

16-5-23 + 2023 ① notes in this

Decorator: addition - 2023 ② bolded bolded ③

- Decorator is the function used to give the additional set of properties/features/functions to the other function/class. ④ add bold
- Decorator is a function which can take a ~~function~~ as arguments and extends its functionality and returns a new modified function with extended functionality. bolded - 2023 ⑤ bolded - 2023 ⑥ bolded - 2023
- The main objective of decorator functions is that we can extend the functionality of existing functions or classes without modifying bolded - main function functionality/class functionality. bolded - 2023 ⑦ bolded - 2023

→ There are two types of decorators:

① Built-in decorators bolded - 2023 ⑧

② User-defined decorator bolded - 2023 ⑨

(2023) 210 = 100

bolded

Built-in decorator: @ classmethod

@ staticmethod, @ abstractmethod

@ propertymethod. set is not allowed

because it is not possible to add functions to a class

@ decorator. ~~is not defined~~ is identified with @ symbol

user-defined decorator function is written with the function syntax:

```
def deco_nature(func):  
    def inner_method(*args):  
        natural to mission before task next set  
        passing args to func(*args)  
        natural after task  
        return inner_method
```

user-defined decorator for class

are written with the function syntax:

```
def deco_nature(cls):  
    def inner_method(*args):
```

```
        natural before task - ①  
        obj = cls(*args)
```

after task

return obj
return inner-method

Decorator to a Class:

It is a method used to give the additional set of features or functionality to a class which is like a decorator to a function here. It carries the address of the class to the decorator function/method needed to decorate the class. The inner function consists of the code or the instructions that need to be executed before object creation. The object creation will happen inside the inner method itself.

Syntax:

```
def decorative(cls):  
    statements
```

```
    def inner_method(*args, **kwargs):
```

Before the object creation.

```
        obj = cls(*args, **kwargs)
```

object creation happened

after object creation
return obj name

return inner-method of outerobj

@deco-name # Cratke = deco-name
class Cratke:

def outer(func): return func

def inner(func): return func

def outer(func): return func

obj2=Cratke(arguments)

Syntax:-

def outer(func): return func

def inner(*args, **kwargs):

print("before execution")

func(*args, **kwargs)

print("after execution")

return inner

outer(existing; func address)

def outer(func): return func

def inner(*args, **kwargs):

print("before execution")

res=func(*args, **kwargs)

print("after execution")
return res or None
return inner
outer(existing func address)

example: missing : (d, 0) sign 496
①

```
def outer(func):  
    def inner(*args, **kwargs):  
        print("haii")  
        print(func)  
        print(func(*args, **kwargs))  
        print("bye")  
    return inner
```

@outer

```
def sample(a, b):  
    return a+b
```

```
sample(10, 20)
```

②

```
def outer(func):
```

```
    def inner(*args, **kwargs):  
        print("haii")  
        print(func)  
        res = func(*args, **kwargs)
```

```
def outer():
    print("Hello")
    def inner():
        print("World")
        return "Hello World"
    return inner

outer()()
```

Output :-

Outer Function
Hello
World
Hello World

Function sample out

sample(10, 20)

10, 20, 30, 40

7-5-23.

```
from datetime import datetime
def timer(func):
    def inner(*args, **kwargs):
        a = datetime.now()
        res = func(*args, **kwargs)
        b = datetime.now()
        print(a, b, b-a)
        return res
    return inner
```

@ timer
 def scho(a, b):
 (wait) min
 (rand) min
 (rand + t, post) wait = 30

```
for i in range(a, b):
```

```
    l+=[i]
```

```
return l
```

```
def o(l, 100000)
```

O/P :-

2023 -05-17 09:07:14.305145

2023 -05-17 09:07:14.313640

O : 00:00.008495.

example :-

```
def outer(func):
```

```
    def inner(*args, **kwargs):
```

```
        l = [(10, 20, 30), (50, 60, 110), (50, 90, 100)]
```

```
        for i in l:
```

```
            if i[-1] == func(i[0], i[1]):
```

```
                print("testcase passed")
```

```
            else:
```

```
                print("testcase is not passed")
```

```
        return inner
```

