

LECTURE 6

Advanced Functions
and OOP

FUNCTIONS

Before we start, let's talk about how name resolution is done in Python: When a function executes, a new namespace is created (locals). New namespaces can also be created by modules, classes, and methods as well.

LEGB Rule: How Python resolves names.

- Local namespace.
- Enclosing namespaces: check nonlocal names in the local scope of any enclosing functions from inner to outer.
- Global namespace: check names assigned at the top-level of a module file, or declared global in a def within the file.
- `__builtins__`: Names python assigned in the built-in module.
- If all fails: `NameError`.

FUNCTIONS AS FIRST-CLASS OBJECTS

We noted a few lectures ago that functions are *first-class objects* in Python. What exactly does this mean?

In short, it basically means that whatever you can do with a variable, you can do with a function. These include:

- Assigning a name to it.
- Passing it as an argument to a function.
- Returning it as the result of a function.
- Storing it in data structures.
- etc.

FUNCTION FACTORY

a.k.a. Closures.

As first-class objects, you can wrap functions within functions.

Outer functions have free variables that are bound to inner functions.

A closure is a function object that remembers values in enclosing scopes regardless of whether those scopes are still present in memory.

```
def make_inc(x):  
    def inc(y):  
        # x is closed in  
        # the definition of inc  
        return x + y  
    return inc  
  
inc5 = make_inc(5)  
inc10 = make_inc(10)  
  
print(inc5(5)) # returns 10  
print(inc10(5)) # returns 15
```

CLOSURE

Closures are hard to define so follow these three rules for generating a closure:

1. We must have a nested function (function inside a function).
2. The nested function must refer to a value defined in the enclosing function.
3. The enclosing function must return the nested function.

DECORATORS

Wrappers to existing functions.

You can extend the functionality of existing functions without having to modify them.

```
def say_hello(name):  
    return "Hello, " + str(name) + "!"  
  
def p_decorate(func):  
    def func_wrapper(name):  
        return "<p>" + func(name) + "</p>"  
    return func_wrapper
```

```
my_say_hello = p_decorate(say_hello)  
print my_say_hello("John")  
# Output is: <p>Hello, John!</p>
```

DECORATORS

Wrappers to existing functions.

You can extend the functionality of existing functions without having to modify them.

Closure



```
def say_hello(name):  
    return "Hello, " + str(name) + "!"  
  
def p_decorate(func):  
    def func_wrapper(name):  
        return "<p>" + func(name) + "</p>"  
    return func_wrapper  
  
my_say_hello = p_decorate(say_hello)  
print my_say_hello("John")  
# Output is: <p>Hello, John!</p>
```

DECORATORS

So what kinds of things can we use decorators for?


- Timing the execution of an arbitrary function.
- Memoization – cacheing results for specific arguments.
- Logging purposes.
- Debugging.
- Any pre- or post- function processing.

DECORATORS

Python allows us some nice syntactic sugar for creating decorators.

```
def say_hello(name):  
    return "Hello, " + str(name) + "!"  
  
def p_decorate(func):  
    def func_wrapper(name):  
        return "<p>" + func(name) + "</p>"  
    return func_wrapper
```

Notice here how we have to explicitly decorate say_hello by passing it to our decorator function.



```
my_say_hello = p_decorate(say_hello)  
print my_say_hello("John")  
# Output is: <p>Hello, John!</p>
```

DECORATORS

Python allows us some nice syntactic sugar for creating decorators.

Some nice syntax that does the same thing, except this time I can use `say_hello` instead of assigning a new name.

```
def p_decorate(func):  
    def func_wrapper(name):  
        return "<p>" + func(name) + "</p>"  
    return func_wrapper
```



```
@p_decorate  
def say_hello(name):  
    return "Hello, " + str(name) + "!"
```

```
print say_hello("John")  
# Output is: <p>Hello, John!</p>
```

DECORATORS

You can also stack decorators with the closest decorator to the function definition being applied first.

```
@div_decorate
@p_decorate
@strong_decorate
def say_hello(name):
    return "Hello, " + str(name) + "!"

print say_hello("John")
# Outputs <div><p><strong>Hello, John!</strong></p></div>
```

DECORATORS

We can also pass arguments to decorators if we'd like.

```
def tags(tag_name):  
    def tags_decorator(func):  
        def func_wrapper(name):  
            return "<" + tag_name + ">" + func(name) + "</" + tag_name + ">"  
        return func_wrapper  
    return tags_decorator
```

