

Object Internals and Custom Attributes



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Summary

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Internal object representation

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The `__dict__` dictionary

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Manipulating `__dict__`

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- `__getattr__()`

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The `__dict__` dictionary

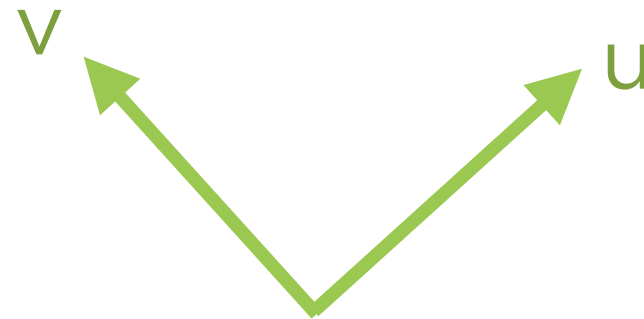
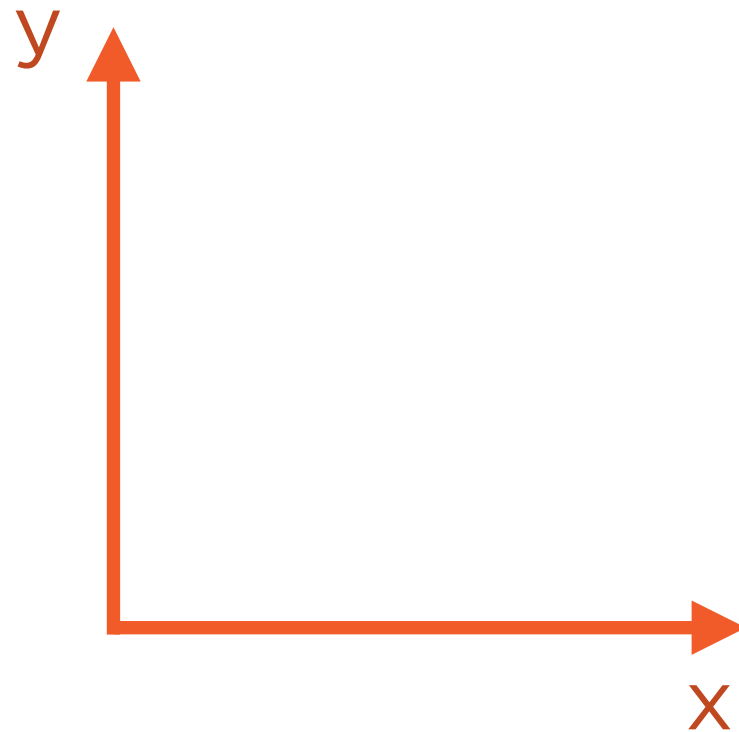
Manipulating `__dict__`

Faking attributes with

- `__getattr__()`
- `__getattribute__()`
- `__setattr__()`
- `__delattr__()`

How are Python Objects Represented?

The convenience of different notations
for different coordinate systems



Overriding `__getattr__()`

Customising **Attribute Access**

Customising **Attribute Access**

Fallback

`__getattr__()`

Invoked **after** requested attribute/
property not found by
normal lookup

Customising **Attribute Access**

Fallback

`__getattr__()`

Invoked **after** requested attribute/
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Preemptive

