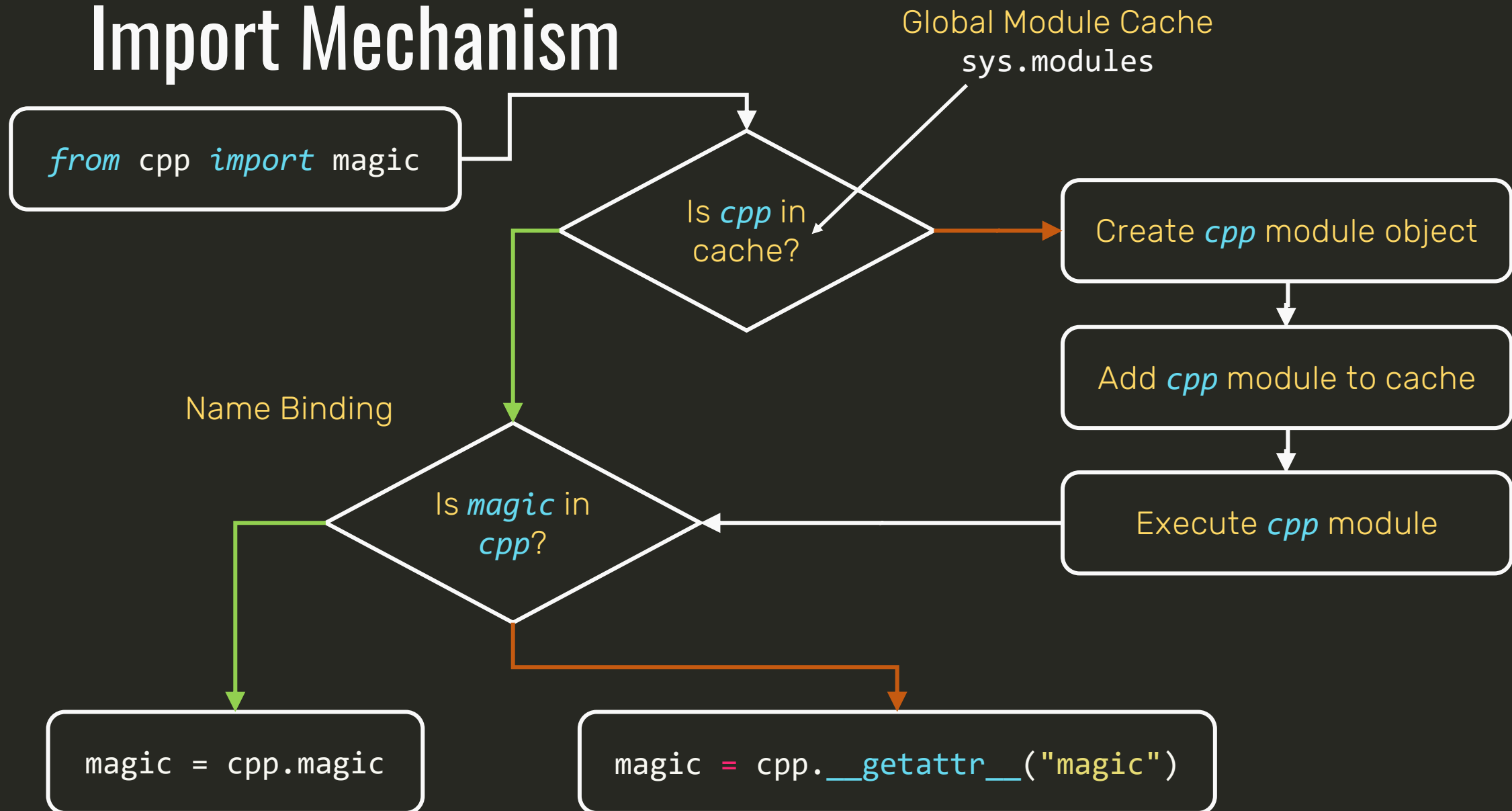
```
from cpp import magic
```

```
from greeter import Greeter
```