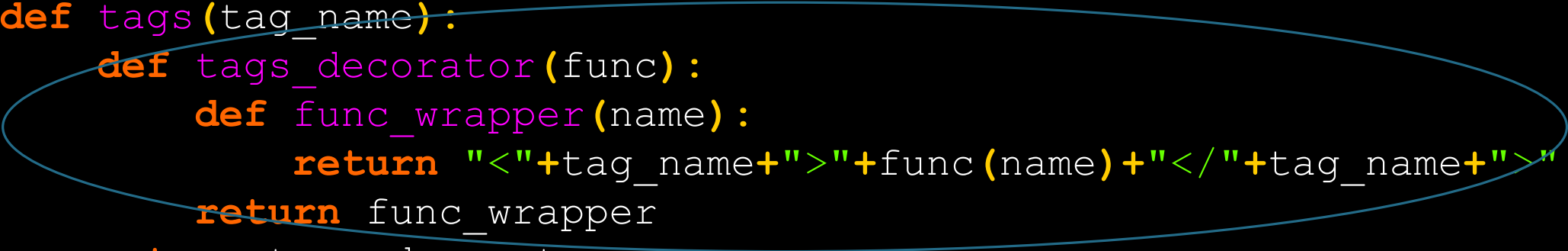
```
@tags("p")  
def say_hello(name):  
    return "Hello, " + str(name) + "!"
```

```
print say_hello("John") # Output is: <p>Hello, John!</p>
```

DECORATORS

We can also pass arguments to decorators if we'd like.

```
def tags(tag_name):  
    def tags_decorator(func):  
        def func_wrapper(name):  
            return "<" + tag_name + ">" + func(name) + "</" + tag_name + ">"  
        return func_wrapper  
    return tags_decorator
```



Closure!

```
@tags("p")  
def say_hello(name):  
    return "Hello, " + str(name) + "!"  
  
print say_hello("John")
```

DECORATORS

We can also pass arguments to decorators if we'd like.

```
def tags(tag_name):  
    def tags_decorator(func):  
        def func_wrapper(name):  
            return "<" + tag_name + ">" + func(name) + "</" + tag_name + ">"  
        return func_wrapper  
    return tags_decorator
```

```
@tags("p")  
def say_hello(name):  
    return "Hello, " + str(name) + "!"  
  
print say_hello("John")
```

More Closure!

OOP IN PYTHON

Python is a multi-paradigm language and, as such, supports OOP as well as a variety of other paradigms.

If you are familiar with OOP in C++, for example, it should be very easy for you to pick up the ideas behind Python's class structures.

CLASS DEFINITION

Classes are defined using the *class* keyword with a very familiar structure:

```
class ClassName:  
    <statement-1>  
    . . .  
    <statement-N>
```

There is no notion of a header file to include so we don't need to break up the creation of a class into declaration and definition. We just declare and use it!

CLASS OBJECTS

Let's say I have a simple class which does not much of anything at all.

```
class MyClass:
    """A simple example class docstring"""
    i = 12345
    def f(self):
        return 'hello world'
```

I can create a new instance of `MyClass` using the familiar function notation.

```
x = MyClass()
```

CLASS OBJECTS

I can access the attributes and methods of my object in the following way:

```
>>> num = x.i  
>>> x.f()
```

We can define the special method `__init__()` which is automatically invoked for new instances (constructor).

```
class MyClass:  
    """A simple example class"""  
    i = 12345  
    def __init__(self):  
        print "I just created a MyClass object!"  
    def f(self):  
        return 'hello world'
```

CLASS OBJECTS

Now, when I instantiate a `MyClass` object, the following happens:

```
>>> y = MyClass()  
I just created a MyClass object!
```

We can also pass arguments to our `__init__` function:

```
>>> class Complex:  
...     def __init__(self, realpart, imagpart):  
...         self.r = realpart  
...         self.i = imagpart  
>>> x = Complex(3.0, -4.5)  
>>> x.r, x.i  
(3.0, -4.5)
```

DATA ATTRIBUTES

Like local variables in Python, there is no need for a data attribute to be declared before use.

```
>>> class Complex:
...     def __init__(self, realpart, imagpart):
...         self.r = realpart
...         self.i = imagpart
>>> x = Complex(3.0, -4.5)
>>> x.r, x.i
(3.0, -4.5)
>>> x.r_squared = x.r**2
>>> x.r_squared
9.0
```

