

# From Ideas to APIs Delivering Fast with Modern Python

How to shorten your path from notebook idea to running API, focusing on the plumbing that actually ships apps and models to production environments.



César Soto Valero  
Data Scientist / ML Engineer

# I'm Switching to Python and Actually Liking It

Here are my tools for building production-ready apps



Posted on July 15, 2025

🕒 19 mins read 🏷️ tools

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I started to code more in Python around 6 months ago. Why? Because of AI, obviously. It's clear (to me) that big ~~money~~ opportunities are all over AI these days. And guess what's the *de facto* programming language for AI? Yep, that sneaky one.

I had used Python before, but only for small scripts. For example, this script scrapes metadata from all videos on my YouTube channel. The metadata is dumped as a JSON file that I use to nicely display statistics of the videos on this static page. As you can see here, this little script runs in solo mode every Monday

▲ I'm switching to Python and actually liking it (cesarsotovalero.net)

469 points by cesarsotovalero 4 months ago | hide | past | favorite 695 comments

▲ Mawr 4 months ago | next [-]

Just a small note on the code in the linked script:

```
API_KEY = os.environ.get("YOUTUBE_API_KEY")
CHANNEL_ID = os.environ.get("YOUTUBE_CHANNEL_ID")

if not API_KEY or not CHANNEL_ID:
    print("Missing YOUTUBE_API_KEY or YOUTUBE_CHANNEL_ID.")
    exit(1)
```

Presenting the user with "Missing X OR Y" when there's no reason that OR has to be there massively frustrates the user for the near zero benefit of having one fewer if statement.

```
if not API_KEY:
    print("Missing YOUTUBE_API_KEY.")
    exit(1)
if not CHANNEL_ID:
    print("Missing YOUTUBE_CHANNEL_ID.")
    exit(1)
```