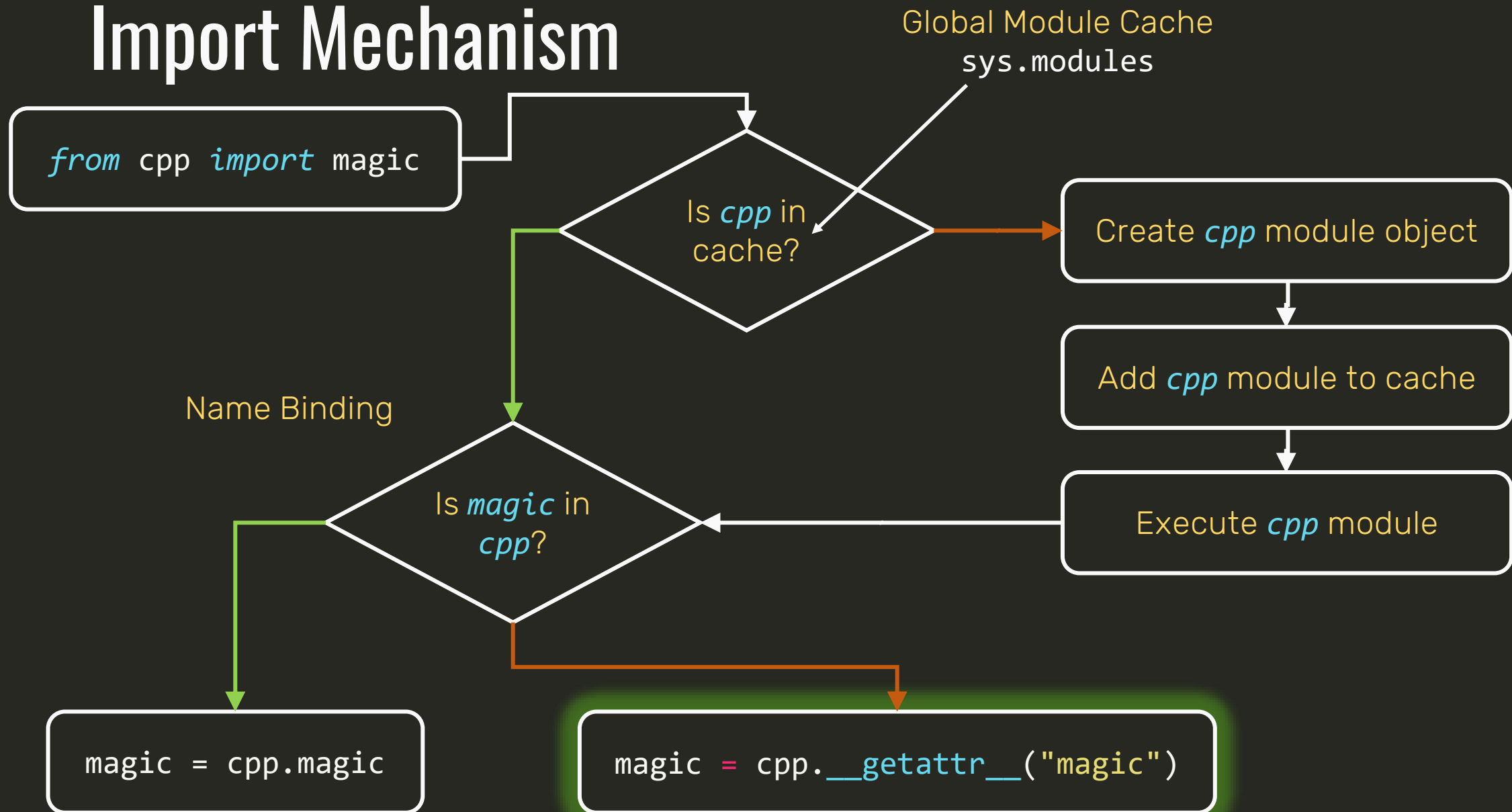
```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
main()
```

Import Mechanism



Import Mechanism



Import *is* a Function Call

```
def _magic():  
    calling_module = get_calling_module()  
    decorate_module_functions(calling_module)
```

```
def __getattr__(name):  
    if name != "magic":  
        raise AttributeError()
```

```
    _magic()
```

Where is the Magic?

```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
main()
```

```
Hello, 1!  
Hello, 2!
```


Where is the Magic?

```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
main()
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
from cpp import magic
```

```
main()
```