DATA ATTRIBUTES

We can add, modify, or delete attributes at will.

```
x.year = 2014 # Add an 'age' attribute.  
x.year = 2015 # Modify 'age' attribute.  
del x.age     # Delete 'age' attribute.
```

There are also some built-in functions we can use to accomplish the same tasks.

```
hasattr(x, 'year')      # Returns true if year attribute exists  
getattr(x, 'year')      # Returns value of year attribute  
setattr(x, 'year', 2015) # Set attribute year to 2015  
delattr(x, 'year')      # Delete attribute year
```

VARIABLES WITHIN CLASSES

Generally speaking, variables in a class fall under one of two categories:

- Class variables, which are shared by all instances.
- Instance variables, which are unique to a specific instance.

```
>>> class Dog:
...     kind = 'canine' # class var
...     def __init__(self, name):
...         self.name = name # instance var
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.kind # shared by all dogs
'canine'
>>> e.kind # shared by all dogs
'canine'
>>> d.name # unique to d
'Fido'
>>> e.name # unique to e
'Buddy'
```

VARIABLES WITHIN CLASSES

Be careful when using mutable objects as class variables.

```
>>> class Dog:
>>>     tricks = [] # mutable class variable
>>>     def __init__(self, name):
>>>         self.name = name
>>>     def add_trick(self, trick):
>>>         self.tricks.append(trick)
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.add_trick('roll over')
>>> e.add_trick('play dead')
>>> d.tricks # unexpectedly shared by all
['roll over', 'play dead']
```

VARIABLES WITHIN CLASSES

To fix this issue, make it an instance variable instead.

```
>>> class Dog:
>>>     def __init__(self, name):
>>>         self.name = name
>>>         self.tricks = []
>>>     def add_trick(self, trick):
>>>         self.tricks.append(trick)
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.add_trick('roll over')
>>> e.add_trick('play dead')
>>> d.tricks
['roll over']
>>> e.tricks
['play dead']
```


BUILT-IN ATTRIBUTES

Besides the class and instance attributes, every class has access to the following:

- `__dict__`: dictionary containing the object's namespace.
- `__doc__`: class documentation string or None if undefined.
- `__name__`: class name.
- `__module__`: module name in which the class is defined. This attribute is `"__main__"` in interactive mode.
- `__bases__`: a possibly empty tuple containing the base classes, in the order of their occurrence in the base class list.

METHODS

We can call a method of a class object using the familiar function call notation.

```
>>> x = MyClass()  
>>> x.f()  
'hello world'
```

Perhaps you noticed, however, that the definition of `MyClass.f()` involves an argument called *self*.

Calling `x.f()` is equivalent
to calling `MyClass.f(x)`.

```
class MyClass:  
    """A simple example class"""  
    i = 12345  
    def __init__(self):  
        print "I just created a MyClass object!"  
    def f(self):  
        return 'hello world'
```

FRACTION EXAMPLE

Check out Bob Myers' simple fraction class [here](#).

Let's check out an equivalent simple class in Python (frac.py).

FRACTION EXAMPLE

```
>>> import frac
>>> f1 = frac.Fraction()
>>> f2 = frac.Fraction(3,5)
>>> f1.get_numerator()
0
>>> f1.get_denominator()
1
>>> f2.get_numerator()
3
>>> f2.get_denominator()
5
```

FRACTION EXAMPLE


```
>>> f2.evaluate()  
0.6  
>>> f1.set_value(2,7)  
>>> f1.evaluate()  
0.2857142857142857  
>>> f1.show()  
2/7  
>>> f2.show()  
3/5  
>>> f2.input()  
2/3  
>>> f2.show()  
2/3
```

PET EXAMPLE

Here is a simple class that defines a Pet object.

```
class Pet:
    def __init__(self, name, age):
        self.name = name
        self.age = age
    def get_name(self):
        return self.name
    def get_age(self):
        return self.age
    def __str__(self):
        return "This pet's name is " + str(self.name)
```

The `__str__` built-in function defines what happens when I print an instance of Pet. Here I'm overriding it to print the name.