# Python tools that you should know





TensorFlow



PyTorch



Transformers



Weight and Biases



JAX



LangChain



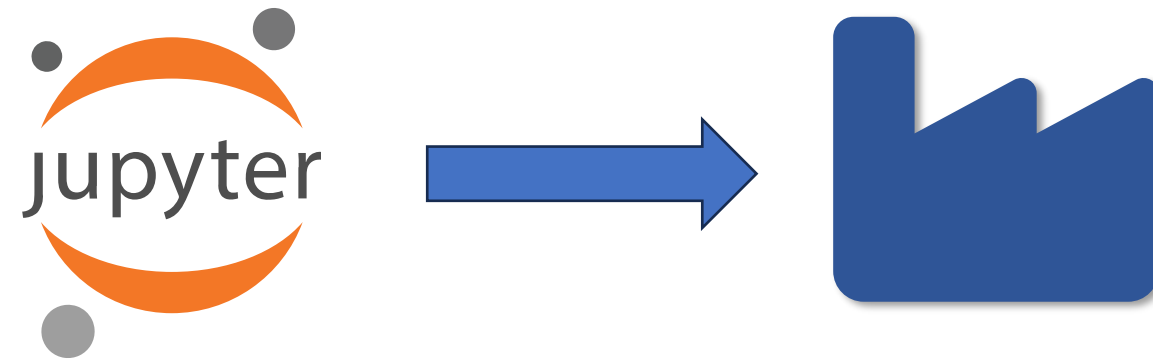
Llama Index



Diffusers



Acme

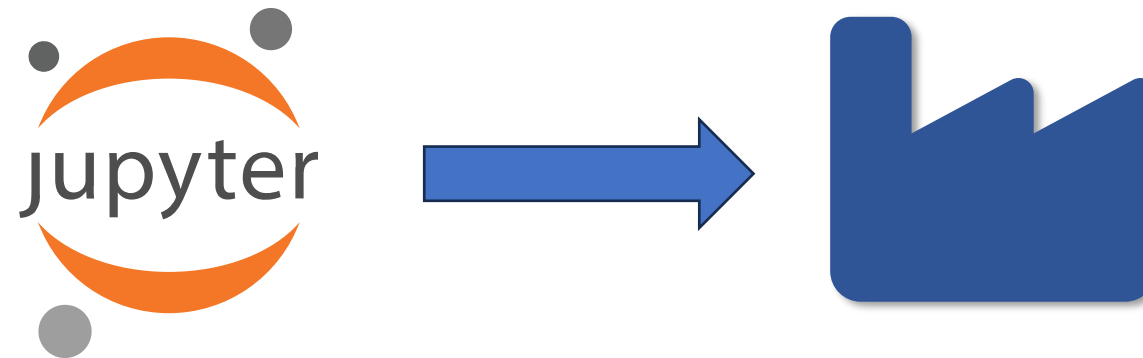


**Most Notebooks Never Survive The Real World!**









## Most notebooks never survive the real world

### The Screenshot Trap

You answer the business question, screenshot the chart for Slack, and the repository quietly rots. Analysis complete, value delivered once, code forgotten.

### Endless Tweaks

Stakeholders ask for "just one more adjustment" forever. Without structure, every tweak means hunting through notebooks and manually re-running cells in the right order.

### Missing Infrastructure

No tests to catch regressions, no reproducible environments, no API endpoints, no path to adoption. The insights exist only in your local machine.

Our real bottleneck isn't model accuracy or algorithm choice, it's the plumbing that transforms analysis into production systems.

**But AI will write most of the  
code, right? 🤔**

**Well, not really. 😊**



**You need structure**



# Monorepo: One Home For Everything

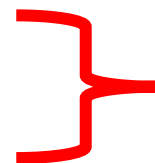


- Single place to search, build, deploy
- Atomic changes across backend and frontend
- Simplified dependency management
- Notebooks beside production code

```
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UI components