@outer

```
def sample(a=0, b=0):
```

```
    return a+b
```

```
sample(100, 200)
```

O/P :-

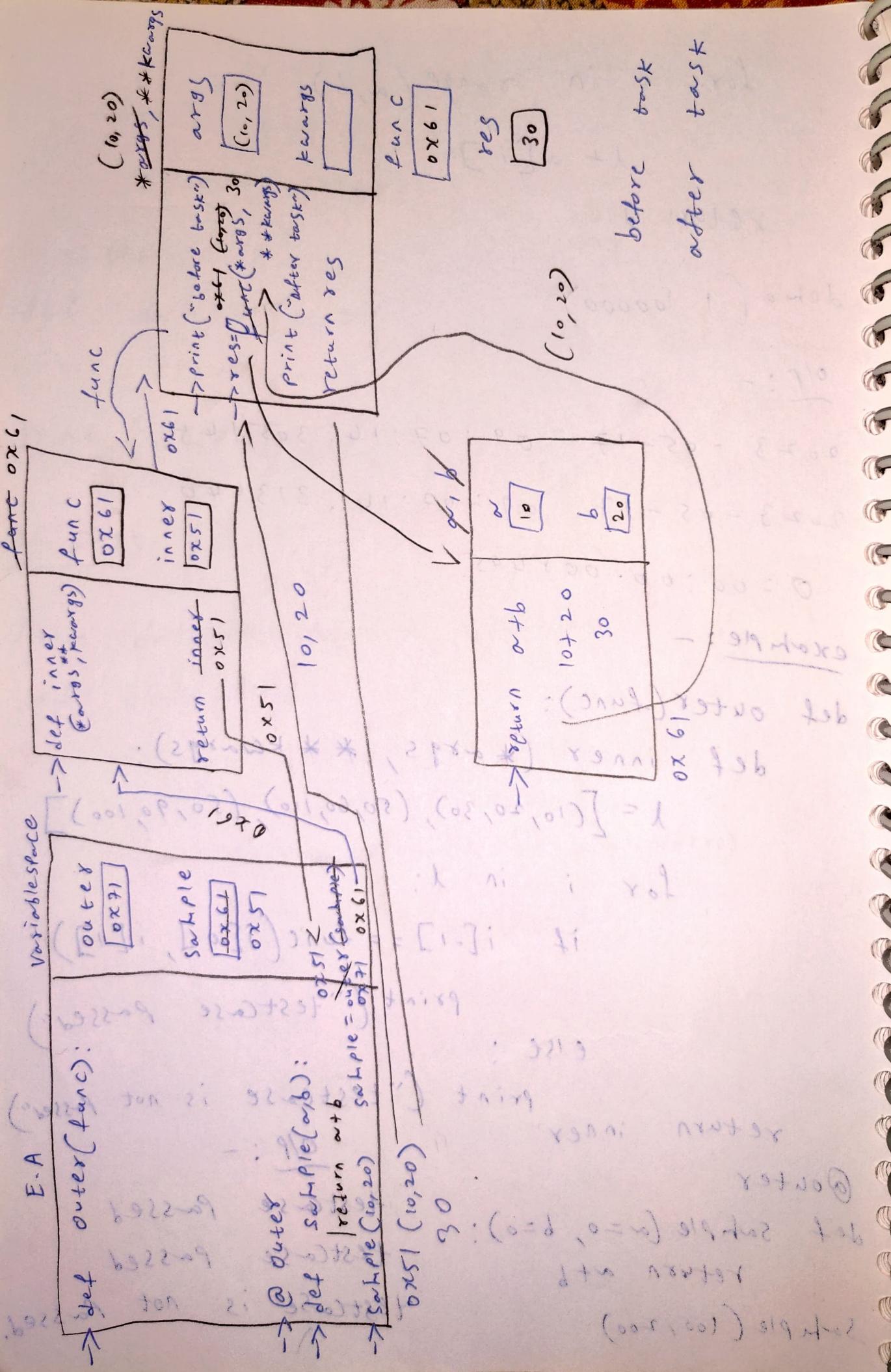
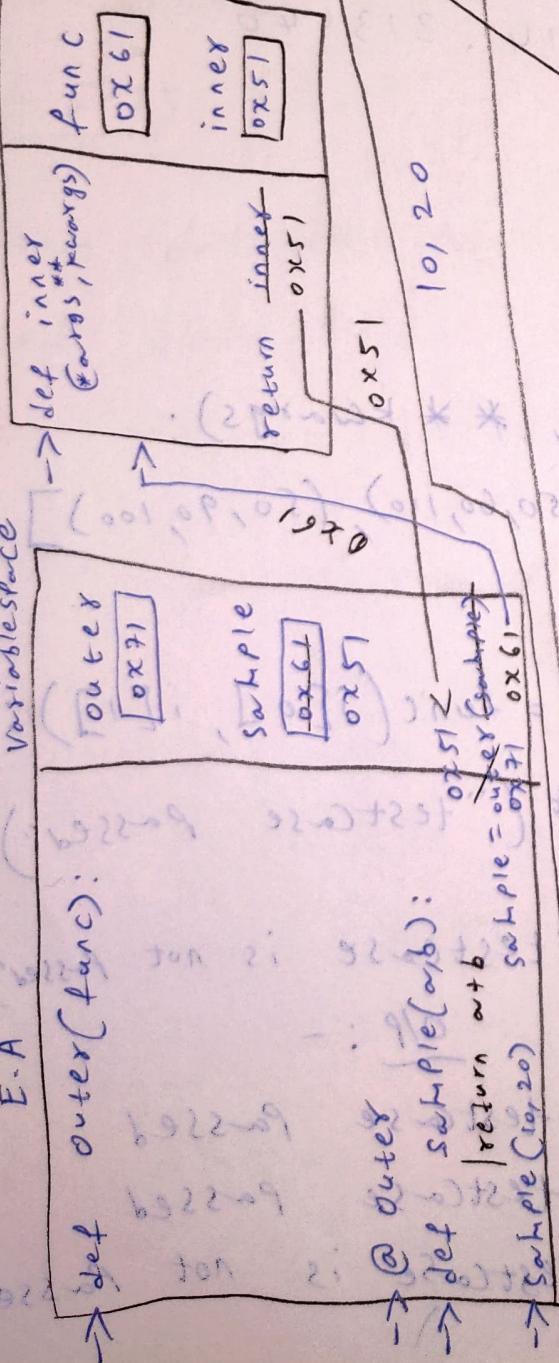
testcase passed

