

## Questions and Answers for Django Trainee at Accuknox

## Topic: Django Signals

**Question 1**: By default are django signals executed synchronously or asynchronously? Please support your answer with a code snippet that conclusively proves your stance. The code does not need to be elegant and production ready, we just need to understand your logic.

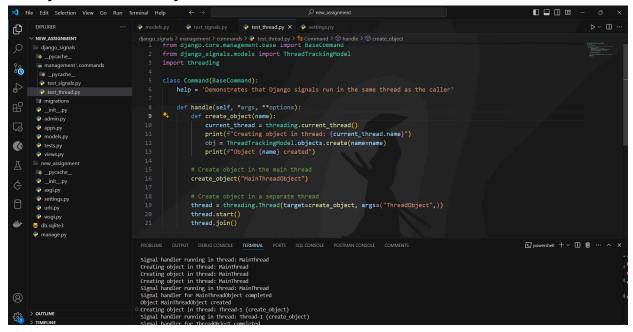
Answer-By default, Django signals run as synchronous code. This means that when the signal is transmitted, it will wait for the execution of all receivers to finish.

If the signals were asynchronous, then the total time taken for execution would be almost close to 5 seconds (more than one signal execution time)

```
🥐 models.py 🗙 🛛 🤴 test_signals.py
                                                        test_thread.py
                                                                                       e settings.py
django_signals > 🐡 models.py > ...
            from django.db import models
            from django.db.models.signals import post_save
            from django.dispatch import receiver
             import time
     5
             class MyModel(models.Model):
                     name = models.CharField(max_length=100)
             @receiver(post save, sender=MyModel)
             def slow function(sender, instance, created, **kwargs):
   10
                    print(f"Signal receiver started for {instance.name}")
   11
                    time.sleep(5) # Simulate a time-consuming operation
   12
                    print(f"Signal receiver finished for {instance.name}")
   13
                                 test_signals.py X
settings.py
                         django_signals > management > commands > \stackrel{\bullet}{\wp} test_signals.py > \stackrel{\bullet}{\wp} Command > \stackrel{\bullet}{\wp} handle 1 from django.core.management.base import BaseCommand
   NEW ASSIGNMENT
    django_signals
                            from django_signals.models import MyModel
import time
                                def handle(self, *args, **options):
    start_time = time.time()
                                 print("Creating first object")
  obj1 = MyModel.objects.create(name="Object 1")
  print("First object created")
                                  print("Creating second object")
obj2 = MyModel.objects.create(name="Object 2")
                                  end_time = time.time()
print(f"total execution time: {end_time - start_time} seconds")
                                                                                                         ≥ powershell + ∨ □ 葡 ··· ^ >
                         • PS C:\Users\ashut\OneDrive\Desktop\ashutosh\internship assignment\new_assignment> python manage.py test_signals
                          Signal receiver started for Object 1
Signal receiver finished for Object 1
```

**Question 2**: Do django signals run in the same thread as the caller? Please support your answer with a code snippet that conclusively proves your stance. The code does not need to be elegant and production ready, we just need to understand your logic.

## Answer-Yes, Django signals run in the same thread as the caller by default. This is closely related to their synchronous nature



```
from django.db import models
   from django.db.models.signals import post_save
   from django.dispatch import receiver
   import time
   import threading
   class MyModel(models.Model):
       name = models.CharField(max_length=100)
10 @receiver(post_save, sender=MyModel)
11 def slow_function(sender, instance, created, **kwargs):
     print(f"Signal receiver started for {instance.name}")
       time.sleep(5) # Simulate a time-consuming operation
      print(f"Signal receiver finished for {instance.name}")
17 class ThreadTrackingModel(models.Model):
      name = models.CharField(max_length=100)
20 @receiver(post_save, sender=ThreadTrackingModel)
21 def signal_handler(sender, instance, created, **kwargs):
      current_thread = threading.current_thread()
       print(f"Signal handler running in thread: {current_thread.name}")
      time.sleep(2) # Simulate some work
      print(f"Signal handler for {instance.name} completed")
```

**Question 3**: By default do django signals run in the same database transaction as the caller? Please support your answer with a code snippet that conclusively proves your stance. The code does not need to be elegant and production ready, we just need to understand your logic.

Answer- Yes, by default, Django signals run in the same database transaction as the caller. This behavior is crucial for maintaining data integrity and consistency.

```
from django.db import models, transaction
  from django.db.models.signals import post_save
  from django.core.management.base import BaseCommand
  from django.db import IntegrityError
   from django_signals.models import SignalBehave, RelatedModel
      help = 'Demonstrates that Django signals run in the same transaction as the caller'
      def handle(self, *args, **options):
          # Scenario 1: Successful transaction
          with transaction.atomic():
              obj = SignalBehave.objects.create(name="Test1")
               print("Main transaction completed")
           print(f"SignalBehave count: {SignalBehave.objects.count()}")
           print(f"RelatedModel count: {RelatedModel.objects.count()}")
           # Scenario 2: Failed transaction due to integrity error
              with transaction.atomic():
                   obj = SignalBehave.objects.create(name="Test2")
                   print("Object created, now raising IntegrityError")
                   raise IntegrityError("Simulated integrity error")
           except IntegrityError:
               print("IntegrityError caught, transaction should be rolled back")
           print(f"SignalBehave count: {SignalBehave.objects.count()}")
           print(f"RelatedModel count: {RelatedModel.objects.count()}")
```

Snipped from >> django\_signals/management/commands/3\_signal\_behave.py

## Topic: Custom Classes in Python

**Description:** You are tasked with creating a Rectangle class with the following requirements:

- 1. An instance of the Rectangle class requires length:int and width:int to be initialized.
- 2. We can iterate over an instance of the Rectangle class
- 3. When an instance of the Rectangle class is iterated over, we first get its length in the format: {'length': <VALUE\_OF\_LENGTH>} followed by the width {width: <VALUE\_OF\_WIDTH>}

```
class Rectangle:
    def __init__(self, length: int, width: int):
        self.length = length
        self.width = width

def __iter__(self):
        yield {'length': self.length}
        yield {'width': self.width}

rect = Rectangle(5, 3)
for item in rect:
    print(item)
```

Submission Github repo link->> https://github.com/alwaysashutosh/new\_assignment