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Backend services

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} sources, tests, notebooks  
scripts, files, etc.





project/

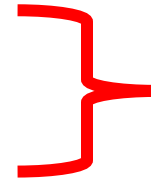
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Dependency management,  
containerization, and  
documentation

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CI/CD pipelines

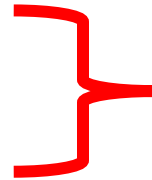


GitHub Actions

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VSCode configs & preferences



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} Other files

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**The basic toolbox** 

# Deterministic environments with uv and pyproject.toml

1

## uv init

One command generates gitignore, virtual environment, `pyproject.toml`, and `lockfile`. Everything you need to start clean.

2

## uv add

Centralizes dependency management. No more `requirements.txt` drift, manual version pinning, or conflicting files across projects.

3

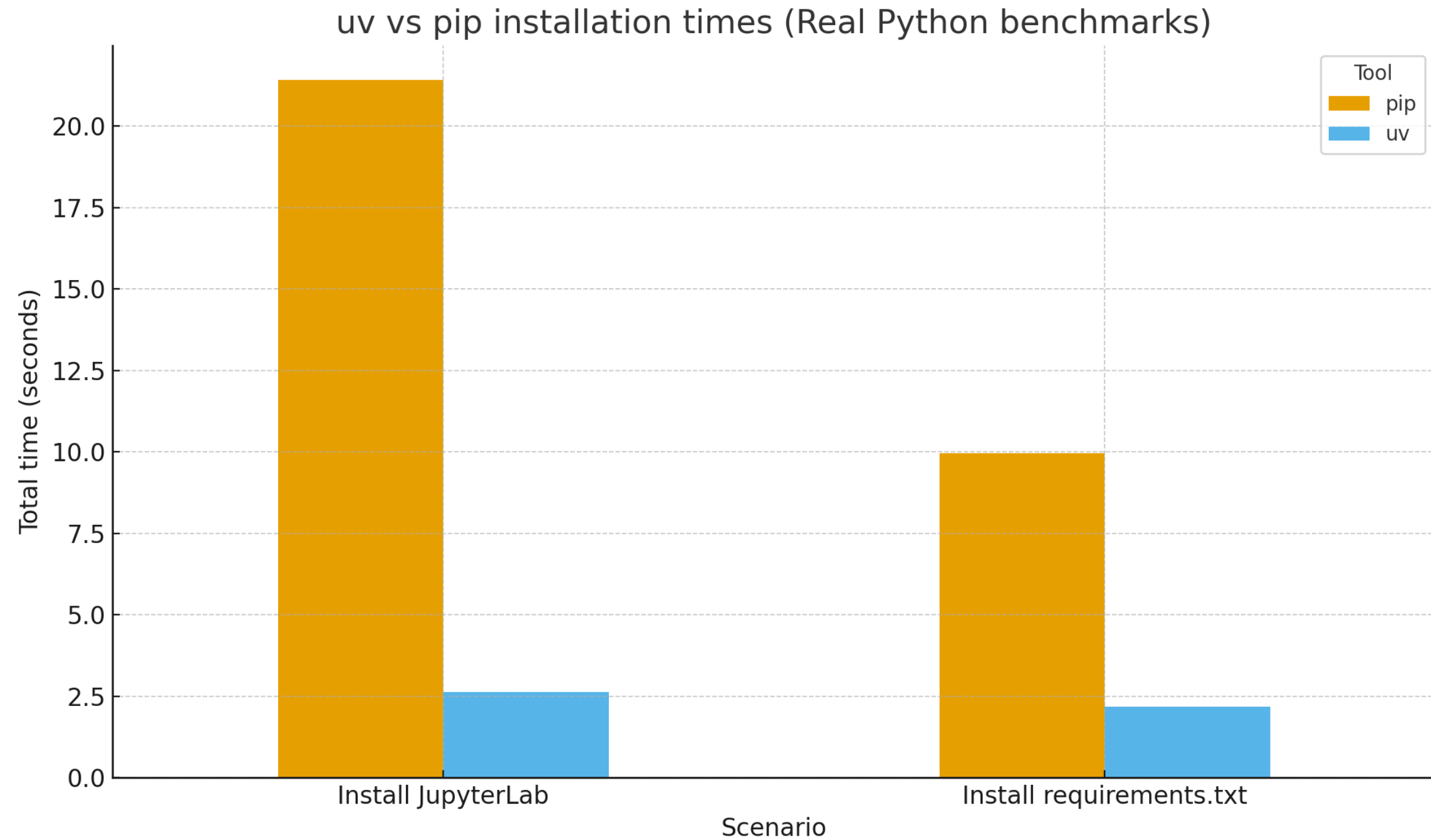
## uv sync

Makes new project reproducible in minutes. Clone repo, run sync, get identical environment. Works for teammates and CI.

The key file is **pyproject.toml**, your single source of project truth. Dependencies, build configuration, tool settings, and project metadata all live here. One file to understand the entire project setup.