testcase passed

testcase is not passed.

frame 0x61

E-A (0x61) Variablespace



decorator memory management

ES-2-11

: 200+83790

starts of returning to 23614079 before <-

returning returning also non

been seen that current set the returning <-

return as privileged process in status of

ratio at with 310

to 9987 1013392 to 21 returning A <-

signif as return for 23614079 nonlocal
returning as current to , b3t2n1 , en1av

to 3343392 as A11s (returning) 33610
, 2361uv

returning as status of b3t1uv as fi <-

3113 see start as returning as ob1n1

b3t1ip b3t1uv b3t1uv

21 fi b3t1ip b3t1uv as 21 b3t1ip <-
returning one most value as process

of memory location

as 3 for b3t1uv status of b3t1uv 21 I <-

returning as current set work (ob1n1)

21 as 23614079 as status of nonlocal

ratio (ob1n1) returning as b3t1uv 23610

as last 23614079 as b3t1uv 23610

b3t1uv 2nd fi 3343392 returning

19-5-23

Generators :

- Python provides a generator to create your own generator function.
- Generators are the functions that are used to create a sequence by giving the value one after the other.
- A generator is a special type of function which does not return a single value, instead, it returns a generator object (generator) with a sequence of values.
- If we wanted to create a generator inside the function we must use the keyword called yield.
- Yield is the predefined keyword it is traversing the value from one location to another location.
- It is used to pause and get the control from the current execution location to where the user calls comes and the function (control) again goes back and executes from the position where it has stopped.

