

EXPLORER

1 OPEN EDITORS 1 UNSAVED

- python_debug_logging_code.py
- percipio55_Implement an Iterable Using __getitem__..

PYTHON

- Automate-Boring-Stuff
- my_code
- Percipio_Python3-Course
 - 01_Start
 - 02_Data-Sequence Types
 - 03_Collections-Mapping-Looping
 - 04_Modules-Functions
 - 05_Classes
 - 06_Working-with-Files
 - 07_Comprehensions
 - 08_Iterables-and-Generators
 - percipio50_Basic Iteration.py
 - percipio51_The map() Function.py
 - percipio52_The Filter() Function.py
 - percipio53_The functools.reduce() Function.py
 - percipio54_Implementing an Iterator.py
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 - percipio56_Implement an Iterable Using Extended..
 - percipio57_Simple Generators.py
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 - percipio60_Exercise-Creating an Iterable Data Typ...
 - 09_Exceptions
 - 10_Automation Programming
 - 07_Comprehensions-08_Iterables-and-Generators.zip
- Python Projects_2014
- CMD_Python_Set-Path.txt
- Python_Clear-Window-Command.txt
- python_debug_logging_code.py
- python_exercises_00.py
- python_exercises_01.py
- Python_Tutorial_Running-Scripts.docx

python_debug_logging_code.py

```
1 '''
2 percipio55_Implement an Iterable Using __getitem__.py
3 Percipio video: Iterables-and-Generators; Implement an Iterable Using __getitem__
4
5 * Demonstrate implementing iteration using the special method __getitem__ within
   a class.
6 * __getitem__ allows retrieving by index or slice if regular iteration over an
   object is not desired
7 '''
8 nl = '\n'
9 import logging
10 logging.basicConfig(level=logging.DEBUG, format='%(asctime)s - %(levelname)s - %
    (message)s') # logs to the terminal
11 logging.debug('Start of program')
12
13 from random import randint # generates random integers
14
15 class LuckyBall(): # class will generate 6 different random numbers from the
    random module
16     ''' Provide an iterable with 6 random numbers '''
17
18     def __init__(self): # new instance is created that will generate a list of 6
        unique integers
19         ''' Generate a list of 6 unique random integers '''
20         self.nums = [] # empty list created with the attribute self.nums
21         while len(self.nums) < 6: # while the length of 'self.nums' is less than
            6,...
22             rand_num = randint(1,69) # ...it will generate a random integer from
                1 to 69 including both endpoints and assign this to rand_num
23             if not rand_num in self.nums: # if rand_num is not in the list of
                self.nums, then it's unique,...
24                 self.nums.append(rand_num) # ...then self.nums will have that
                    rand number appended to it.
25
26     ''' Once 6 random, unique numbers are generated, the while loop terminates
        and a new instance of the class LuckyBall is created '''
```


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python_debug_logging_code.py

percipio55_Implement an Iterable Using __getitem__.py

```
26
27
28 ''' So far iteration has required using the special __iter__ method. If a
    class does not implement that method but implements the __getitem__
    method, then Python falls back to using the getitem if the iter is not
    implemented.
    Using the special __getitem__ method, it refers to the instance itself (self),
    and a special index. The special index is a slice or index of the
    element within the object. '''
29
30 def __getitem__(self, index): # index returns from the list of self.nums the
    number with the index passed in
31     return self.nums[index]
32
33 ''' Use of length might be something to do to an object, the __len__ method
    is implemented for the instance so there's the ability to use the length()
    function applied to instances of this class '''
34
35 def __len__(self):
36     return len(self.nums) # returns the length of self.nums, or how many
    numbers are in the list
37
38 if __name__ == '__main__': # if this program runs directly then it's running in
    the main namespace and hasn't been imported
39     lotto = LuckyBall() # when run directly, creates an instance of the class
    'LuckyBall' called 'lotto'
    for num in range(len(lotto)): # iterates over each number in the range of the
    length of lotto
        print('The number with index %s is %i' % (num, lotto[num])) # lotto, as
        an instance of LuckyBall class, has self.nums with a length of 6.
        This iterates over 6 different numbers from 0 through 5. This code
        prints out these different numbers by using the number index itself
        (1st 'num') and by referring to the object ('lotto') & the slice that
        refers to it (2nd 'num'). (See results below for clarification)
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python_debug_logging_code.py percipio55_Implement an Iterable Using __getitem__.py

```
40
41 print(nl, 'The last number was %i' % lotto[-1]) # print the last number using
    negative slicing
42 print('The first number was %i' % lotto[0]) # print the first number using
    slice 0
43 print('The second number was %i' % lotto.__getitem__(1)) # call the instance
    object special __getitem__ method with an index number to retrieve any
    element
44 print(nl)
45
46 ''' The lotto object supports regular iteration '''
47 for num in lotto:
48     print('regular iteration:', num)
49
50 RESULT:
51 The number with index 0 is 20
52 The number with index 1 is 19
53 The number with index 2 is 50
54 The number with index 3 is 43
55 The number with index 4 is 33
56 The number with index 5 is 39
57
58 The last number was 39
59 The first number was 20
60 The second number was 19
61
62 regular iteration: 20
63 regular iteration: 19
64 regular iteration: 50
65 regular iteration: 43
66 regular iteration: 33
67 regular iteration: 39
68 ...
```