# GENERATORS AND CONTEXT MANAGERS

### Context Manager Pattern

```
create context manager

enter context (and, optionally, receive an object)

do some work

exit context
```

```
with open(file_name) as f:
   data = file.readlines()
```

#### Mimic Pattern using a Generator

```
def open_file(fname, mode):
   f = open(fname, mode)
  try:
      yield f
   finally:
      f.close()
ctx = open_file('file.txt', 'r')
f = next(ctx)
try:
   # do work with file
finally:
   try:
      next(ctx)
   except StopIteration:
       pass
```

#### This works in general

```
def gen(args):
   # do set up work here
   try:
       yield object
   finally:
       # clean up object here
                ctx = gen(...)
                obj = next(ctx)
                try:
                   # do work with obj
                finally:
                   try:
                       next(ctx)
                   except StopIteration:
                       pass
```



but you should see that we can almost create a context manager pattern using a generator function!

#### Creating a Context Manager from a Generator Function

```
def open_file(fname, mode):
                                    generator function
   f = open(fname, mode)
                                  generator object -> gen = open_file('test.txt', 'w')
   try:
      vield f
                                                   f = next(gen)
   finally:
                                                       # do work with f
      f.close()
                                                   next(f) \rightarrow closes f
class GenContext:
   def __init__(self, gen):
                                                   gen = open_file('test.txt', 'w')
          self.gen = gen
                                                   with GenContext(gen) as f:
                                                      # do work
   def __enter__(self):
      obj = next(self.gen)
      return obj
   def __exit__(self, exc_type, exc_value, exc_tb):
          next(self.gen)
          return False
```

## Code Exercises