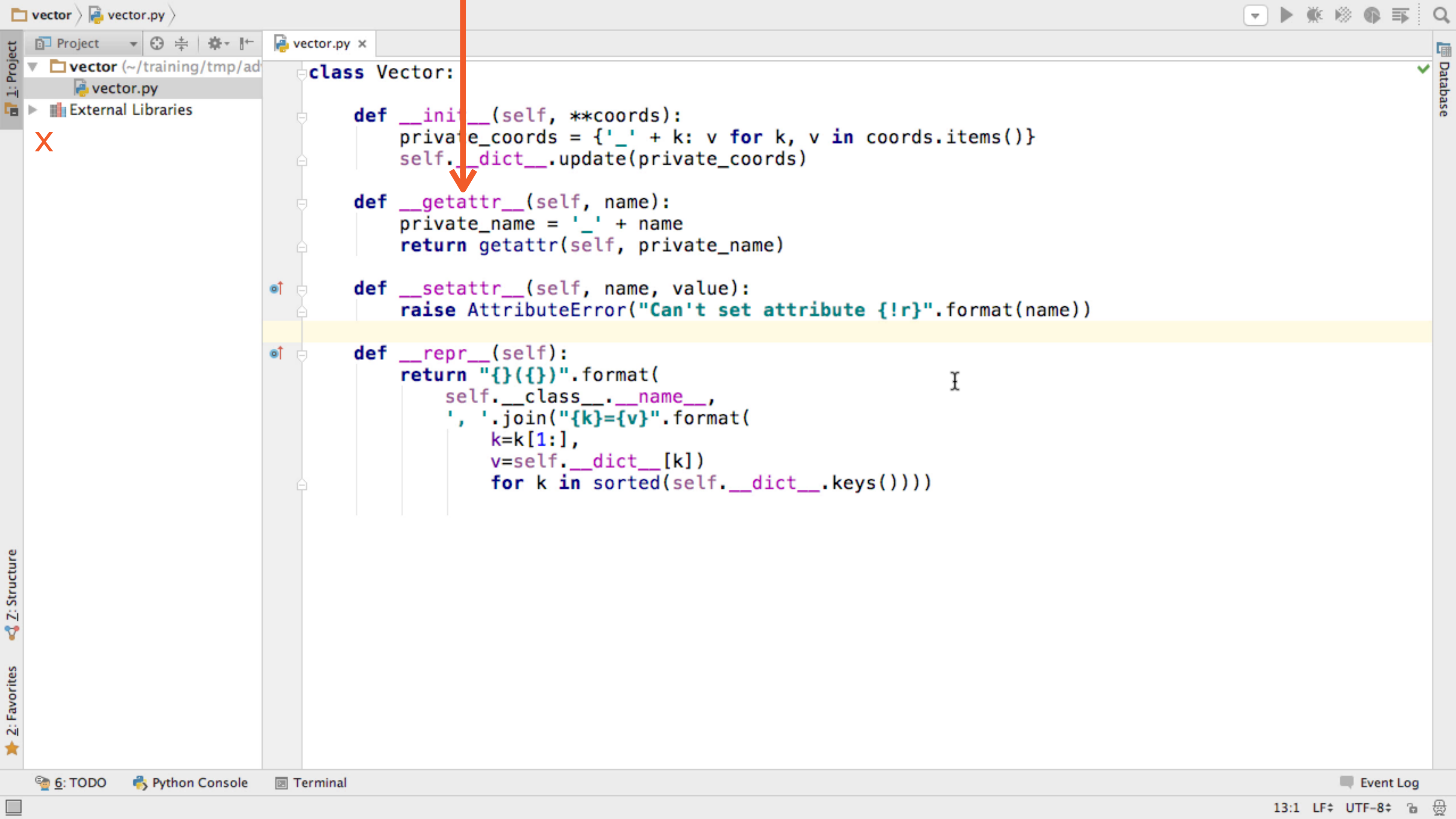
`__getattribute__()`

Invoked **instead of** normal lookup

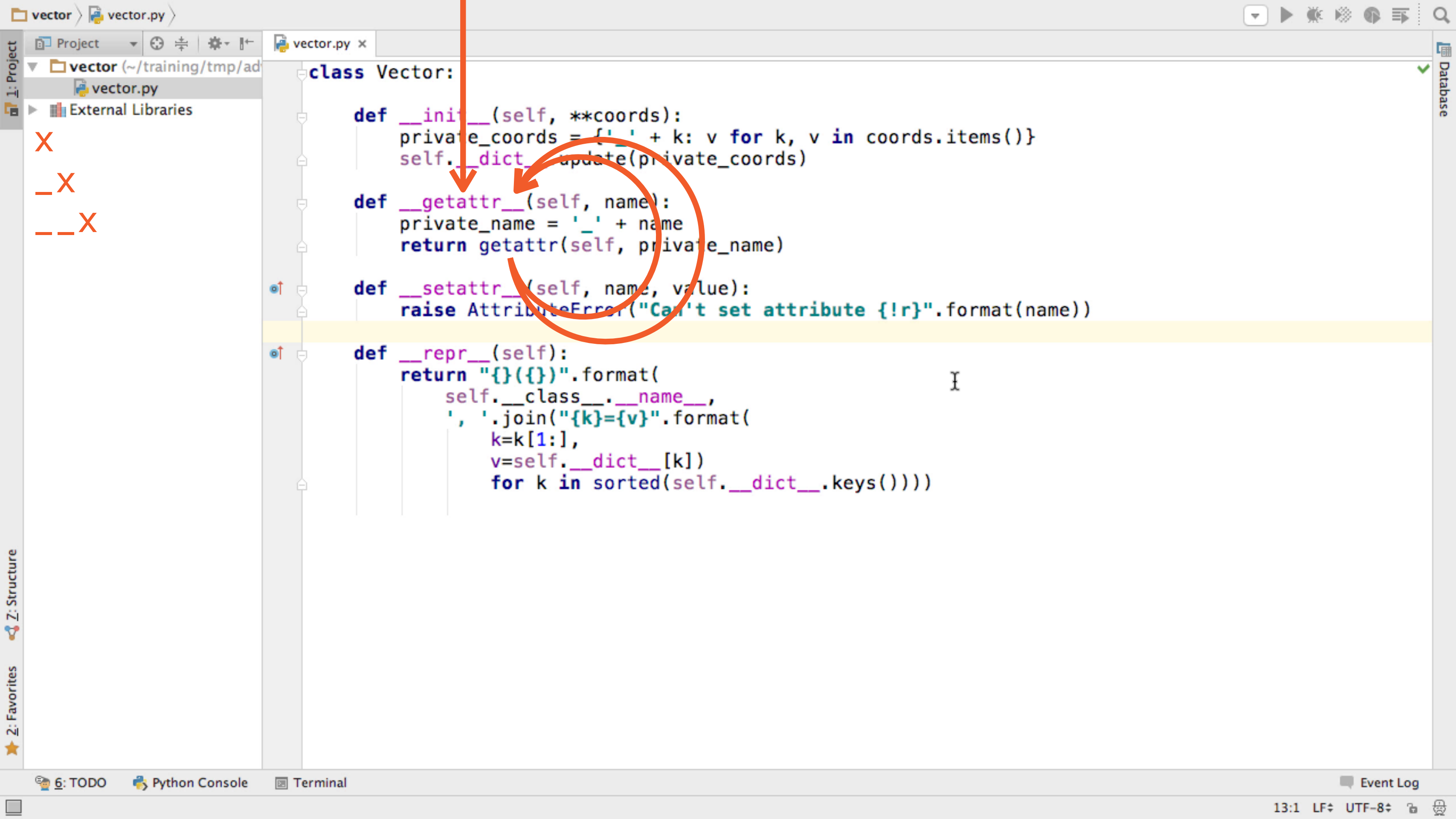
Overriding `__setattr__()`

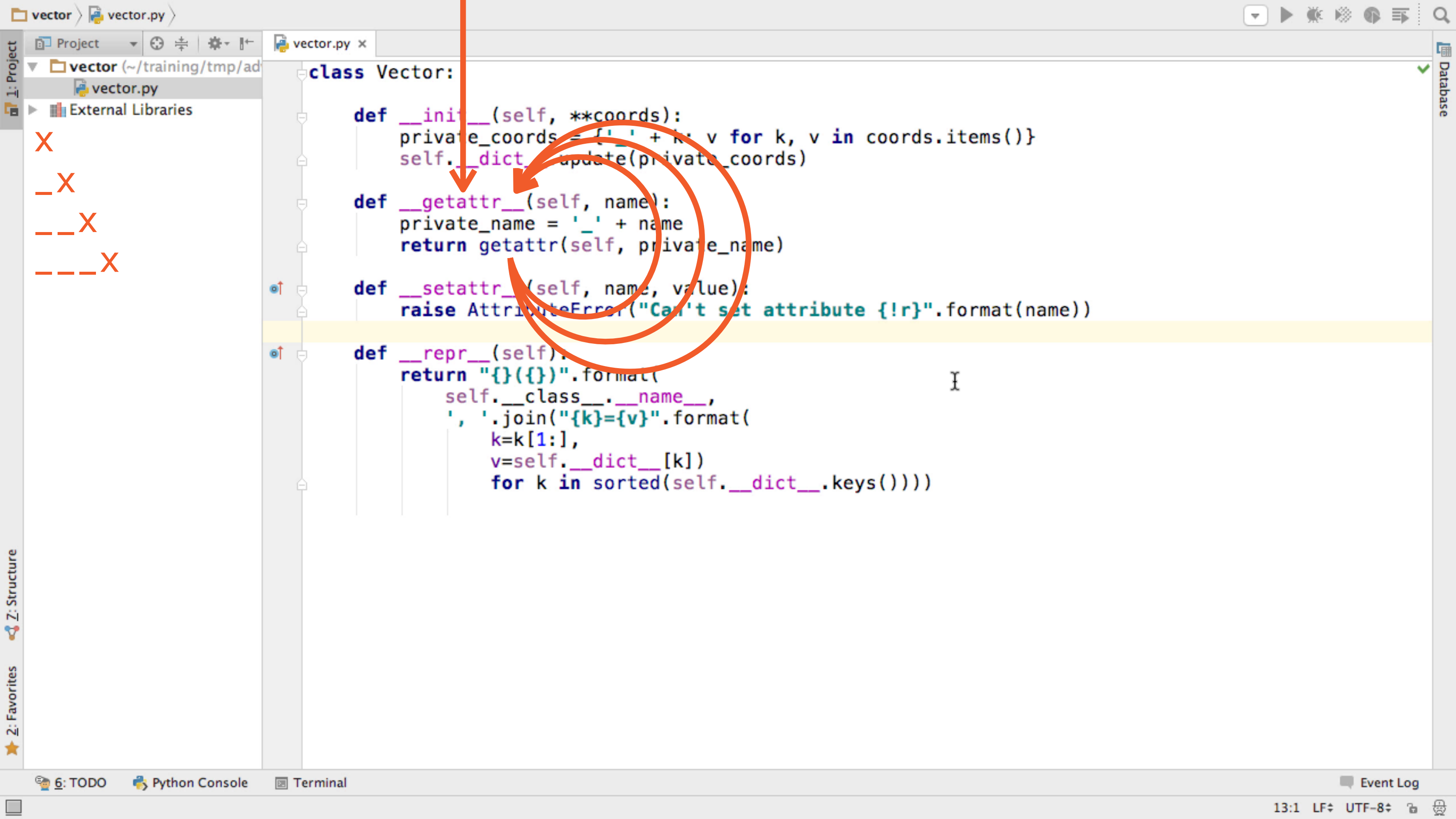
Pitfalls with `__getattr__()`

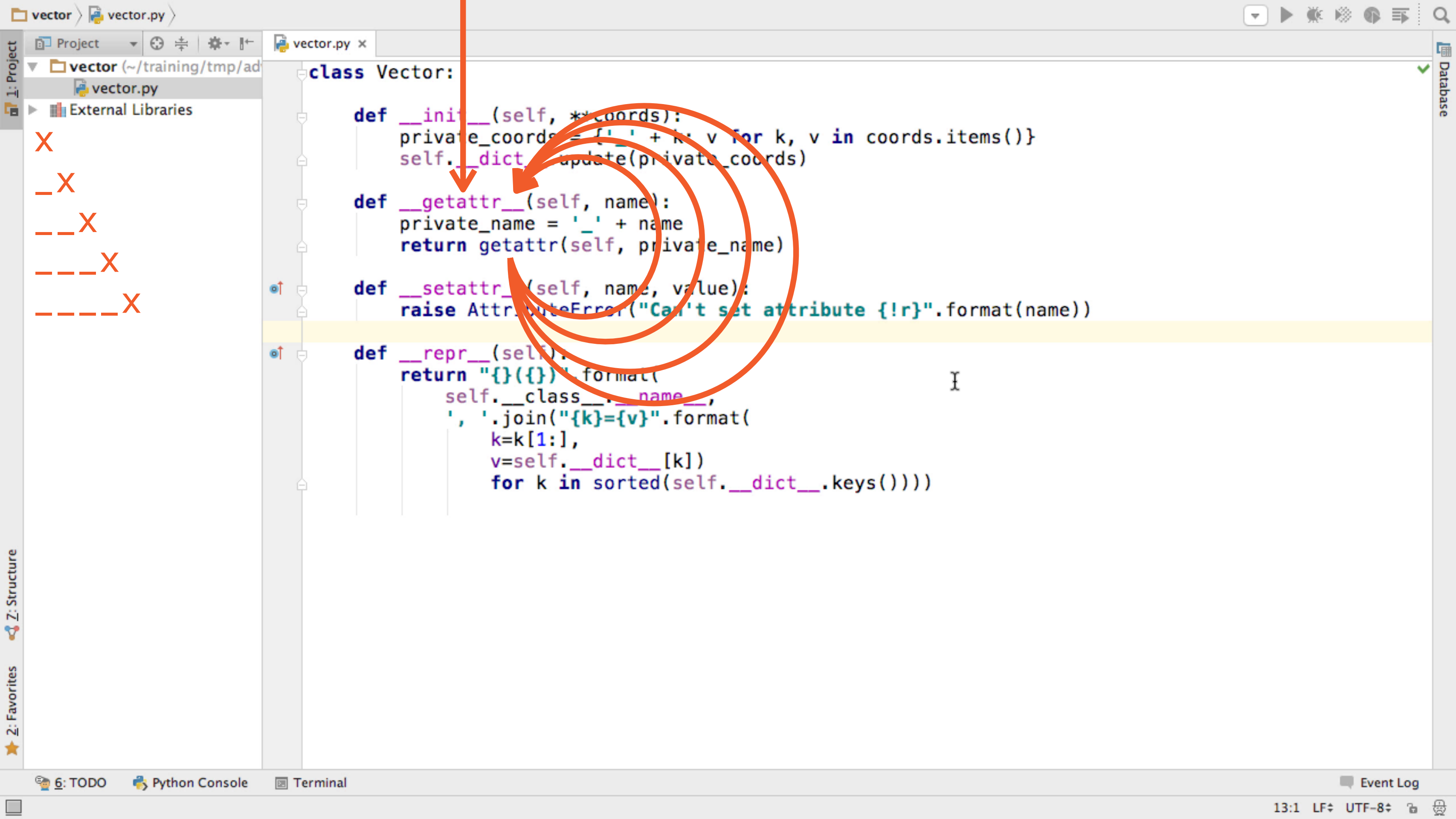