PET EXAMPLE

Here is a simple class that defines a Pet object.

```
class Pet:
    def __init__(self, name, age):
        self.name = name
        self.age = age
    def get_name(self):
        return self.name
    def get_age(self):
        return self.age
    def __str__(self):
        return "This pet's name is " + str(self.name)
```

```
>>> from pet import Pet
>>> mypet = Pet('Ben', '1')
>>> print mypet
This pet's name is Ben
>>> mypet.get_name()
'Ben'
>>> mypet.get_age()
1
```

INHERITANCE

Now, let's say I want to create a Dog class which inherits from Pet. The basic format of a derived class is as follows:

```
class DerivedClassName(BaseClassName) :  
    <statement-1>  
    ...  
    <statement-N>
```

In the case of BaseClass being defined elsewhere, you can use `module_name.BaseClassName`.

INHERITANCE

Here is an example definition of a Dog class which inherits from Pet.

```
class Dog(Pet):  
    pass
```

The pass statement is only included here for syntax reasons. This class definition for Dog essentially makes Dog an alias for Pet.

INHERITANCE

We've inherited all the functionality of our Pet class, now let's make the Dog class more interesting.

```
>>> from dog import Dog
>>> mydog = Dog('Ben', 1)
>>> print mydog
This pet's name is Ben
>>> mydog.get_name()
'Ben'
>>> mydog.get_age()
1
```

```
class Dog(Pet):
    pass
```

INHERITANCE

For my Dog class, I want all of the functionality of the Pet class with one extra attribute: breed. I also want some extra methods for accessing this attribute.

```
class Dog(Pet):  
    def __init__(self, name, age, breed):  
        Pet.__init__(self, name, age)  
        self.breed = breed  
    def get_breed(self):  
        return self.breed
```

INHERITANCE

For my Dog class, I want all of the functionality of the Pet class with one extra attribute: breed. I also want some extra methods for accessing this attribute.

```
class Dog(Pet):  
    def __init__(self, name, age, breed):  
        Pet.__init__(self, name, age)  
        self.breed = breed  
    def get_breed(self):  
        return self.breed
```

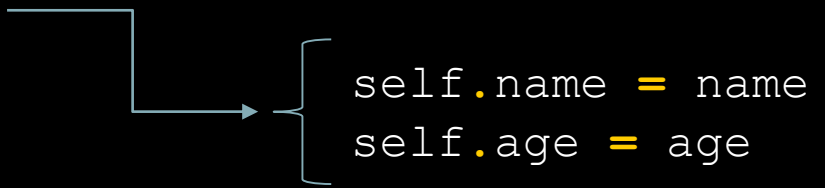
← Overriding initialization function

Python resolves attribute and method references by first searching the derived class and then searching the base class.

INHERITANCE

For my Dog class, I want all of the functionality of the Pet class with one extra attribute: breed. I also want some extra methods for accessing this attribute.

```
class Dog(Pet):  
    def __init__(self, name, age, breed):  
        Pet.__init__(self, name, age)  
        self.breed = breed  
    def get_breed(self):  
        return self.breed
```



The diagram illustrates the inheritance of the `Pet.__init__` method. An arrow points from the `Pet.__init__(self, name, age)` call in the `Dog.__init__` method to a bracketed block containing the internal logic of the base class method: `self.name = name` and `self.age = age`.

We can call base class methods directly using `BaseClassName.method(self, arguments)`. Note that we do this here to extend the functionality of Pet's initialization method.

INHERITANCE

```
>>> from dog import Dog
>>> mydog = Dog('Ben', 1, 'Maltese')
>>> print mydog
This pet's name is Ben
>>> mydog.get_age()
1
>>> mydog.get_breed()
'Maltese'
```

```
class Dog(Pet):
    def __init__(self, name, age, breed):
        Pet.__init__(self, name, age)
        self.breed = breed
    def get_breed(self):
        return self.breed
```

INHERITANCE

Python has two notable built-in functions:

- `isinstance(object, classinfo)`
returns true if *object* is an instance of *classinfo* (or some class derived from *classinfo*).
- `issubclass(class, classinfo)`
returns true if *class* is a subclass of *classinfo*.

```
>>> from pet import Pet
>>> from dog import Dog
>>> mydog = Dog('Ben', 1, 'Maltese')
>>> isinstance(mydog, Dog)
True
>>> isinstance(mydog, Pet)
True
>>> issubclass(Dog, Pet)
True
>>> issubclass(Pet, Dog)
False
```

MULTIPLE INHERITANCE

You can derive a class from multiple base classes like so:

```
class DerivedClassName(Base1, Base2, Base3):  
    <statement-1>  
    ...  
    <statement-N>
```

Attribute resolution is performed by searching DerivedClassName, then Base1, then Base2, etc.