Parallel Import

```
import importlib.util  
import sys
```

```
def import_by_path(name: str, path: str):  
    spec = importlib.util.spec_from_file_location(name, path)  
    module = importlib.util.module_from_spec(spec)  
    sys.modules[name] = module  
    spec.loader.exec_module(module)  
    return module
```

Create *cpp* module object

Add *cpp* module to cache

Execute *cpp* module

Parallel Import

```
def _magic():  
    calling_module = get_calling_module()  
  
    name = calling_module.__name__  
    path = calling_module.__file__  
    imported_module = import_by_path(name, path)  
  
    decorate_module_functions(imported_module)
```

Parallel Import



Parallel Import, continued

```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
main()
```

Parallel Import, continued

```
from cpp import magic
from greeter import Greeter
```



A diagram consisting of two yellow curved arrows forming a circle. One arrow starts at the word 'magic' in the first line of code and points to the function call '_magic()' in the second line. The other arrow starts at the class name 'Greeter' in the second line and points back to the word 'magic' in the first line, illustrating a mutual dependency or circular import.

```
def main():
    greeter1 = Greeter(1)
    greeter2 = Greeter(2)
```

```
main()
```

```
RecursionError:
    maximum recursion depth exceeded
    while calling a Python object
```

Break the Loop

```
IMPORT_FLAG = "__magically_imported__"
```

```
def import_by_path(name: str, path: str):  
    ...  
    sys.modules[name] = module  
    setattr(module, IMPORT_FLAG, True)  
    spec.loader.exec_module(module)  
    return module
```

Set
Check

```
def _magic():  
    ...  
    if hasattr(calling_module, IMPORT_FLAG):  
        return  
  
    imported_module = import_by_path(name, path)  
    decorate_module_functions(imported_module)
```

Break the Loop, continued

```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
main()
```

Break the Loop, continued

```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
main()
```



Decoration happens here

IndexError: list index out of range

```
def push_dtor(cm):  
    return get_dtor_stack()[-1].push(cm)
```


Main Function

```
def _magic():  
    ...  
  
    if imported_module.__name__ == "__main__":  
        sys.exit(imported_module.main())
```

Real Magic

```
from cpp import magic
```

```
from greeter import Greeter
```

```
def main():  
    greeter1 = Greeter(1)  
    greeter2 = Greeter(2)
```

```
Hello, 1!  
Hello, 2!  
Goodbye, 2.  
Goodbye, 1.
```

Methodic Pause

Questions?

Greetings, Again

```
class Greeter:
    def __init__(self, name):
        push_dtor(self)

        self.name = name
        print(f"Hello, {self.name}!")

    def __enter__(self):
        return self

    def __exit__(self, exc_type, exc_val, exc_tb):
        print(f"Goodbye, {self.name}.")
```

Boilerplate

Base Class

```
class Greeter(CppClass):  
    def Greeter(self, name):  
        self.name = name  
        print(f"Hello, {self.name}!")
```

```
    def _Greeter(self):  
        print(f"Goodbye, {self.name}.")
```

C++ Style Ctor & Dtor



Sorry, no ~



Base Class, implementation

```
class CppClass:
    def __init__(self, *args, **kwargs):
        push_dtor(self)

        ctor = getattr(self, self.__class__.__name__, None)
        if ctor:
            ctor(*args, **kwargs)

    def __enter__(self):
        return self

    def __exit__(self, exc_type, exc_val, exc_tb):
        dtor = getattr(self, "_" + self.__class__.__name__, None)
        if dtor:
            dtor()
```

← Only call if exists

← Only call if exists

Decorated Methods


```
def decorate_object_methods(obj):  
    for name, value in inspect.getmembers(obj):  
        if name.startswith("__"): ← No special methods  
            continue  
  
        if not inspect.isroutine(value): ← Only functions  
            continue  
  
        setattr(self, name, cpp_function(value))  
  
class CppClass:  
    def __init__(self, *args, **kwargs):  
        ...  
        decorate_object_methods(self)
```

Progress Check

```
class Greeter(CppClass):  
    def Greeter(self, name):  
        self.name = name  
        print(f"Hello, {self.name}!")  
  
    def _Greeter(self):  
        print(f"Goodbye, {self.name}.")
```