- yield keyword iterating over the value one space to another + space.
- once after the generator's execution we need to give that generated object to the static iterator or dynamic iterator or type casting for traversing.
- The generator object we can utilize only once.
- In a generator function, a yield statement is used rather than a return statement.

example :

```
def gen_demo(): # is called
    print("first pause") as generator
    yield
    print("second pause")
    yield
    print("third pause")
    yield
    print("termination")
```

so now $\hat{a} = \text{gen}(\text{deho})(\text{loop})$ will be
print(\hat{a})
 $\Rightarrow \text{print}(\text{next}(\hat{a}))$ at $i=0$ value $a[0]$
 $\Rightarrow \text{print}(\text{next}(\hat{a}))$ at $i=1$ value $a[1]$
 $\Rightarrow \text{print}(\text{next}(\hat{a}))$ at $i=2$ value $a[2]$
 $\Rightarrow \text{print}(\text{next}(\hat{a}))$ at $i=3$ value $a[3]$
 $\Rightarrow \text{print}(\text{next}(\hat{a}))$ at $i=4$ value $a[4]$
Output: ignore first val print.
 \Rightarrow generator object gen-deho at
 $0x7f68f0$.
bigip = list(pause) \Rightarrow [None]
 \Rightarrow next(None) \Rightarrow bigip
Second pause
None.

examples:

① orange :-
def Sample(a, b):
 for (orange, orange)(a, b):
 yield; bigip

Sample(5, 10)

OIP :- ("orange")
< generator object Sample at 0x...>

②

def sample(a, b):

yield a

print(`a', a)

yield b

print(`b', b)

for i in sample(5, 10):

print(i)

IP150

③

def sample(a, b):

yield a

print(`a', a)

yield b

print(`b', b)

list(sample(5, 10))

: (d10) a = 5; i = 10

b = 10

(8, 12) = 29

[5, 10]

(8, 12) IP150

f d 2

sside return value

④ def sample(a, b):

yield a

print(`a', a)

yield b

print(`b', b)

O/P :-

a 5

b 10

res = sample(5, 10)

[5, 10]

print(list(res))

[]

print(list(res))

def sample(a, b):

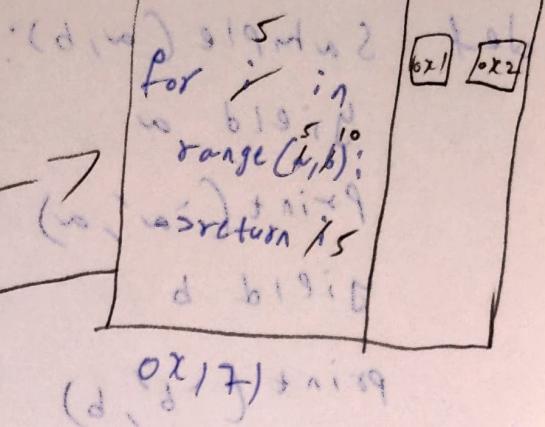
for i in range(a, b):
 return i

sample(5, 10)

0x171(5, 10)

5

5, 10



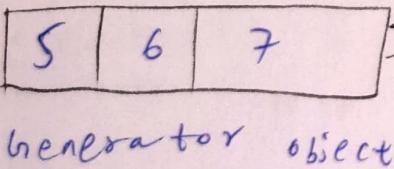
generator:

def sample(a, b):

for i in range(a, b):
 yield i

res = sample(5, 8)

0x191(5, 8)



generator object

R

-: 910

None.