PRIVATE VARIABLES

There is no strict notion of a private attribute in Python.

However, if an attribute is prefixed with a single underscore (e.g. `_name`), then it should be treated as private. Basically, using it should be considered bad form as it is an implementation detail.

To avoid complications that arise from overriding attributes, Python does perform *name mangling*. Any attribute prefixed with two underscores (e.g. `__name`) is automatically replaced with `_classname__name`.

Bottom line: if you want others developers to treat it as private, use the appropriate prefix.

NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)

class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

What's the problem here?

NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)

class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

What's the problem here?

The update method of Mapping accepts one iterable object as an argument.

The update method of MappingSubclass, however, accepts keys and values as arguments.


Because MappingSubclass is derived from Mapping and we haven't overridden the `__init__` method, we will have an error when the `__init__` method calls update with a single argument.

NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)

class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

To be clearer, because MappingSubclass inherits from Mapping but does not provide a definition for `__init__`, we implicitly have the following `__init__` method.



```
def __init__(self, iterable):
    self.items_list = []
    self.update(iterable)
```

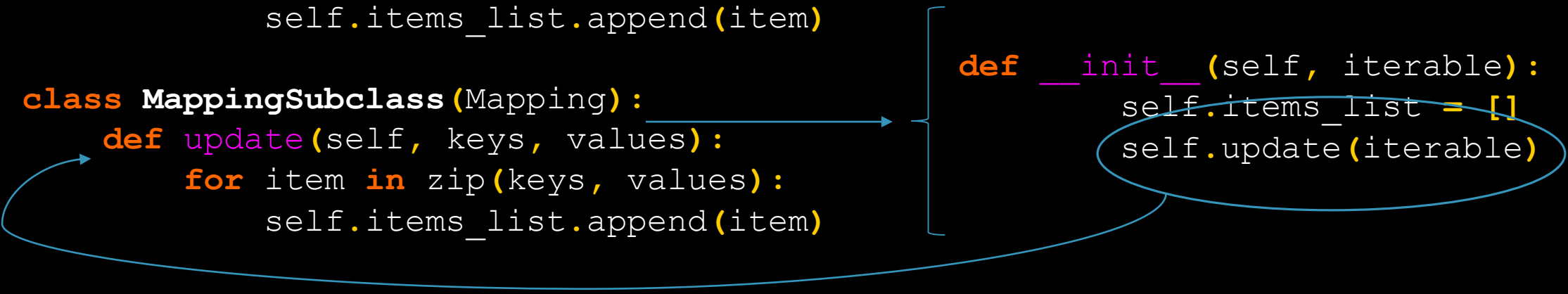
NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)
```

```
class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

This `__init__` method references an `update` method. Python will simply look for the most local definition of `update` here.

```
def __init__(self, iterable):
    self.items_list = []
    self.update(iterable)
```



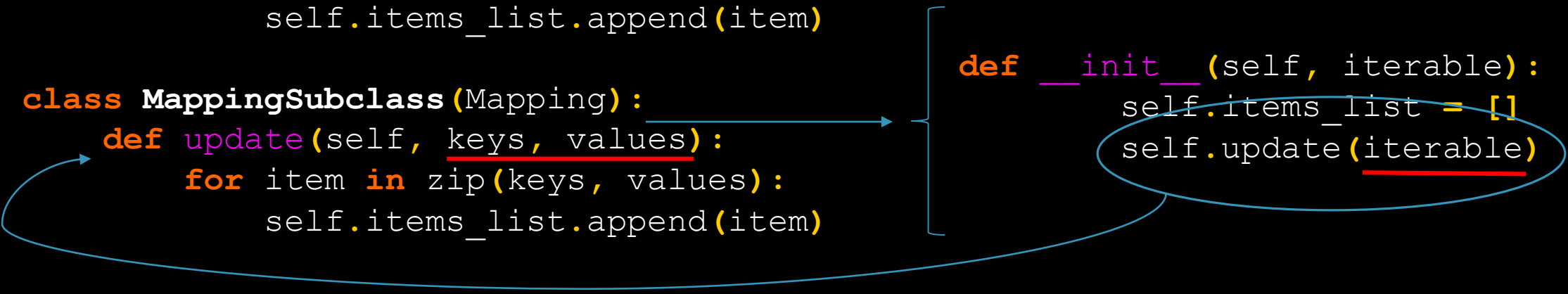
NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)
```