(More) Problems with Inheritance

Explicit



```
class Greeter(CppClass):  
    def Greeter(self, name):  
        self.name = name  
        print(f"Hello, {self.name}!")  
  
    def _Greeter(self):  
        print(f"Goodbye, {self.name}.")
```

Compositionally Speaking

```
class Greeter(CppClass):  
    Greeter  
    _Greeter  
  
    CppClass.__init__  
    CppClass.__enter__  
    CppClass.__exit__
```

```
class CppClass:  
    __init__  
    __enter__  
    __exit__
```

Compositionally Speaking, continued

```
class Greeter:
```

```
...
```

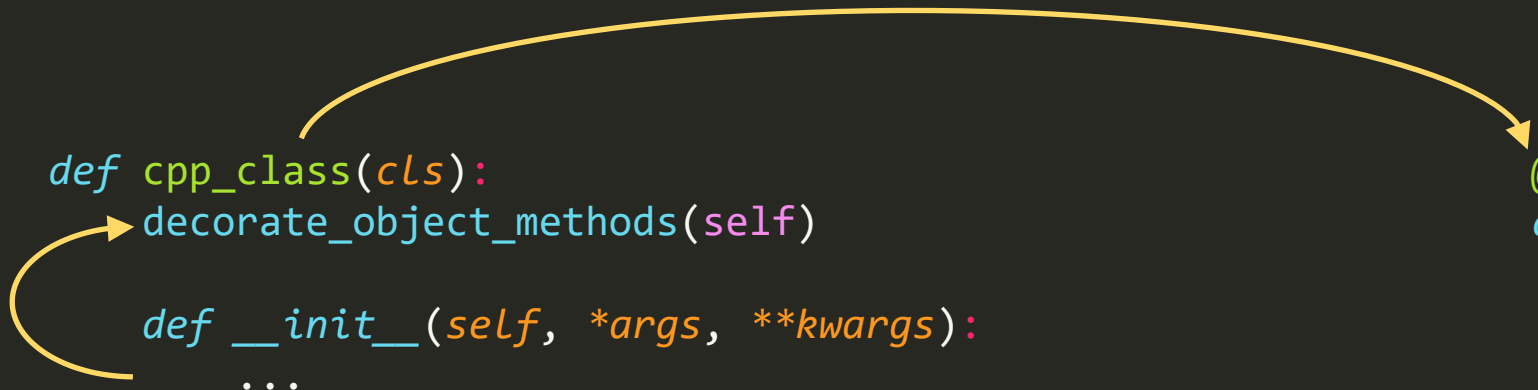
```
Greeter.__init__ = __init__
```

```
Greeter.__enter__ = __enter__
```

```
Greeter.__exit__ = __exit__
```

Decorated Classes

```
def cpp_class(cls):  
    decorate_object_methods(self)  
  
    def __init__(self, *args, **kwargs):  
        ...
```



```
    def __enter__(self):  
        ...
```

```
    def __exit__(self, exc_type, exc_val, exc_tb):  
        ...
```


```
    cls.__init__ = __init__  
    cls.__enter__ = __enter__  
    cls.__exit__ = __exit__
```

```
    return cls
```

```
@cpp_class  
class Greeter:  
    ...
```

Decorated Classes

```
def cpp_class(cls):  
    decorate_object_methods(self)  
  
    def __init__(self, *args, **kwargs):  
        ...
```



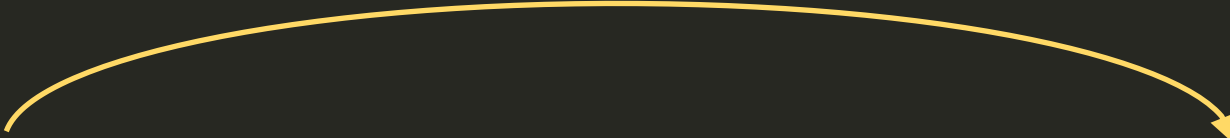
```
    def __enter__(self):  
        ...
```

```
    def __exit__(self, exc_type, exc_val, exc_tb):  
        ...
```


```
    cls.__init__ = __init__  
    cls.__enter__ = __enter__  
    cls.__exit__ = __exit__  
    cls.__cpp_class__ = True
```

```
    return cls
```

```
@cpp_class  
class Greeter:  
    ...
```



```
def is_cpp_class(obj):  
    return hasattr(obj, '__cpp_class__')
```