```
1 [project]
2 name = "package-here"
3 version = "1.0.0"
4 description = "An advanced Python package example"
5 readme = "README.md"
6 authors = [{ name = "Your Name", email = "you@example.com" }]
7 requires-python = ">=3.12"
8
9 dependencies = [
10     "pyyaml==6.0.1",
11     "requests==2.31.0",
12     "yamllint==1.35.0",
13     "typing_extensions==4.12.2",
14     "pytz==2025.1"
15 ]
16
17 [build-system]
18 requires = ["setuptools>=68.0", "wheel"]
19 build-backend = "setuptools.build_meta"
20
21 [tool.setuptools.packages.find]
22 where = ["src"]
23 include = ["package_here*"]
24
25 [tool.ruff]
26 line-length = 88
27 target-version = "py312"
28 select = ["E", "F", "I", "B"]
29 ignore = ["F401", "E722"]
30 fix = true
31
32 [tool.ruff.format]
33 quote-style = "double"
34 indent-style = "space"
35 docstring-code-format = true
36 docstring-code-line-length = 88
```





# Code linting and formatting with Ruff

1

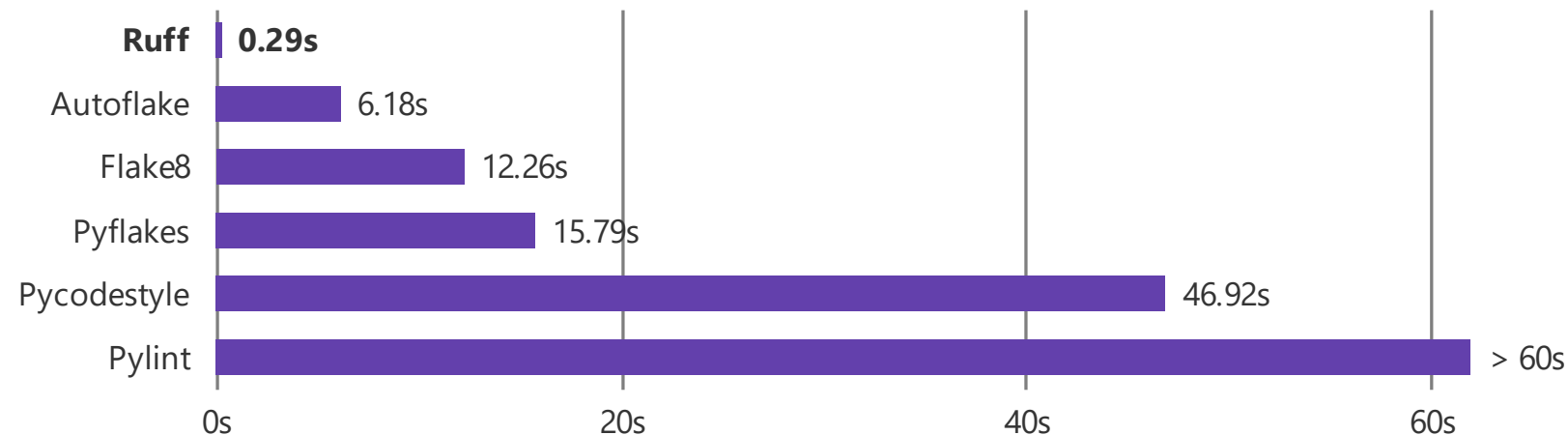
`ruff check 'path/to/project'`

Lint all files in ``/path/to/code`` (and any subdirectories)

2

`ruff format 'path/to/project'`

Format all files in ``/path/to/code`` (and any subdirectories)