```
class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

The signatures of the update call and the update definition do not match. The `__init__` method depends on a certain implementation of update being available. Namely, the update defined in Mapping.

```
def __init__(self, iterable):
    self.items_list = []
    self.update(iterable)
```



NAME MANGLING

```
>>> import map
>>> x = map.MappingSubclass([1, 2, 3])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "map.py", line 4, in __init__
    self.update(iterable)
TypeError: update() takes exactly 3 arguments (2 given)
```

NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.__update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)
    __update = update # private copy of original update() method

class MappingSubclass(Mapping):
    def update(self, keys, values):
        # provides new signature for update()
        # but does not break __init__()
        for item in zip(keys, values):
            self.items_list.append(item)
```


NAME MANGLING

```
>>> import map
>>> x = map.MappingSubclass([1,2,3])
>>> x.items_list
[1, 2, 3]
>>> x.update(['key1', 'key2'], ['val1', 'val2'])
>>> x.items_list
[1, 2, 3, ('key1', 'val1'), ('key2', 'val2')]
```

STRUCTS IN PYTHON

You can create a struct-like object by using an empty class.

```
>>> class Struct:
...     pass
...
>>> node = Struct()
>>> node.label = 4
>>> node.data = "My data string"
>>> node.next = Struct()
>>> next_node = node.next
>>> next_node.label = 5
>>> print node.next.label
5
```

EMULATING METHODS

You can create custom classes that emulate methods that have significant meaning when combined with other Python objects.

The statement `print >>` typically prints to the file-like object that follows. Specifically, the file-like object needs a `write()` method. This means I can make any class which, as long as it has a `write()` method, is a valid argument for this `print` statement.

```
>>> class Random:
...     def write(self, str_in):
...         print "The string to write is: " + str(str_in)
>>> someobj = Random()
>>> print >> someobj, "whatever"
The string to write is: whatever
```

CUSTOM EXCEPTIONS

We mentioned in previous lectures that exceptions can also be custom-made. This is done by creating a class which is derived from the Exception base class.

```
class MyException(Exception):  
    def __init__(self, value):  
        self.parameter = value  
    def __str__(self):  
        return self.parameter
```

```
>>> from myexcept import MyException  
>>> try:  
...     raise MyException("My custom error message.")  
... except MyException as e:  
...     print "Error: " + str(e)  
...  
Error: My custom error message.
```

ITERATORS

How does this magic work?

```
for item in [1, 2, 3, 4]:  
    print item
```

ITERATORS

How does this magic work?

The for statement calls the `iter()` function on the sequence object. The `iter()` call will return an iterator object (as long as the argument has a built-in `__iter__` function) which defines `next()` for accessing the elements one at a time.

Let's do it manually:

```
>>> mylist = [1, 2, 3, 4]
>>> it = iter(mylist)
>>> it
<listiterator object at 0x2af6add16090>
>>> it.next()
1
>>> it.next()
2
>>> it.next()
3
>>> it.next()
4
>>> it.next() # Raises StopIteration Exception
```

ITERATORS

Let's create a custom iterable object.

```
class Even:
    def __init__(self, data):
        self.data = data
        self.index = 0
    def __iter__(self):
        return self
    def next(self):
        if self.index >= len(self.data):
            raise StopIteration
        ret = self.data[self.index]
        self.index = self.index + 2
        return ret
```

ITERATORS

Let's create a custom iterable object.

```
>> from even import Even
>>> evenlist = Even([i for i in range(0,10)])
>>> iter(evenlist)
<even.Even instance at 0x2ad24d84a128>
>>> for item in evenlist:
...     print item
...
0
2
4
6
8
```


GENERATORS

An easy way to create iterators. Use the `yield` statement whenever data is returned. The generator will pick up where it left off when `next()` is called.

```
def even(data):  
    for i in range(0, len(data), 2):  
        yield data[i]
```

```
>>> for elem in even([i for i in range(0,10)]):  
...     print elem  
...  
0  
2  
4  
6  
8
```