A little extra



More Magic!

```
def decorate_module_classes(module):  
    for name, value in inspect.getmembers(module):  
        if not inspect.isclass(value): ← Only classes  
            continue  
  
        if inspect.getmodule(value) != module: ← Defined in the module  
            continue  
  
        setattr(module, name, cpp_class(value))
```

```
def _magic():  
    ...  
    decorate_module_classes(imported_module)  
    ...
```

Applied Magic

```
from cpp import magic
```

```
class Greeter:
```

```
    def Greeter(self, name):
```

```
        self.name = name
```

```
        print(f"Hello, {self.name}!")
```

```
    def _Greeter(self):
```

```
        print(f"Goodbye, {self.name}.")
```

```
def main():
```

```
    greeter1 = Greeter(1)
```

```
    greeter2 = Greeter(2)
```

```
Hello, 1!  
Hello, 2!  
Goodbye, 2.  
Goodbye, 1.
```

Methodic Pause

Any Questions?

A Short Recap

- Automatic
 - Dtors are called automatically
- Implicit
 - Just import magic!
 - Functions & classes automatically converted
 - `main()` is automatically called
- Our next stop: Composition

Composition

Looking Back

```
class BigArchiveReader:
    zipfile: ZipFile

    def __init__(self, path: str):
        self.zipfile = ZipFile(path)

    def read(self, name: str):
        with self.zipfile.open(name) as f:
            return f.read()

    def __enter__(self):
        return self

    def __exit__(self, exc_type, exc_val, exc_tb):
        self.zipfile.close()
```

- 11 lines
- 4 are resource management

Looking Back

```
class BetterArchiveReader:
    zipfile: ZipFile

    def BetterArchiveReader(self, path: str):
        self.zipfile = ZipFile(path)

    def read(self, name: str):
        with self.zipfile.open(name) as f:
            return f.read()

    def _BetterArchiveReader(self):
        self.zipfile.close()
```

- 9 lines
- 2 are resource management

Looking Back, issues

```
class BetterArchiveReader:  
    zipfile: ZipFile
```

```
    def BetterArchiveReader(self, path: str):  
        self.zipfile = ZipFile(path)
```

```
    def read(self, name: str):  
        with self.zipfile.open(name) as f:  
            return f.read()
```

```
    def _BetterArchiveReader(self):  
        self.zipfile.close()
```

Scope End

Dtor

Dtor called twice!
~ZipFile

Looking Back, ~~issues~~ solution?

```
class BetterArchiveReader:
    zipfile: ZipFile

    def BetterArchiveReader(self, path: str):
        self.zipfile = ZipFile(path)
        remove_dtor(self.zipfile) ← Remove from Dtor scope

    def read(self, name: str):
        with self.zipfile.open(name) as f:
            return f.read()

    def _BetterArchiveReader(self):
        self.zipfile.close()
```

Remove from Dtor Scope

```
class DtorScope:  
    stack: list  
    ...  
    def remove(self, cm):  
        self.stack.remove(cm)
```

Equality Based



Remove from Dtor Scope

```
class DtorScope:
    stack: list
    ...
    def remove(self, cm):
        self.stack.remove(
            IdentityComparator(cm)
        )
```

```
class IdentityComparator:
    def __init__(self, obj):
        self.obj = obj

    def __eq__(self, other):
        return self.obj is other
```

operator==



Identity check



Remove from Dtor Scope, continued

```
class BetterArchiveReader:
    zipfile: ZipFile

    def BetterArchiveReader(self, path: str):
        self.zipfile = ZipFile(path)
        remove_dtor(self.zipfile) ← Explicit

    def read(self, name: str):
        with self.zipfile.open(name) as f:
            return f.read()

    def _BetterArchiveReader(self):
        self.zipfile.close()
```

A Case for Getters & Setters

```
def get_zipfile(self):  
    return getattr(self, "zipfile")  
  
def set_zipfile(self, zipfile):  
    old = getattr(self, "zipfile", None)  
  
    if is_cpp_class(old):  
        old.__exit__(None, None, None)  
  
    if is_cpp_class(zipfile):  
        remove_dtor(zipfile)  
  
    setattr(self, "zipfile", zipfile)
```

