(6.3) Function Decorators and Generators

1. Function Decorators

Hello Guest How are You Hello Mukesh Good Morning

Decorator is a function which can take a function as argument and extend its functionality and returns modified function with extended functionality

The main objective of decorator functions is we can extend the functionality of existing functions without modifies that function

This function can always print same output for any name

But we want to modify this function to provide different message if name is Guest. We can do this without touching wish() function by using decorator.

In the above program whenever we call wish() function automatically decor function will be executed

How to call same function with decorator and without decorator

```
In [134...

def decor(func):
    def inner(name):
        if name == 'Guest':
            print("Hello Guest How are You")
        else:
```

```
func (name)
return inner

def wish (name):
    print("Hello", name, "Good Morning")

decorfunction=decor(wish)

wish("Pankaj") #decorator wont be executed
wish("Guest") #decorator wont be executed

decorfunction("Pankaj") #decorator will be executed
decorfunction("Guest") #decorator will be executed
```

```
Hello Pankaj Good Morning
Hello Guest Good Morning
Hello Pankaj Good Morning
Hello Guest How are You
```

Problem: Smart Division

```
In [135...

def smart_division(func):
    def inner(a,b):
        print("We are dividing",a,"with",b)
        if b==0:
            print('OOPS...cannot divide')
            return
        else:
            return func(a,b)
        return inner

    @smart_division
    def division(a,b):
        return a/b

    print(division(20,2))
    print(division(20,0))
```

```
We are dividing 20 with 2 10.0 We are dividing 20 with 0 00PS...cannot divide None
```

Decorator Chaining

We can define multiple decorators for the same function and all these decorators will form Decorator Chaining

```
In [136...

def decorl(func):
    def inner(x):
        if x>0 and x<=10:
            return x**3
        else:
            return func(x)
        return inner

def decor(func):
    def inner(x):
        if x>10 and x<=20:</pre>
```

```
return x**2
else:
    return func(x)

return inner

@decor1
@decor
def num(x):
    return x

print(num(5))
print(num(15))
print(num(25))
```

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Generators

Generator is a function which is responsible to generate a sequence of values

We can write generator functions just like ordinary functions, but it uses yield keyword to return values.

```
In [157...
         def mygen():
             yield 'A'
             yield 'B'
             yield 'C'
         g = mygen() #g have sequence of A,B,C
         print(type(g))
         print(next(g))
         print(next(g))
         print(next(q))
         print(next(g))
         <class 'generator'>
         StopIteration
                                                    Traceback (most recent call last)
         C:\Users\PANKAJ~1\AppData\Local\Temp/ipykernel_10332/3045530034.py in <module>
              10 print(next(g))
             11 print(next(g))
         ---> 12 print(next(g))
         StopIteration:
```

i) Countdown Program

```
In [161...
    def countdown(num):
        print("start Countdown")
        while(num > 0):
            yield num
            num = num-1

    values = countdown(5) # value have sequence off 1 2 3 4 5
```

```
for x in values:
    print(x)

start Countdown
5
4
3
2
1
ii) To generate first n number
```

We can convert generator into list as follows

```
values=firstn(10)
l1=list(values)
```

iii) to generate fibonacci numbers

```
In [164...

def fib():
    a,b=0,1
    while True:
        yield a
        a,b = b,a+b

for f in fib():
    if f>100:
        break
    print(f)
```

Advantages of Generator Functions:

- 1. when compared with class level iterators, generators are very easy to use
- 2. Improves memory utilization and performance.
- 3. Generators are best suitable for reading data from large number of large files
- 4. Generators work great for web scraping and crawling.

Generators vs Normal Collections w.r.t performance

```
In [177...
         import random
         import time
         names = ['Ram', 'Shayam', 'Mohan', 'Sohan']
         subjects = ['Python','C++','Blockchain']
         def people list(num):
             result = []
             for i in range(num):
                 person={
                      'id':i,
                      'name':random.choice(names),
                      'subject':random.choice(subjects)
                  result.append(person)
             return result
         def people generators(num):
             for i in range(num):
                 person = {
                      'id':i,
                      'name':random.choice(names),
                      'major':random.choice(subjects)
                  yield person
         t1 = time.time()
         people = people list(1000000)
         t2 = time.time()
         print('Took {} sec'.format(t2-t1))
         t1 = time.time()
         people = people generators(1000000)
         t2 = time.time()
         print('Took {} sec'.format(t2-t1))
```

Took 2.7579288482666016 sec Took 0.17548847198486328 sec

Generators vs Normal Collections w.r.t Memory Utilization

Normal Collection: We will get MemoryError in this case because all these values are required to store in the memory

```
In [178... l=[x*x for x in range(10000000000000)]
    print(1[0])
```

MemoryError:

Generators: We won't get any Memory Error because the values won't be stored at the beginning