```
1  [project]
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```

# Data validation and settings management with Pydantic

```
1 from pydantic import BaseSettings
2
3 class Settings(BaseSettings):
4     api_key: str
5     db_url: str
6
7     class Config:
8         env_file = ".env"
9
10 settings = Settings()
```



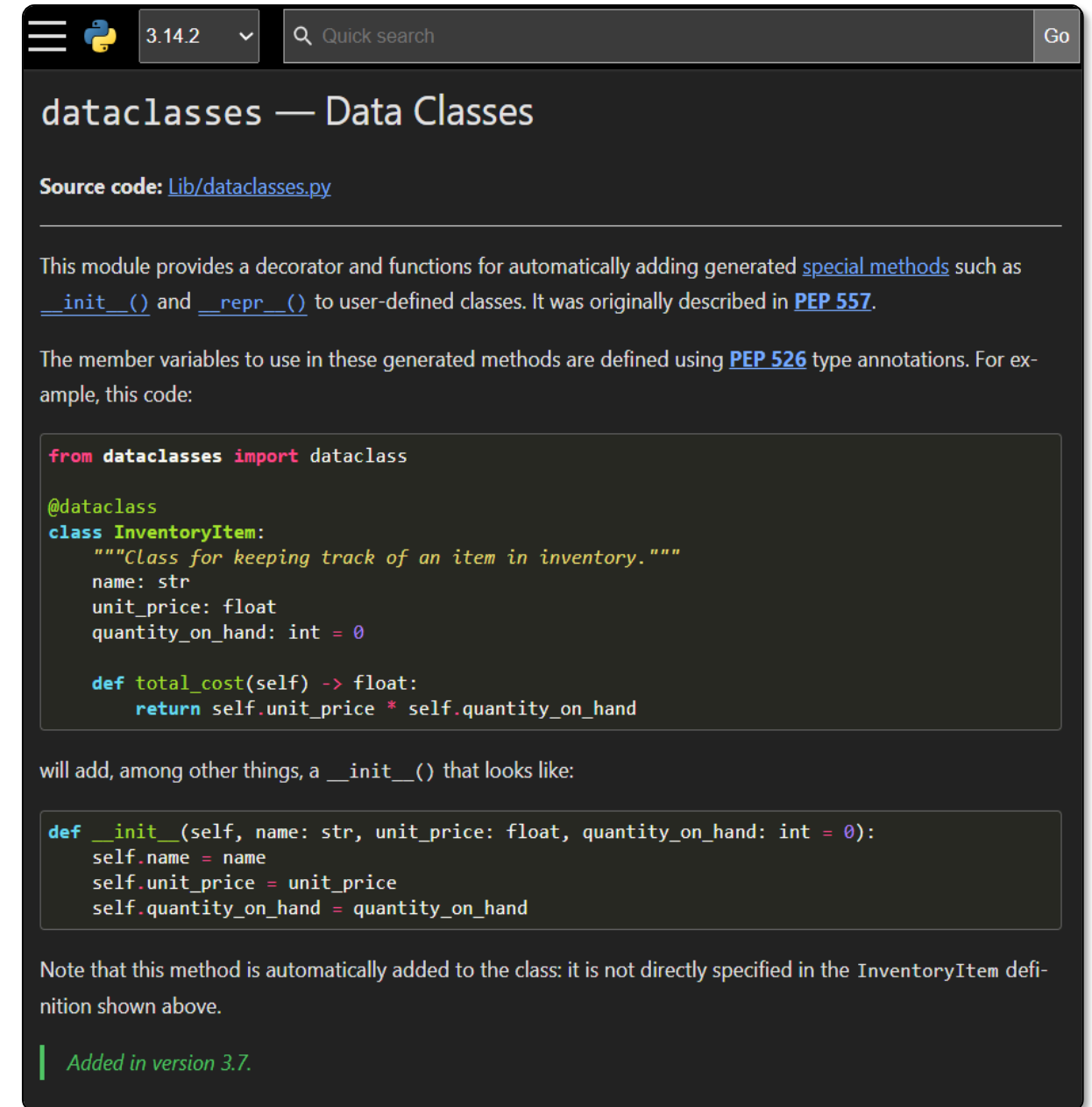
Data validation using Python type hints

<https://docs.pydantic.dev/>

# Dataclasses for storing data

```
1 from dataclasses import dataclass
2
3 @dataclass
4 class Point:
5     x: int
6     y: int
7
8 p = Point(1, 2)
9 print(p)  # Output: Point(x=1, y=2)
```

Dataclasses offer a simple syntax for creating classes that automatically generate special methods like `__init__()`, `__repr__()`, and `__eq__()`.



The screenshot shows the Python documentation for the `dataclasses` module. At the top, there's a navigation bar with the Python logo, version 3.14.2, a search bar, and a 'Go' button. The title 'dataclasses — Data Classes' is prominently displayed. Below the title, the source code is listed as `Lib/dataclasses.py`. The text explains that this module provides a decorator and functions for automatically adding generated special methods such as `__init__()` and `__repr__()` to user-defined classes, referencing PEP 557. It also mentions that member variables are defined using PEP 526 type annotations, with an example code block. The example code defines an `InventoryItem` class with attributes `name`, `unit_price`, and `quantity_on_hand`, and a method `total_cost`. Below the code block, it states that the `__init__()` method is automatically added. Another code block shows the generated `__init__` method. A note at the bottom states that this method is automatically added to the class and is not directly specified in the `InventoryItem` definition. A green bar at the bottom indicates 'Added in version 3.7.'

dataclasses — Data Classes

Source code: [Lib/dataclasses.py](#)

This module provides a decorator and functions for automatically adding generated [special methods](#) such as `__init__()` and `__repr__()` to user-defined classes. It was originally described in [PEP 557](#).

The member variables to use in these generated methods are defined using [PEP 526](#) type annotations. For example, this code:

```
from dataclasses import dataclass

@dataclass
class InventoryItem:
    """Class for keeping track of an item in inventory."""
    name: str
    unit_price: float
    quantity_on_hand: int = 0

    def total_cost(self) -> float:
        return self.unit_price * self.quantity_on_hand
```

will add, among other things, a `__init__()` that looks like:

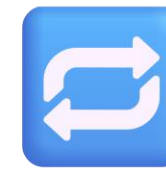
```
def __init__(self, name: str, unit_price: float, quantity_on_hand: int = 0):
    self.name = name
    self.unit_price = unit_price
    self.quantity_on_hand = quantity_on_hand
```

Note that this method is automatically added to the class: it is not directly specified in the `InventoryItem` definition shown above.

Added in version 3.7.