Just return

Destruct old value

Handle new value

Descriptors

```
BetterArchiveReader.zipfile.__set_name__(BetterArchiveReader, "zipfile")
```

```
class BetterArchiveReader:  
    zipfile = CppMember()
```

```
    def BetterArchiveReader(self, path):  
        self.zipfile = ZipFile(path)
```

```
    def read(self, name: str):  
        with self.zipfile.open(name) as f:  
            ...
```

```
    def _BetterArchiveReader(self):  
        self.zipfile.close()
```

```
        zipfile.__get__(self)
```

Descriptors, continued

```
class CppMember:
    def __set_name__(self, owner, name):
        self.private_name = "_" + name

    def __get__(self, instance, owner=None):
        return getattr(instance, self.private_name)

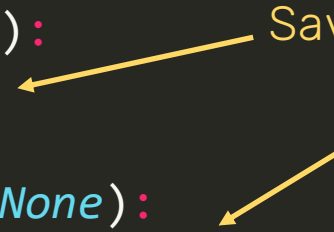
    def __set__(self, instance, value):
        old = getattr(instance, self.private_name, None)

        ...

        setattr(instance, self.private_name, value)
```

Save & prefix member name

Use member name



Remove the Dtor

```
class BetterArchiveReader:
    zipfile = CppMember()

    def BetterArchiveReader(self, path):
        self.zipfile = ZipFile(path)

    def read(self, name: str):
        ...

    def _BetterArchiveReader(self):
        self.zipfile.close()
```

Should be implicit



Remove the Dtor, continued

```
def __exit__(self, exc_type, exc_val, exc_tb):  
    ...  
    for name, value in reversed(inspect.getmembers(self)):  
        if name.startswith("_"):  
            continue  
        if not is_cpp_class(value):  
            continue  
        value.__exit__(None, None, None)
```

Reverse order

Avoid prefixed members

Has Dtor?

Final Touches

```
class BetterArchiveReader:
    zipfile = CppMember()

    def BetterArchiveReader(self, path):
        self.zipfile = ZipFile(path)

    def read(self, name: str):
        ...
```

Final Touches

```
class BetterArchiveReader:
    zipfile = CppMember()

    def BetterArchiveReader(self, path):
        self.zipfile = ZipFile(path)

    def read(self, name: str):
        ...
```

Explicit, we can do better!



Type Annotations

```
class BetterArchiveReader:  
    zipfile: ZipFile
```

Type annotation



- Do nothing
- Stored in `__annotations__`

Type Annotations, continued

```
def create_members(cls):  
    member_names = list(getattr(cls, "__annotations__", {}))  
  
    for name in member_names:  
        member = CppMember()  
        member.__set_name__(cls, name)  ← Must call manually  
        setattr(cls, name, member)  
  
    setattr(cls, "__member_names__", member_names)  
  
def cpp_class(cls):  
    ...  
    create_members(cls)  
    ...
```

← Save for later

Type Annotations, continued

```
def __exit__(self, exc_type, exc_val, exc_tb):
```

```
...
```

```
for name in reversed(self.__member_names__):  
    value = getattr(self, name, None)
```

```
    if is_cpp_class(value):  
        value.__exit__(None, None, None)
```

Traverse only members



Finally - Best Archive Reader

```
class BestArchiveReader:
    zipfile: ZipFile

    def BestArchiveReader(self, path: str):
        self.zipfile = ZipFile(path)

    def read(self, name: str):
        with self.zipfile.open(name) as f:
            return f.read()
```

- 7 lines
- 0 are resource management

Wrap Up

- Automatic
 - Dtors are called when/where needed
 - Composable
 - Members don't add boilerplate
 - Implicit*
 - No extra code
 - No change in interfaces
 - No interface pollution!
- * Assuming the entire project uses cpp...

Questions?

Thanks

- Barak Itkin
- Adi Shavit
- Inbal Levi

Extras

Extras

- Return
- This
- Member Access Specifiers



Adi Shavit
@AdiShavit



Replying to @tmr232

Plan:

1. Submit a talk to [@corecpp](#)
2. Get accepted
3. Deliver the talk with the man-bun.
4. Poll the audience.



11:46 AM · Jun 8, 2021



4



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