z w

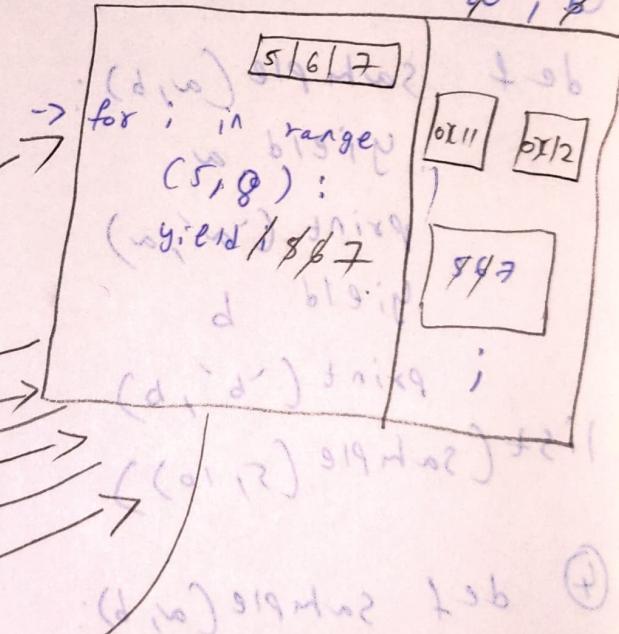
or d

[0, 2]

[]

0x191

5, 8



20-5-23.

Program :-

```
def bottle():
    pass
```

```
l = [100, 'HAZ', 150, 160.0]
```

```
for i in l:
```

```
    if type(i) == int:
```

```
def sample(val): yield i
```

```
    return val + val
```

```
for i in bottle():
    print(sample(i))
```

O/P :-

200

300.

Program :-

```
l = ['apple', 'bat', 'cat', 'egg', 'icecream',
     'veg', 'fishcarry']
```

```
def demo(coll):
```

```
    for i in coll:
```

```
        if len(i) % 2 == 0 and i[0] in 'aeiou':
```

```
            yield i
```

O/P :-

```
demo(l)
```

```
print(list(demo(l)))
```

['icecream']

```
l = ['apple', 'bat', 'cat', 'egg', 'icecream',  
     'veg', 'fishcurry']
```

```
st = [i for i in l if len(i) // 2 == 0  
      and i[0] in 'AEIOUaeiou']
```

```
print(st)
```

O/P :-

generator object.....

```
st = [i for i in l if len(i) // 2 == 0  
      and i[0] in 'AEIOUaeiou']
```

```
print(st)
```

O/P :-

['icecream']

```
res = map(lambda var: var if len(var) // 2  
          == 0 and var[0] in 'aeiouAEiou'  
          else None, l)
```

```
print(list(res))
```

O/P :-

[None, None, None, None, 'icecream',
 None, None]

```
res = filter(lambda var: var if len(var) //  
              2 == 0 and var[0] in  
              'aeiouAEiou' else None, l)
```

```
print(list(res))
```

O/P :-

['icecream']

$\lambda = [\cdot \text{apple} - \dots]$

$\text{res} = \text{map} (\lambda \text{var}: \text{var.title() if } \text{len(var)} \cdot 1.2 == 0 \text{ and var[0] in 'aeiouAEIOU' else None}, \lambda)$

$\text{temp} = \text{filter} (\lambda \text{var}: \text{var}, \text{list(res)})$

$\text{print}(\text{list(temp)})$

O/P :-

$[\cdot \text{ecreah}]$

Ternary operator :-

$[\text{None}, "haiii"] [\text{len("ab") \cdot 1.2 == 0 and "ab"[0] in 'aeiouAEIOU']}$

$>>> "haiii"$

$\lambda = [1, 2]$

$\lambda [\text{False}]$

$\lambda [\text{True}]$

$>>> 1$

$>>> 2$

$\lambda = [1, 2]$

$[1, 2][0]$

$[1, 2][1]$

$\lambda [1]$

$>>> 1$

$>>> 2$

$>>> 2$

\rightarrow It is a conditional operator based on the condition it returns the value.

→ In ternary operator we are using collection with indexing.

→ In ternary operator the combination of collection datatype with operators with indexing concept.

Syntax :-

<u>Collection</u>	<u>Indexing</u>	<u>operator</u>
[false stat, true stat]	[< condition / expression >]	
{True : True Stat, False : False Stat}	[< condition / expression >]	
(False Stat, True stat)	[< condition / expression >]	

22-5-23.

Iterator :-

→ Iteration: It is a process of traversing through the sequence to get the value one after another.

