



Python

# 10 Advanced Python Concepts

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## **01. Decorators -**

Decorators are functions that modify the behavior of another function. They are a powerful tool for adding functionality to functions without modifying the function code .

## **02. Metaclasses -**

Metaclasses used to create classes. They are like classes for classes. They allow you to modify the behavior of classes at creation time.

## **03. Context Manager -**

Context manager are used to allocated and release resources automatically,such as opening and closing files, acquiring and release locks etc.



Python

## **04. Generators -**

Generators are a type of iterable, like list or tuple, but unlike lists, they don't allow indexing with arbitrary indexes. They create iterators, which can be used to iterate over a large sequence of items, without storing the entire sequence in memory at once.

## **05. Decorator Classes -**

Decorator classes are classes that modify the behavior of the other classes. They are similar to decorators, but work at the class level.

## **06. Abstract Base Classes (ABCs)**

ABCs are classes that define abstract methods, which must be implemented by their subclasses. They are used to define a set of methods that a class must implement in order to be considered of a certain type.

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Python

## **07. Coroutines -**

Coroutines are a type of generator that allow data to be sent back and forth between the generator and all caller. They are used for cooperative multitasking, where two or more functions cooperate to complete a task

## **08. Concurrency and Parallelism -**

Concurrency is the ability of a program to run multiple tasks at the same time. Parallelism is the ability of a programme to use multiple CPUs or cores to perform a task faster

## **09. Functional Programming -**

Functional programming is a programming paradigm that emphasizes the use of functions to solve problems. In Python, functional programming can be achieved using higher-order functions, lambda functions, and the `functools` module.

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Python

## 10. Metaprogramming -

Metaprogramming is the ability of a program to modify its own code at runtime. in python ,metaprogramming can be achieved using functions like `eval()` and `exec()`, as well as with decorators, metaclasses, and class decorators

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