# THE operator MODULE

## Functional Equivalents to Operators

In the last lecture we wrote code such as:

We used a lambda expression to create a functional version of the \* operator

This is something that happens quite often, so the operator module was created

This module is a convenience module.

You can always use your own functions and lambda expressions instead.

```
The operator module
Arithmetic Functions
    add(a, b)
   mul(a, b)
    pow(a, b)
   mod(a, b)
    floordiv(a, b)
    neg(a)
                and many more...
```

# Comparison and Boolean Operators

not\_(a,b)

lt(a, b)	gt(a, b)	eq(a, b
le(a, b)	ge(a, b)	ne(a, b
is_(a,b)	is_not(a,b)	
and_(a, b)		
or (a.b)		

# Sequence/Mapping Operators

```
concat(s1, s2)
contains(s, val)
countOf(s, val)
getitem(s, i)
setitem(s, i, val)
                                                  variants that use slices
                           mutable objects
delitem(s, i)
```

#### Item Getters

The itemgetter function returns a callable

```
getitem(s, i) takes two parameters, and returns a value: s[i]
s = [1, 2, 3]
getitem(s, 1) -> 2
```

itemgetter(i) returns a callable which takes one parameter: a sequence object

```
f = itemgetter(1)
s = [1, 2, 3]
f(s)
\Rightarrow 2
s = 'python'
f(s)
```

## Item Getters

We can pass more than one index to **itemgetter**:

#### Attribute Getters

The attrgetter function is similar to itemgetter, but is used to retrieve object attributes

It also returns a callable, that takes the object as an argument

Suppose my\_obj is an object with three properties:

Can also call directly:

```
attrgetter('a', 'b', 'c')(my_obj) \rightarrow (10, 20, 30)
```

## Calling another Callable

```
Consider the str class that provides the upper() method:
```

Or, we can use the slightly simpler methodcaller function

```
methodcaller('upper')('python') → PYTHON
```

Basically, methodcaller retrieves the named attribute and calls it as well It can also handle more arguments, as we'll in the code

# Code