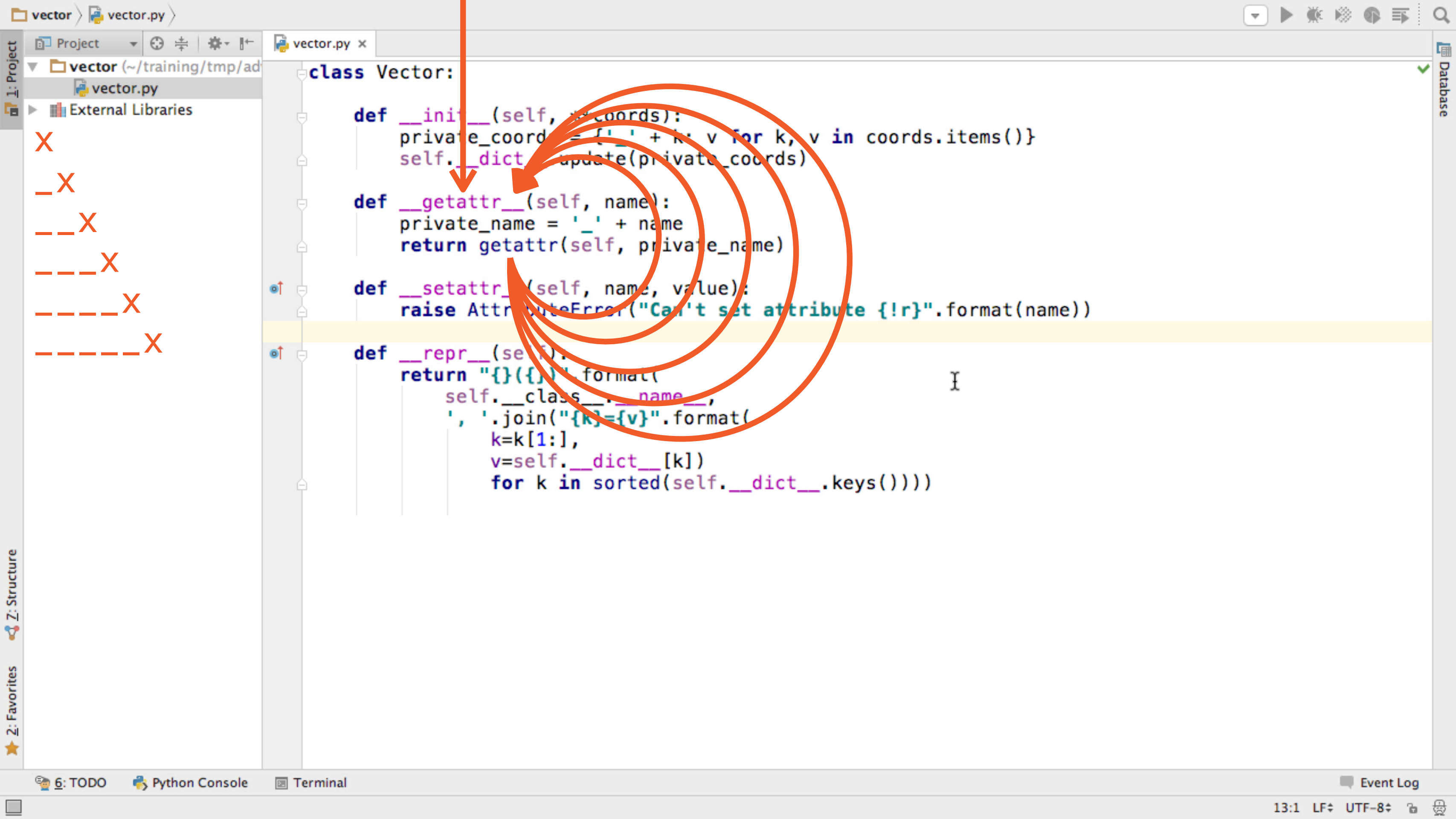


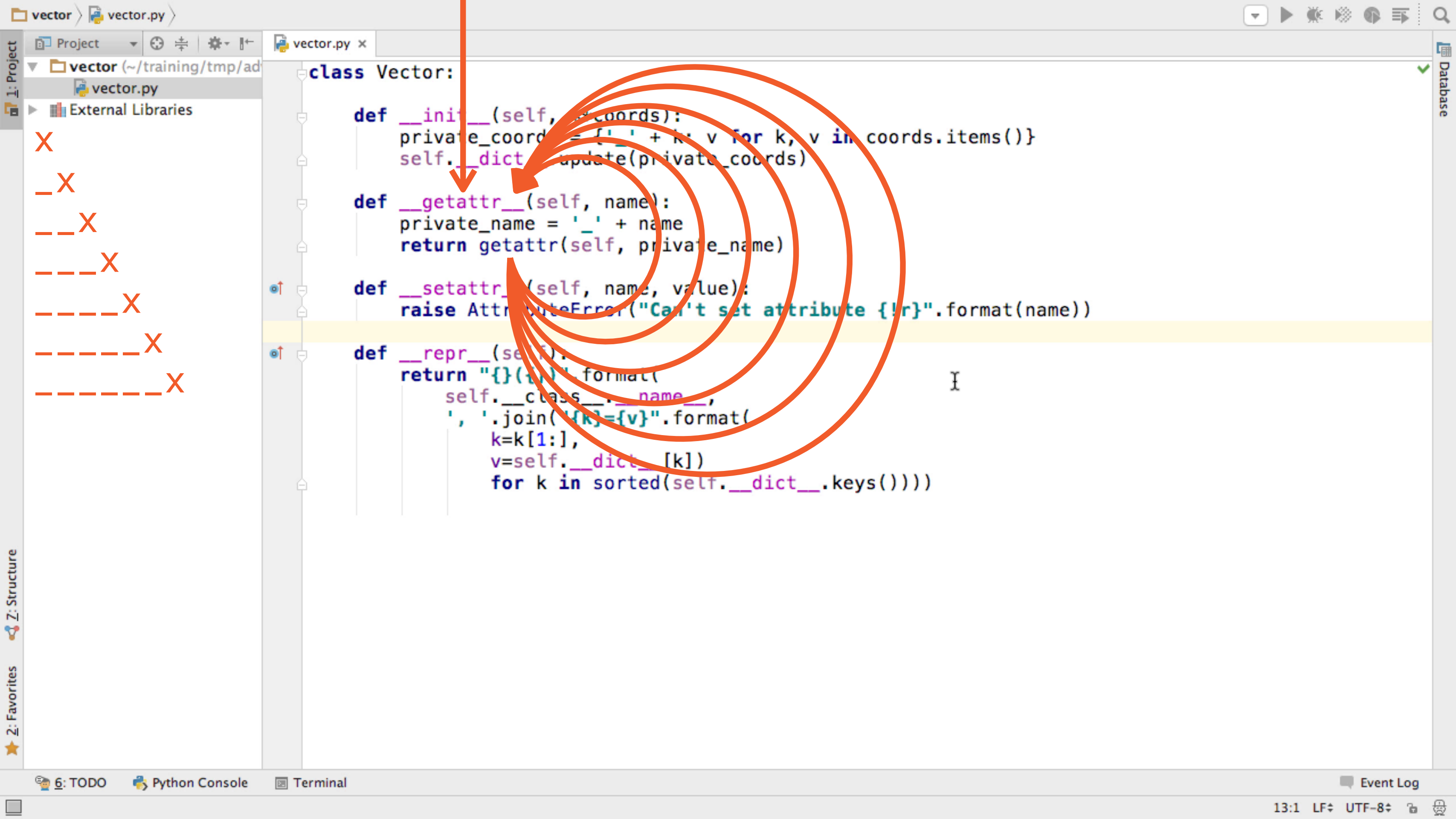


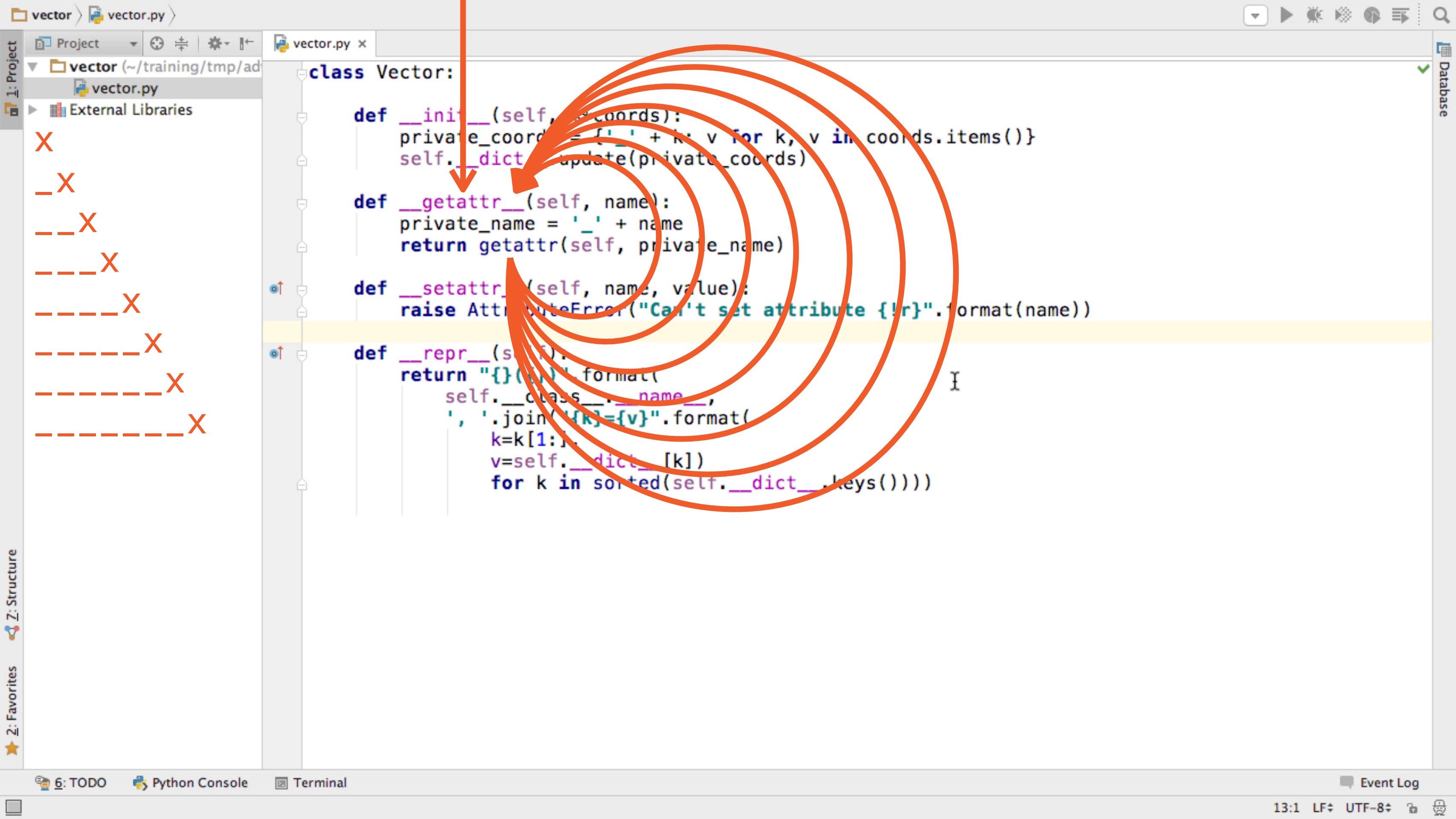




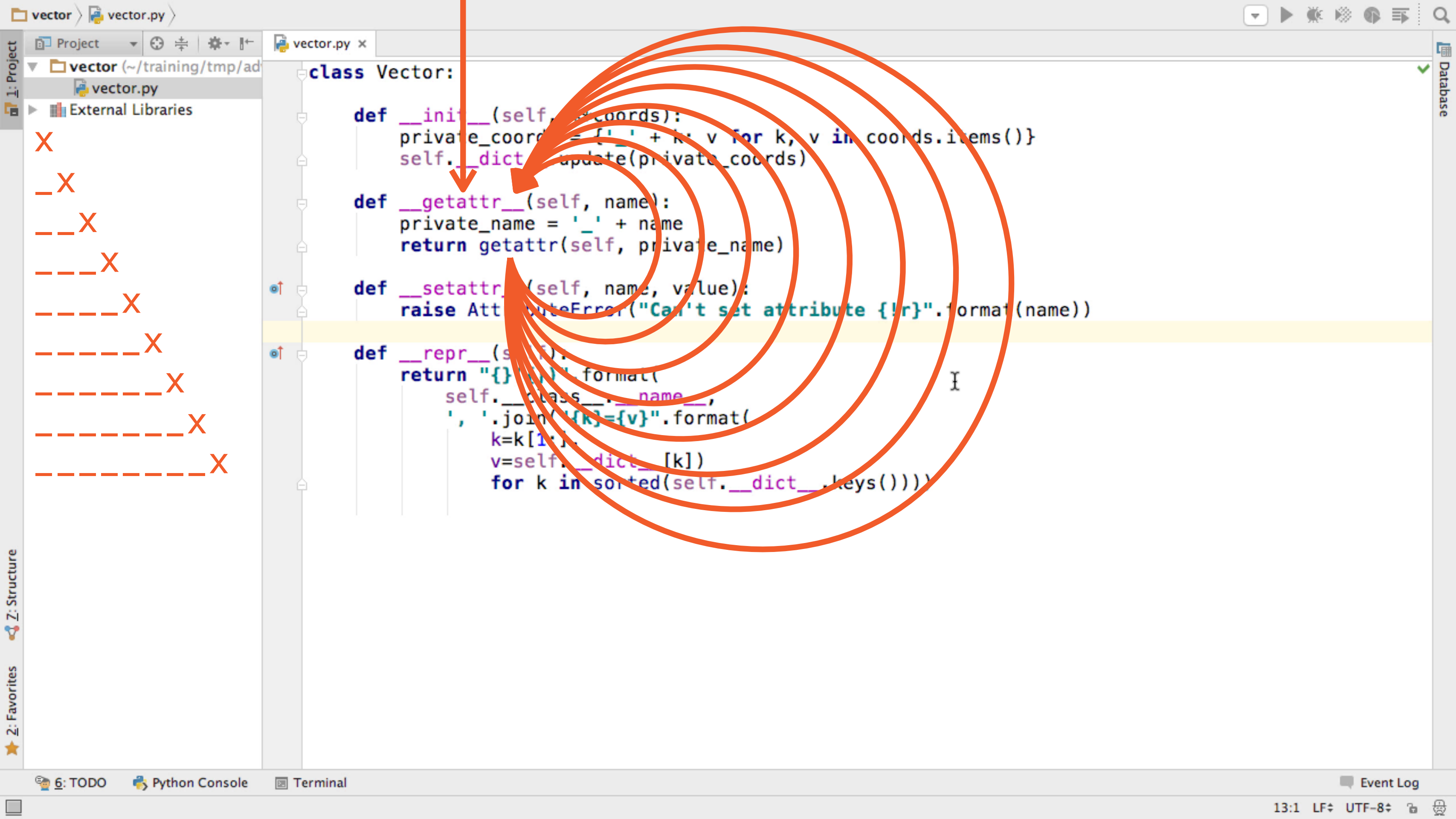


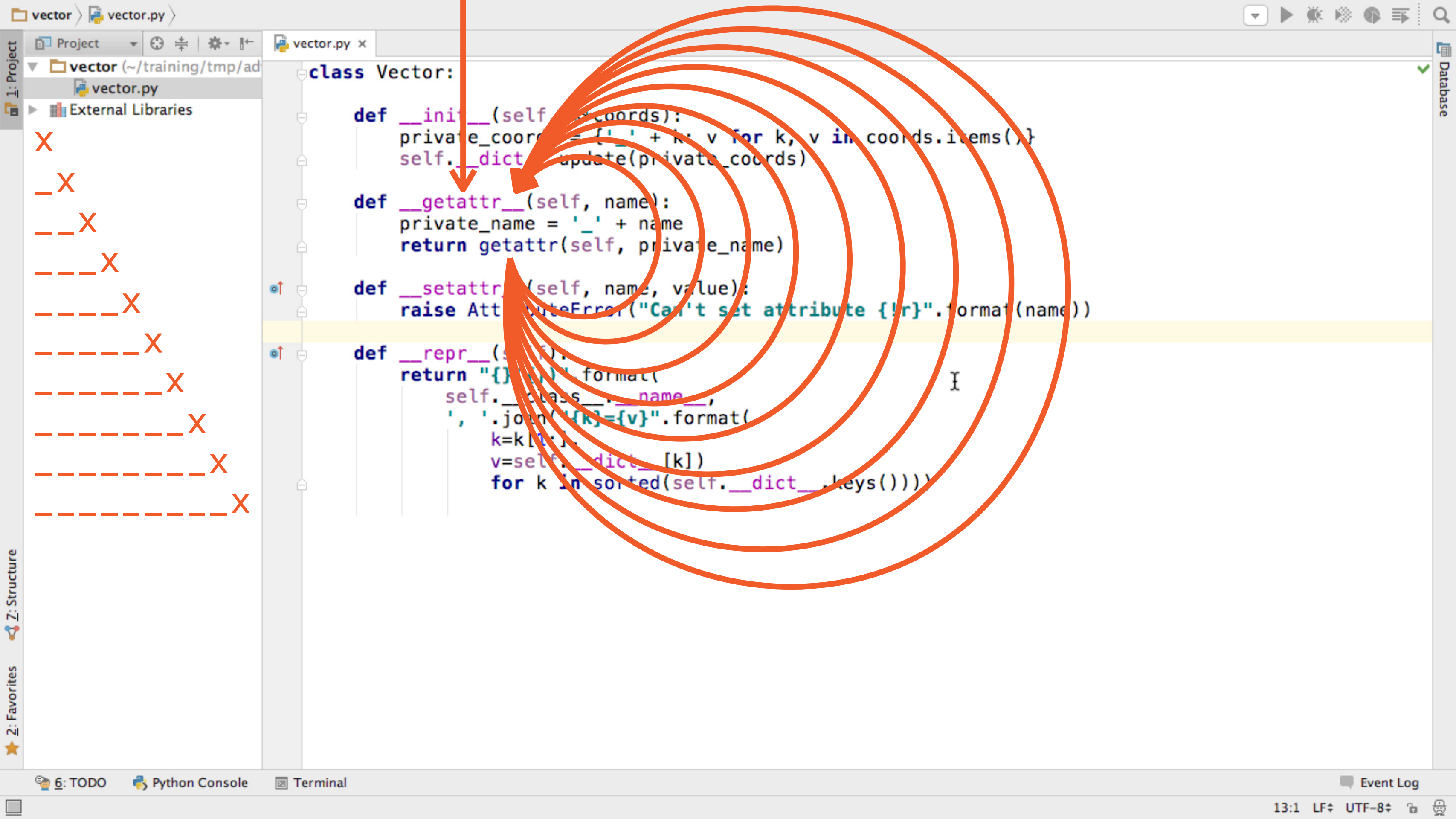






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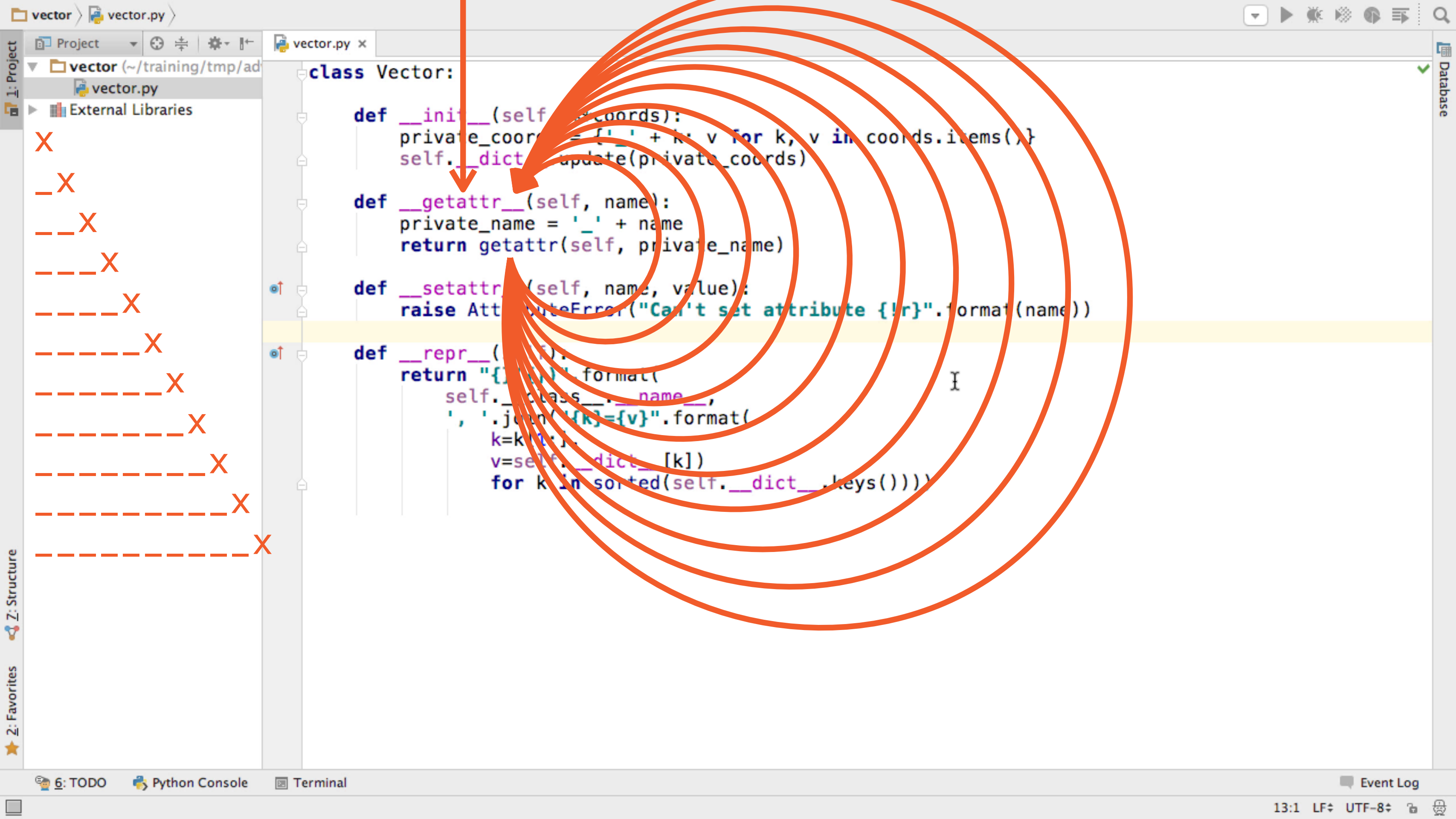
```
class Vector:

def __init__(self, coords):
    private_coords = {'_' + k: v for k, v in coords.items()}
    self.__dict__.update(private_coords)

def __getattr__(self, name):
    private_name = '_' + name
    return getattr(self, private_name)

def __setattr__(self, name, value):
    raise AttributeError("Can't set attribute {}".format(name))

def __repr__(self):
    return "{}({})".format(
        self.__class__.__name__,
        ', '.join("{}={}".format(k=k, v=self.__dict__[k])
            for k in sorted(self.__dict__.keys())))
```