<https://docs.python.org/3/library/dataclasses.html>

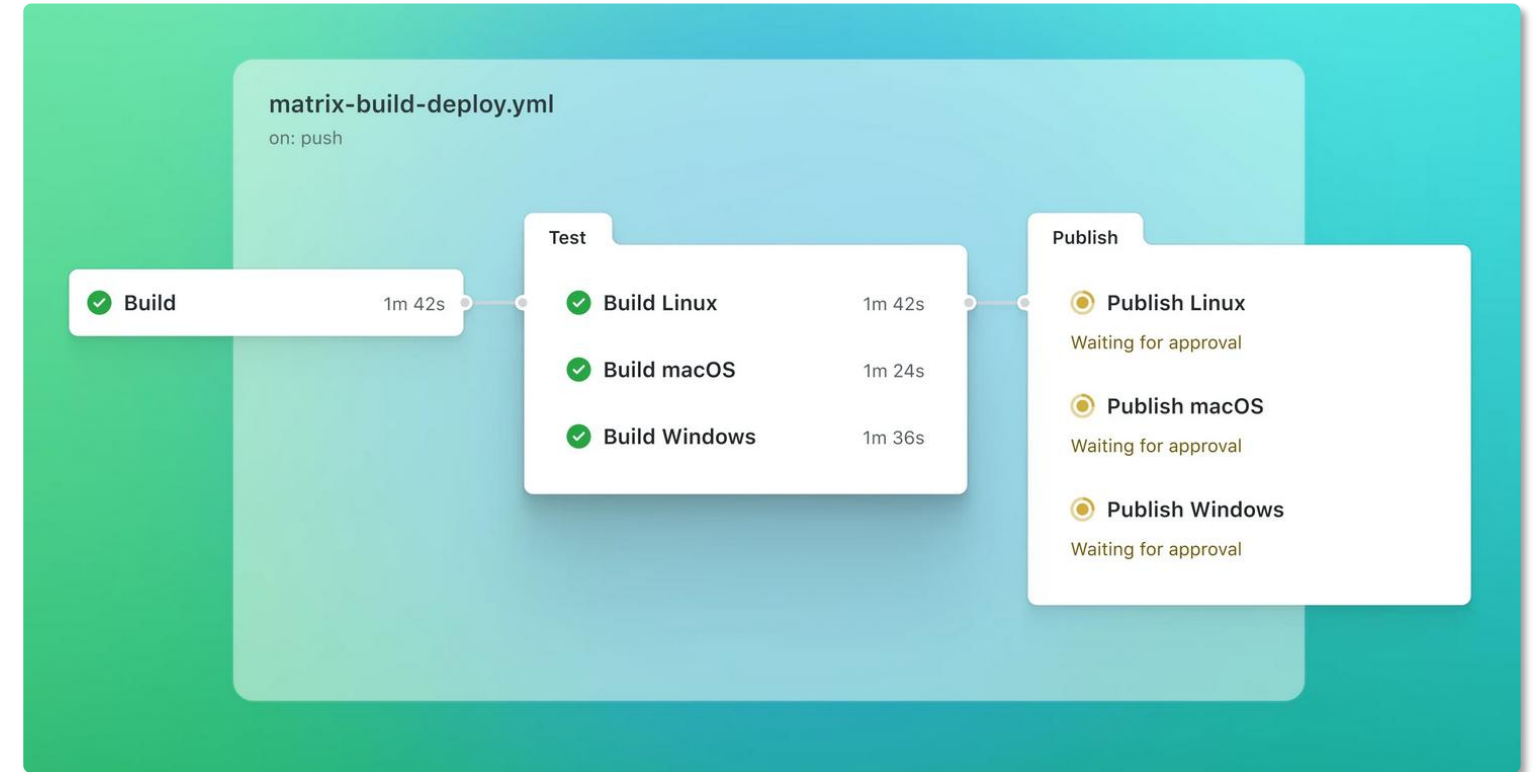
# **Version control**





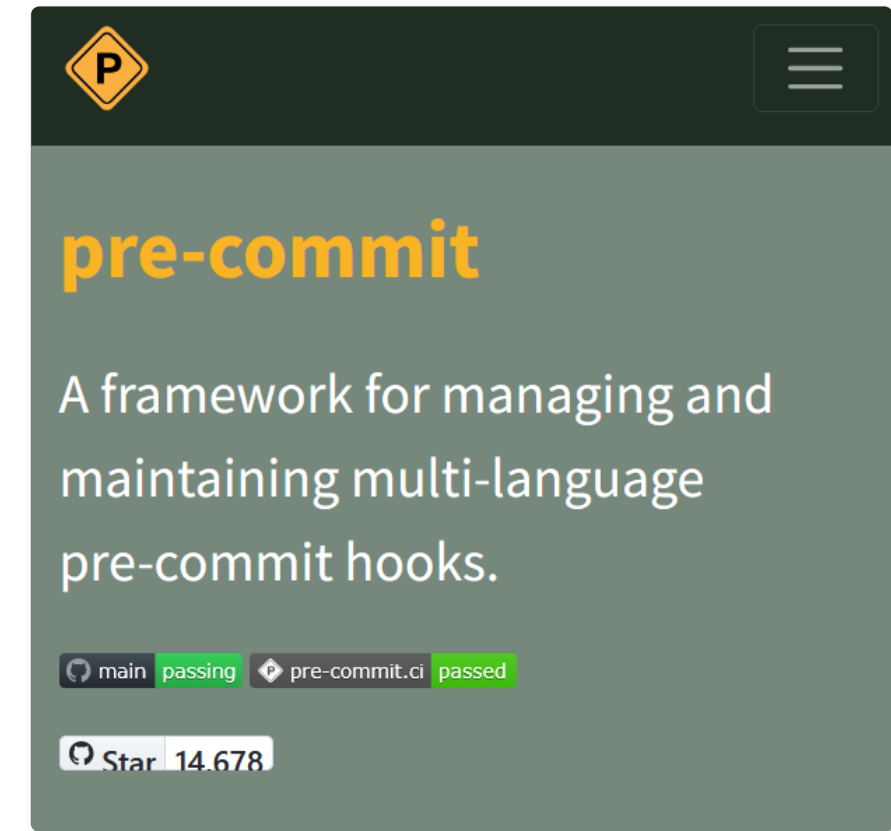
# GitHub Actions

```
1 name: CI-API
2
3 on:
4   push:
5     branches:
6       - main
7   pull_request:
8     branches:
9       - main
10
11 jobs:
12   build-and-test:
13     runs-on: ubuntu-latest
14     steps:
15       - name: Checkout code
16         uses: actions/checkout@v3
17       - name: Build Docker image
18         run: docker build -t project-api:ci ./project-api
19       - name: Run tests
20         run: docker run --rm project-api:ci pytest
```



# Pre-commit hooks

```
1 repos:
2
3 - repo: <https://github.com/astral-sh/ruff-pre-commit>
4   rev: v0.12.3 # Ruff version.
5   hooks:
6   - id: ruff-check # Run the linter.
7     args: [ --fix ]
8   - id: ruff-format # Run the formatter.
9 - repo: <https://github.com/gitleaks/gitleaks>
10   rev: v8.27.2
11   hooks:
12   - id: gitleaks
```



# Infrastructure Management 🏗️

# Use make for cheap automation

```
1 DIR := . # project/project-api/Makefile
2
3 test:
4     uv run pytest
5
6 format-fix:
7     uv run ruff format $(DIR)
8     uv run ruff check --select I --fix
9
10 lint-fix:
11     uv run ruff check --fix
```

```
1 infrastructure-build:
2     docker compose build
3
4 infrastructure-up:
5     docker compose up --build -d
6
7 infrastructure-stop:
8     docker compose stop
```

# Next Step: Build!

## 1 Commit To One Project

Pick one upcoming project and commit to this toolchain. Real learning happens through applied practice, not passive reading.

## 2 Start Small

Begin with the skeleton repo and resist yak-shaving for one full week. Ship something imperfect rather than polish something imaginary.

## 3 Measure Speed

Track time from first business question to first callable endpoint. This metric reveals where your process helps or hinders.

## 4 Share The Template

Publish your template internally so others skip the suffering. Your documentation of lessons learned becomes the team's shared knowledge.





**Q&A**