Program layout best practices

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Module skeleton

```
#!/usr/bin/env python
# coding: utf-8
"""Module docstring"""
__author__ = 'Mr. Me <me@example.net>'
__version__ = '1.2.3'
if __name__ =='__main__':
    main()
```

Module or class?

Namespacing.



Be mindful of the interface

```
>>> from UserDict import UserDict
>>> from ConfigParser import ConfigParser
>>> from pprint import pprint
>>> from fabric.api import *
```

Executable code

Avoid putting executable statements directly in a module.



Avoid relative imports

```
pkg/
    __init__.py
    moduleA.py
    moduleB.py

# in moduleB
import moduleA
```

PEP 338:

 $\verb"python -m Simple HTTP Server"$

• python -m unittest mymodule

- python -m unittest mymodule
- python -m pdb mymodule

- python -m unittest mymodule
- python -m pdb mymodule
- python -m timeit -s "range(1000)"

runpy.run_module()

```
devel/
pkg/
   __init__.py
   moduleA.py
   moduleB.py
   test/
   __init__.py
   test_A.py
   test_B.py
```

```
python -m pkg.test.test_A
python -m pkg.test.test_B
```

Avoid manage.py

django-admin.py

Avoid local_settings.py

```
try:
    from local_settings import *
except ImportError, exp:
    pass
```

Use managers

```
from django.db import models
class MyModelQuerySets(models.query.QuerySet):
    pass
class MyModelManager(models.Manager):
    def get_query_set(self):
        return MyModelQuerySets(self.model)
    def getattr__(self, attr, *args):
        try:
            return getattr(self. class ,
                    attr, *args)
        except AttributeError:
            return getattr(self.get_query_set(),
                    attr, *args)
```

The hashbang

#!/usr/bin/env python

Future-proof your script

```
if __name__ == '__main__':
    import mymodule
    raise SystemExit(mymodule.main())
import some.modules

def main():
    # stuff
```

Interactive interpreter

```
import cmd
from code import InteractiveConsole
```