- X
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The screenshot shows an IDE window with a Python file named `vector.py`. The code defines a `class Vector:` with several methods. The code is annotated with orange circles and arrows, highlighting specific lines and methods. The left sidebar shows a project structure with `vector.py` and `External Libraries`. The bottom status bar shows `6: TODO`, `Python Console`, `Terminal`, and `Event Log`.

```
class Vector:
    def __init__(self, coords):
        private_coords = {'_'+k: v for k, v in coords.items()}
        self.__dict__.update(private_coords)

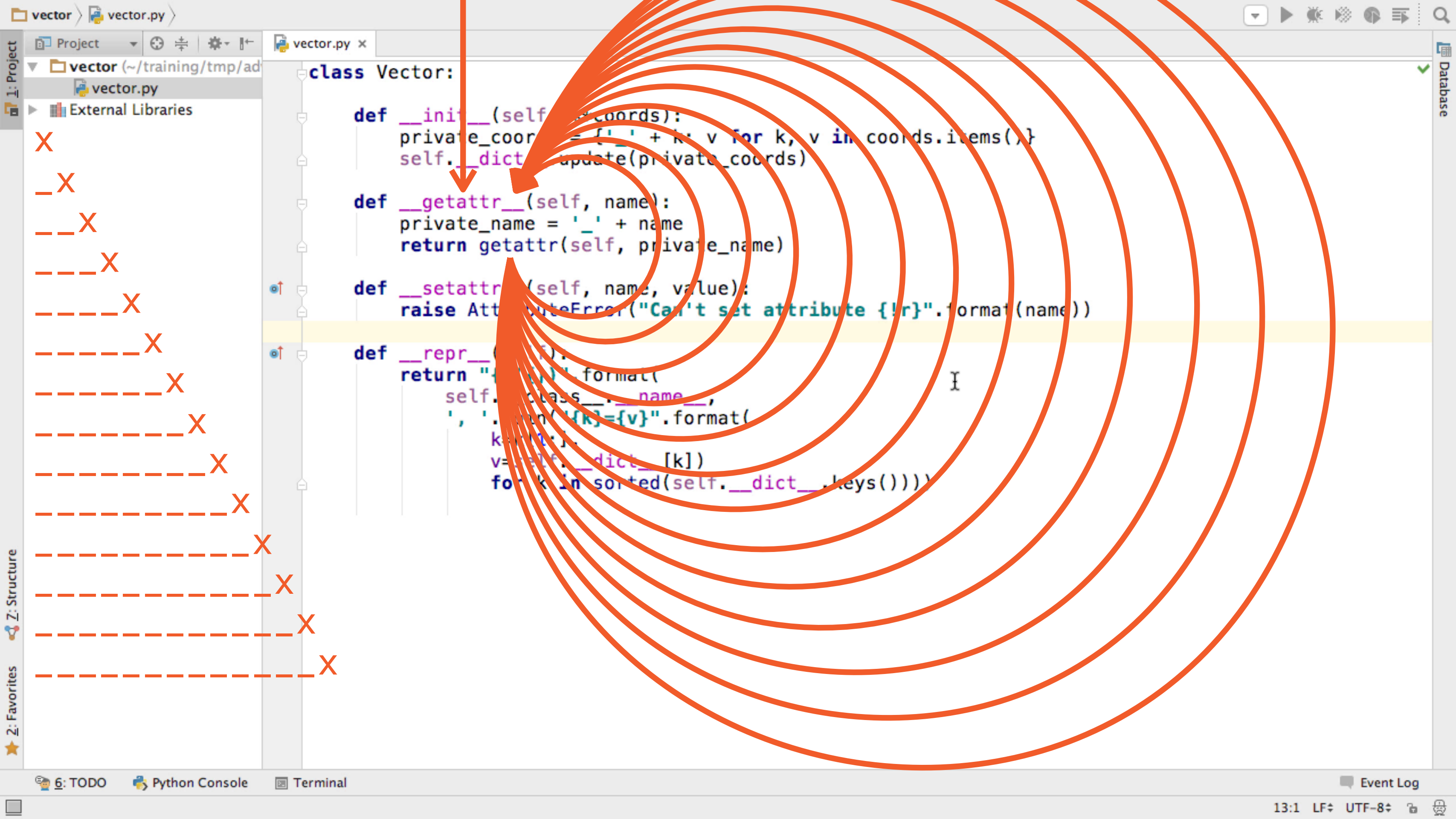
    def __getattr__(self, name):
        private_name = '_' + name
        return getattr(self, private_name)

    def __setattr__(self, name, value):
        raise AttributeError("Can't set attribute {!r}".format(name))

    def __repr__(self):
        return "{class__.__name__}({})".format(
            self.__dict__.format(
                '{k}={v}'.format(
                    k=k,
                    v=self.__dict__[k]
                ) for k in sorted(self.__dict__.keys())
            )
        )
```

The annotations include:

- A large orange circle around the `__init__` method.
- A large orange circle around the `__getattr__` method.
- A large orange circle around the `__setattr__` method.
- A large orange circle around the `__repr__` method.
- Orange arrows pointing from the `__init__` method to the `__dict__` attribute access in the `__getattr__` method.
- Orange arrows pointing from the `__setattr__` method to the `__dict__` attribute access in the `__repr__` method.
- Orange arrows pointing from the `__dict__` attribute access in the `__repr__` method to the `__dict__` attribute access in the `__init__` method.



