

## SECTION 13: PYTHON GENERATORS - 17 minutes, 3 parts

### 1/3 Generators with Python

- **generators (concept)**

- we can create functions with def and return
- generator functions <- we can write a function which sends back a value and picks up where it left off
- instead of creating an entire sequence and holding it in memory
- **use of memory**
- **it's a function**
- **we can generate a sequence of values over time**
- **yield**
- a generator function becomes an object that supports an iteration protocol when it's compiled
- **the generator function becomes an object**
- it's not computing a series of values all at the same time -> it's waiting for the next value to be called for
- **the range() function generates numbers, for example <- it takes the last number and adds n to it (rather than remembering the entire thing, it can just run a function to generate them)**

- **generators (application)**

- he's defined a function to cube the argument
- then he's defined another function which uses the yield keyword
- it's a bit like return
- **it's a generator object**
- **you can ask it to print(next(g)) for example**
  - -> remember what the previous one was, now generate the next one
  - -> don't hold everything in memory
  - -> we can generate different terms in the sequence by running the function
  - -> and then it will return an error when it reaches the highest one
  - **-> if you call a for loop on a generator function, it will just carry on asking for the next one until it reaches the end of the range, at which point an error message will be returned**
  - **-> it doesn't stop as a normal for loop would <- it returns an error message when it reaches the end of the loop**
  - -> the generator function remembers the last value and returns the next value
  - -> all the values have been yielded
- **iter()**
  - -> this allows us to iterate through a normal object that you wouldn't normally expect
  - -> we can iterate through the letters in a string
  - -> you can't do this with the next() generator method
  - -> you need to first convert the string into a generator, then it will work
  - **-> you have to convert objects which are iterable into iterators**
  - -> the yield keyword
  - -> to create our own generators with the yield keyword