

# Introduction to Python Decorators – Debugging – Packages and Packaging

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# Review of Previous Class

## Lightning talk today: Peter

- Some more OO
  - Multiple inheritance / mix-ins
  - Properties
  - `staticmethod` and `classmethod`
  - Special methods (“dunder”)
- Iterators
- Generators

# Homework review

Who added some classes to some “real” code?

- Multiple inheritance / mix-ins ?
- Property ?
- `staticmethod` or `classmethod` ?
- Special methods ?
- Iterator or Generators ?

# Decorators

Decorators are wrappers around functions

They let you add code before and after the execution of a function

Creating a custom version of that function

# Decorators

## Syntax:

```
@logged
def add(a, b):
    """add() adds things"""
    return a + b
```

Demo and Motivation: `basicmath.py`

PEP: <http://www.python.org/dev/peps/pep-0318/>

# Decorators

@ decorator operator is an abbreviation:

```
@f  
def g:  
    pass
```

same as

```
def g:  
    pass  
g = f(g)
```

“Syntactic Sugar” – but really quite nice

# Decorators

demo:

`memoize.py`



## Decorator examples

Examples from the stdlib:

Does this structure:

```
def g:  
    pass  
g = f(g)
```

look familiar from last class?

## Decorator examples

`staticmethod()`

```
class C(object):  
    def add(a, b):  
        return a + b  
    add = staticmethod(add)
```

## Decorator examples

`staticmethod()`

Decorator form:

```
class C(object):  
    @staticmethod  
    def add(a, b):  
        return a + b
```

( and `classmethod` )

## examples

## property()

```
class C(object):
    def __init__(self):
        self._x = None
    def getx(self):
        return self._x
    def setx(self, value):
        self._x = value
    def delx(self):
        del self._x
    x = property(getx, setx, delx,
                  "I'm the 'x' property.")
```

becomes...

# Decorator examples

```
class C(object):  
    def __init__(self):  
        self._x = None  
    @property  
    def x(self):  
        return self._x  
    @x.setter  
    def x(self, value):  
        self._x = value  
    @x.deleter  
    def x(self):  
        del self._x
```

Puts the info close to where it is used

## examples

# CherryPy

```
import cherrypy
class HelloWorld(object):
    @cherrypy.expose
    def index(self):
        return "Hello World!"
cherrypy.quickstart(HelloWorld())
```

## examples

# Pyramid

```
@template
def A_view_function(request)
    .....

@json
def A_view_function(request)
    .....
```

so you don't need to think about what your view is returning...

## decorators...

For this class:

Mostly want to you to know how to use decorators  
that someone else has written

Have a basic idea what they do when you do use  
them



# LAB

- Re-write the properties from last week's `Circle` class to use the decorator syntax (see a couple slides back for an example)
- Write a decorator that can be used to wrap any function that returns a string in a `<p>` element from the `html` builder from the previous couple classes (the `PElement` subclass).

# Lightning Talk

Lightning Talk:

Peter

# First Topic

A topic

some code example

# LAB



# First Topic

A topic

some code example

# LAB



# Wrap up



# Homework