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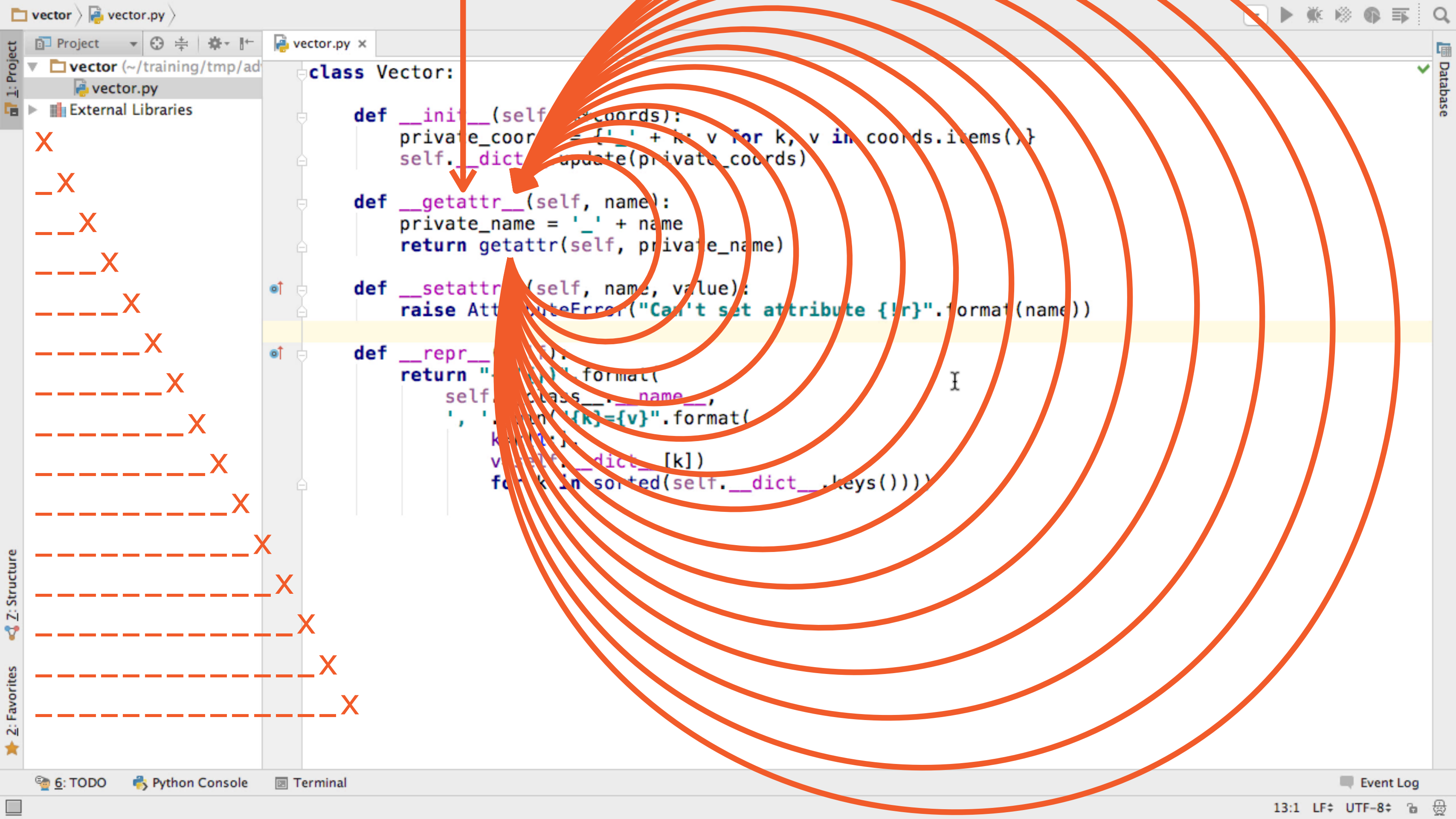
```
class Vector:

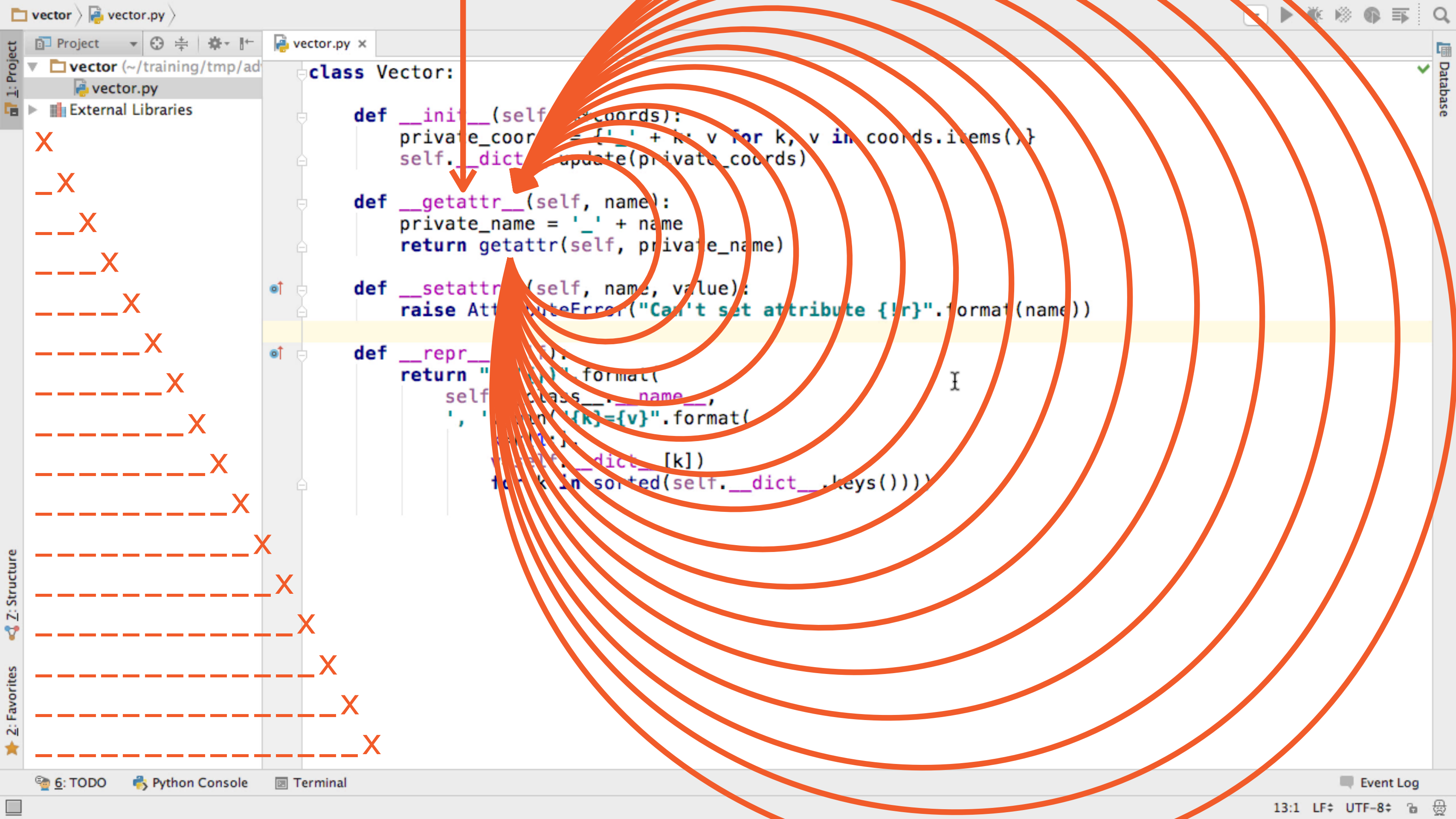
def __init__(self, coords):
    private_coors = ['_' + k + v for k, v in coords.items()]
    self.__dict__.update(private_coors)

def __getattr__(self, name):
    private_name = '_' + name
    return getattr(self, private_name)

def __setattr__(self, name, value):
    raise AttributeError("Can't set attribute {!r}".format(name))

def __repr__(self):
    return "{class__.__name__}({})".format(
        self.__dict__.items()
    )
    class __name__,
    ', '.join("{}={}".format(k, v) for k, v in sorted(self.__dict__.keys()))
```