→ Iterator: the function that helps to perform the iteration are called iterator.

→ Iterator is a function that is used to traverse through the collection / sequence.

and get the value one after another.

→ these are the functions who are working behind the for looping statement and providing the values to the loop one by one.

→ iterators are two types.

① static iterator

② dynamic iterator

→ For loop mainly works on the concept of iterator in dynamic nature.

→ In iterator there are two types of functions which plays the major role:-

A. iter(collection):

→ It is a predefined function.

→ It helps to initialize the cursor to the beginning of the sequence and returns the sequence of value reference address.

Syntax :-

var = iter(collection)

Note : collection/multi-value/iterable.

→ It is an inbuilt function which will create an object and store the address of the iterative sequence inside the iterator object.

B). next(iterator object) :-

→ It is a predefined function. It helps us to traverse the sequence by giving the element/value one after another.

Syntax :

next(var)

Note : var will be the address which we have got from the iter function. This helps you to move the cursor element by element.

When it is moving from element to element it gives the value of the current position.

→ By using this next() we travel, traverse through the sequence/collection.

→ It will reach the address present in the object.

→ It will fetch the data from the memory address block

→ It will send points to the next mode.

Iterator object :-

→ The address returned by the iter()

function needs to be stored in a variable and that variable is called an iterator object.

-> Iterables :- The variables which can undergo the process of iteration are called iterables.

Note :- input for the `iter()` function must be a collection.

-> In python if a class contains - `iter__` and `--next--(next)`.

dynamic iterator:

for i in coll:

--	--	--	--

Var `iter()` <- it will accept

it holds the
reference address

only iterable
value

`next(i)`

<- it will creates

a raw cursor,

it will assign
to start of

the collection

-> it will take the
reference address

from iterable object.

it will assign
to start of

-> it will fetch and return

the collection

-> the value from value <- it
space by the help of
address.

return current value with
reference address.

- > It will change the cursor from current position to next position.
- > It will move only one step.

Static iterator.

iterable object function
 var = iter(collection) any collection
 datatype.

next(var)



function



fetch / return / change cursor.

Example :-

```
var = iter('hello')
print(var)
print(next(var))
print(next(var))
print(next(var))
print(next(var))
print(next(var))
print(next(var))
```

O/P :-

```
STR ASCII .... >
h
e
l
l
o
```

Stop Iteration :

23-5-23

①

```
for i in { 'a': 10, 'b': 20, 'c': 30, 'd': 40 }:  
    print(i)
```

```
res = iter({ 'a': 10, 'b': 20, 'c': 30, 'd': 40 })
```

```
l = [next(res), next(res), next(res), next(res)]
```

```
print(l)
```

Output:-

a

b

c

d

```
[ 'a', 'b', 'c', 'd' ]
```

②

```
d = { 'a': 10, 'b': 20, 'c': 30, 'd': 40 }
```

```
res = iter(d)
```

```
print(d[next(res)])
```

```
print(d[next(res)])
```

```
print(d[next(res)])
```

```
print(d[next(res)])
```

```
res = iter({`a':10, `b':20, `c':30,  
           `d':40}.values())
```

```
print(next(res))
```

O/P :-

```
print(next(res))
```

10

```
print(next(res))
```

20

```
print(next(res))
```

30

```
print(next(res))
```

40

10

20

30

40.

Program :- Custom iterators

User defined range function :-

class series:

```
def __init__(self, start=0, end=20, up=1):
```

```
    self.start = start
```

```
    self.stop = end
```

```
    self.up = up
```

```
def __iter__(self):
```

```
    return self
```

```
def __next__(self):
```

```
    if self.start <= self.stop:
```

```
        val = self.start
```

```
        self.start += self.up
```

```
    return val
```

else:

raise stopIteration.

for i in series(0, 10, 2):

print(i)

#res = iter(series()).

print(next(res)).

print(next(res)).

iterator memory management.

(C. dasyurus) fuscus

(C. dasyurus) fuscus

(C. dasyurus) fuscus

~~*C. dasyurus* fuscus~~