

PREREQUISITES

Python 3: Deep Dive (Part 2) - Prerequisites

This course assumes that you have **in-depth** knowledge of the following:

functions and function arguments

lambdas

packing and unpacking iterables

closures

decorators

Boolean truth values

named tuples

`==` vs `is`

```
def my_func(p1, p2, *args, k1=None, **kwargs)
```

```
    lambda x, y: x+y
```

```
my_func(*my_list)
```

```
f, *_ , l = (1, 2, 3, 4, 5)
```

nested scopes

free variables

```
@my_decorator
```

```
@my_decorator(p1, p2)
```

```
bool(obj)
```

```
namedtuple('Data', 'field_1 field_2')
```

```
id(obj)
```


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This course assumes that you have **in-depth** knowledge of the following:

zip	<code>zip(list1, list2, list3)</code>
map	<code>map(lambda x: x**2, my_list)</code>
reduce	<code>reduce(lambda x, y: x * y, my_list, 10)</code>
filter	<code>filter(lambda p: p.age > 18, persons)</code>
sorted	<code>sorted(persons, lambda p: p.name.lower())</code>
imports	<code>import math</code> <code>from math import sqrt, sin</code> <code>from math import sqrt as sq</code> <code>from math import *</code>

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You should have a **basic** understanding of creating and using classes in Python

```
class Person:
    def __init__(self, name, age):
        self.name = name
        self.age = age

    @property
    def age(self):
        return self._age

    @age.setter
    def age(self, age):
        if value <= 0:
            raise ValueError('Age must be greater than 0')
        else:
            self._age = age
```


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You should understand how special functionality is implemented in Python using special methods

```
class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def __repr__(self):
        return f'Point(x={self.x}, y={self.y})'

    def __eq__(self, other):
        if not isinstance(other, Point):
            return False
        else:
            return self.x == other.x and self.y == other.y

    def __gt__(self, other):
        if not isinstance(other, Point):
            return NotImplemented
        else:
            return self.x ** 2 + self.y ** 2 > other.x**2 + other.y**2

    def __add__(self, other):
        ...
```


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You should also have a **basic** understanding of:

for loops, while loops

```
break    continue    else
```

branching

```
if ... elif... else...
```

exception handling

```
try:  
    my_func()  
except ValueError as ex:  
    handle_value_error()  
finally:  
    cleanup()
```