Week 3: Advanced OO and Special Topics

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A diversion...

A number of you are already using iPython It's a very useful tool

And the iPython notebook is even cooler .. paticularly for in-class demos.

So I'll use it some today:

http://ipython.org/ipython-doc/dev/interactive/htmlnotebook.html



String formating...

A handy note about something that came up in last week's debugging excercise:

```
>>> print "%f, %f"%(fp, complex)
------
NameError
----> 1 print "%f, %f"%(fp, complex)
NameError: name 'fp' is not defined

(Demo in the iPython notebook...)
```

lambda

We didn't get to it last class, so let's do it now:

```
https://docs.google.com/presentation/d/
1GMMrDXzYFMFRn9ufrVUGb0vSBG07VkV6GLAdu46CVzA/
pub?start=false&loop=false&delayms=3000
(that should be clickable...)
```

If not, open:
code\link_to_lambda_slides.html

Decorators

Decorators are wrappers around functions

They let you add code before and after the execution of a function

Creating a custom version of that function

Decorators

Syntax:

```
@logged
def add(a, b):
    """add() adds things"""
    return a + b
```

Demo and Motivation: code\decorators\basicmath.py

PEP: http://www.python.org/dev/peps/pep-0318/



Decorators

@ decorator operator is an abbreviation:

```
@f
def g:
    pass
same as

def g:
    pass
g = f(g)
```

"Syntactic Sugar" – but really quite_nice



Decorators

demo:

code\decorators\DecoratorDemo.py

Decorator examples

Examples from the stdlib:

Does this structure:

```
def g:
    pass
g = f(g)
```

look familiar from last class?



Decorator examples

```
staticmethod()
```

```
class C(object):
    def add(a, b):
        return a + b
    add = staticmethod(add)
```

Decorator examples

```
staticmethod()
```

```
Decorator form:
```

```
class C(object):
    @staticmethod
    def add(a, b):
        return a + b
```

(and classmethod)



examples

```
property()
```

```
class C(object):
    def __init__(self):
        self. x = None
    def getx(self):
        return self._x
    def setx(self, value):
        self. x = value
    def delx(self):
        del self. x
    x = property(getx, setx, delx,
                 "I'm the 'x' property.")
```

Decorator examples

```
class C(object):
    def __init__(self):
        self._x = None
    @property
    def x(self):
        return self._x
    @x.setter
    def x(self, value):
        self. x = value
    @x.deleter
    def x(self):
        del self._x
```

examples

CherryPy

```
import cherrypy
class HelloWorld(object):
    @cherrypy.expose
    def index(self):
        return "Hello World!"
cherrypy.quickstart(HelloWorld())
```

examples

Pyramid

```
@template
def A_view_function(request)
    .....
@json
def A_view_function(request)
    .....
```

so you don't need to think about what your view is returning...



decorators...

For this class:

Mostly want to you to know how to use decorators that someone else has written

Have a basic idea what they do when you do use them

LAB

 Re-write the properties from last week's Circle class to use the decorator syntax (see a couple slides back for an example) (circle.py and test_circle.py)

 Write a decorator that can be used to wrap any function that returns a string in a element from the html builder from the previous couple classes (the P Element subclass). (html_gen.py)

LAB

Unit Testing:

- unittest
 - Pick a codingbat.com example
 - Write a set of unit tests using unittest
 (code\codingbat.py codingbat_unittest.py)
- pytest / nose
 - Test a codingbat.com with nose or pytest
 - Try doing test-driven development (code\test_codingbat.py)
- try running your circle doctest with nose, pytest (and/or add doctests to your codingbat example)
- try running coverage on your tests



Wrap up

A better underdatnidng of the underpining of OO in Python?

Do you see a use for any of this in your projects?

Next Week:

Relational databases, SQL

Jeff

And of course, your projects...



Project Time!

- Have you got your structure in place?
- Are your goals clear?
- Anyone want a public code review?
- Let's get to work!