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- __X
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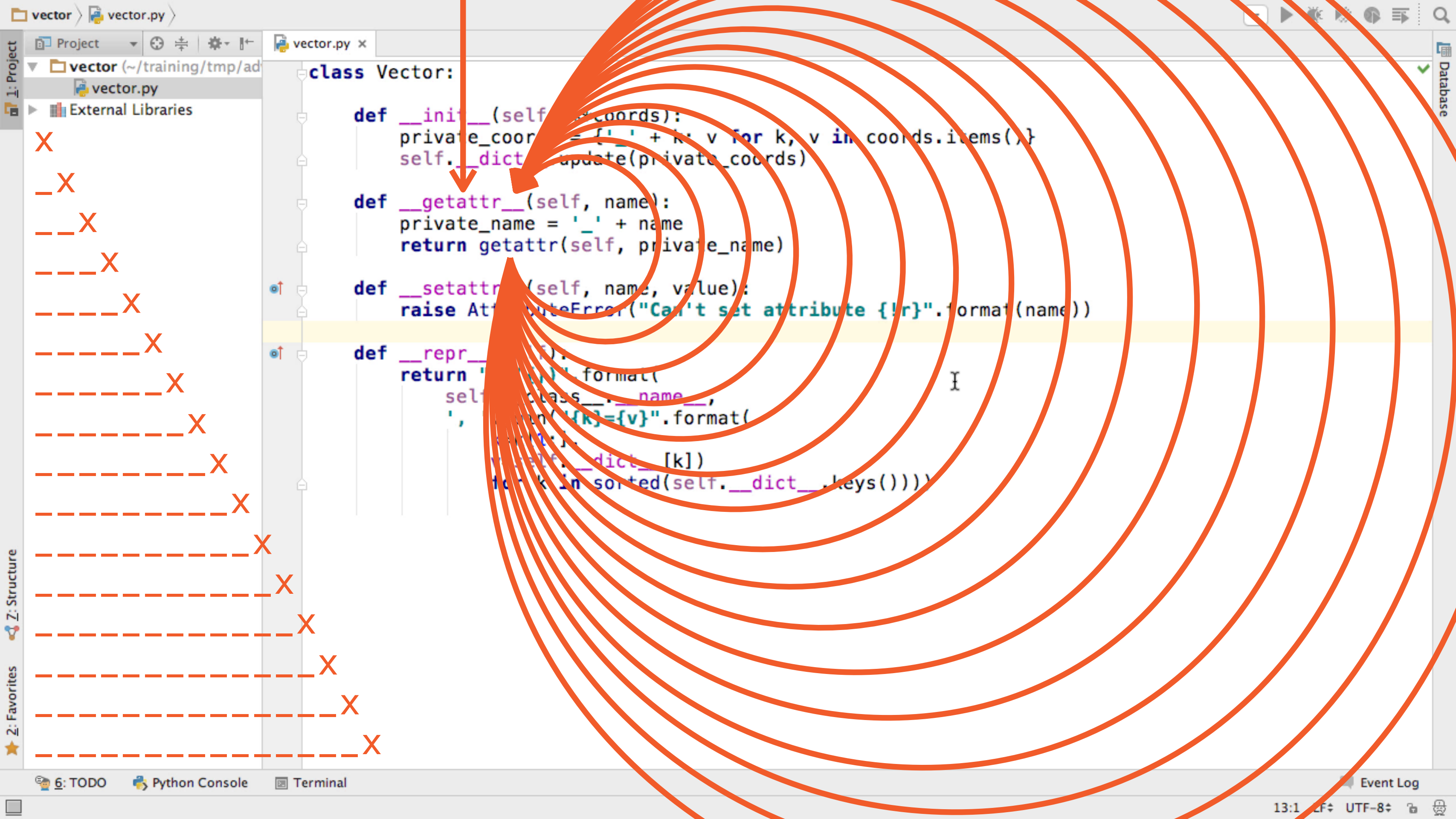
```
class Vector:

    def __init__(self, coords):
        private_coords = {'_'+k: v for k, v in coords.items()}
        self.__dict__.update(private_coords)

    def __getattr__(self, name):
        private_name = '_' + name
        return getattr(self, private_name)

    def __setattr__(self, name, value):
        raise AttributeError("Can't set attribute {!r}".format(name))

    def __repr__(self):
        return "({})".format(
            self.__class__.__name__,
            ', '.join("{}={}".format(k, self.__dict__[k])
                        for k in sorted(self.__dict__.keys())))
```









class Vector:

```
def __init__(self, **coords):  
    private_coords = {'_' + k: v for k, v in coords.items()}  
    self.__dict__.update(private_coords)
```

```
def __getattr__(self, name):  
    private_name = '_' + name  
    if not hasattr(self, private_name):  
        raise AttributeError('!r} object has no attribute !r}'.format(  
            self.__class__.__name__, name))  
    return getattr(self, private_name)
```

```
def __setattr__(self, name, value):  
    raise AttributeError("Can't set attribute !r}".format(name))
```

```
def __repr__(self):  
    return "{}({})".format(  
        self.__class__.__name__,  
        ', '.join("{k}={v}".format(  
            k=k[1:],  
            v=self.__dict__[k])  
            for k in sorted(self.__dict__.keys())))
```



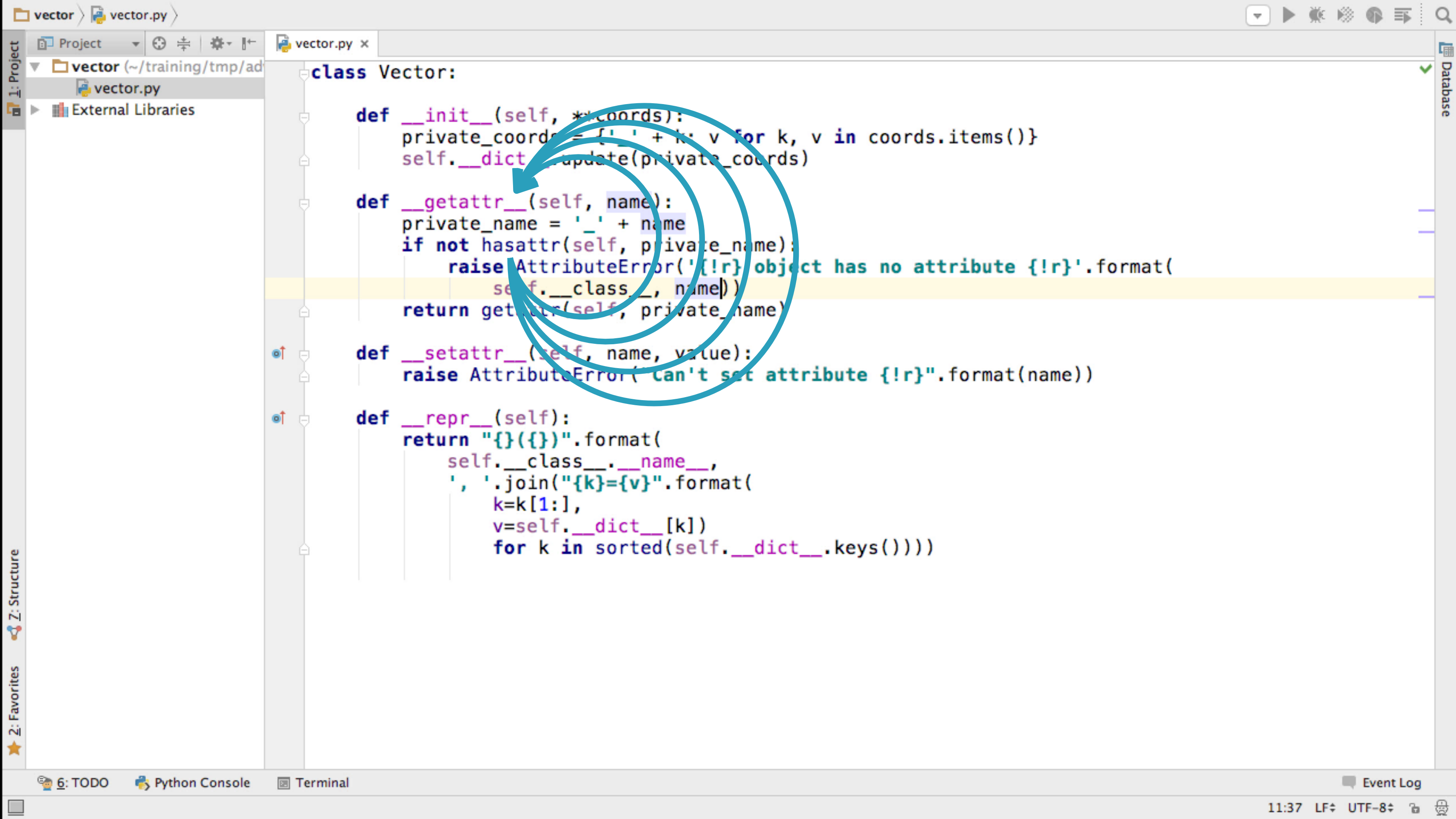

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class Vector:

    def __init__(self, **coords):
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        private_name = '_' + name
        if not hasattr(self, private_name):
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            ','.join("{k}={v}".format(
                k=k[1:],
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                for k in sorted(self.__dict__.keys())))
```



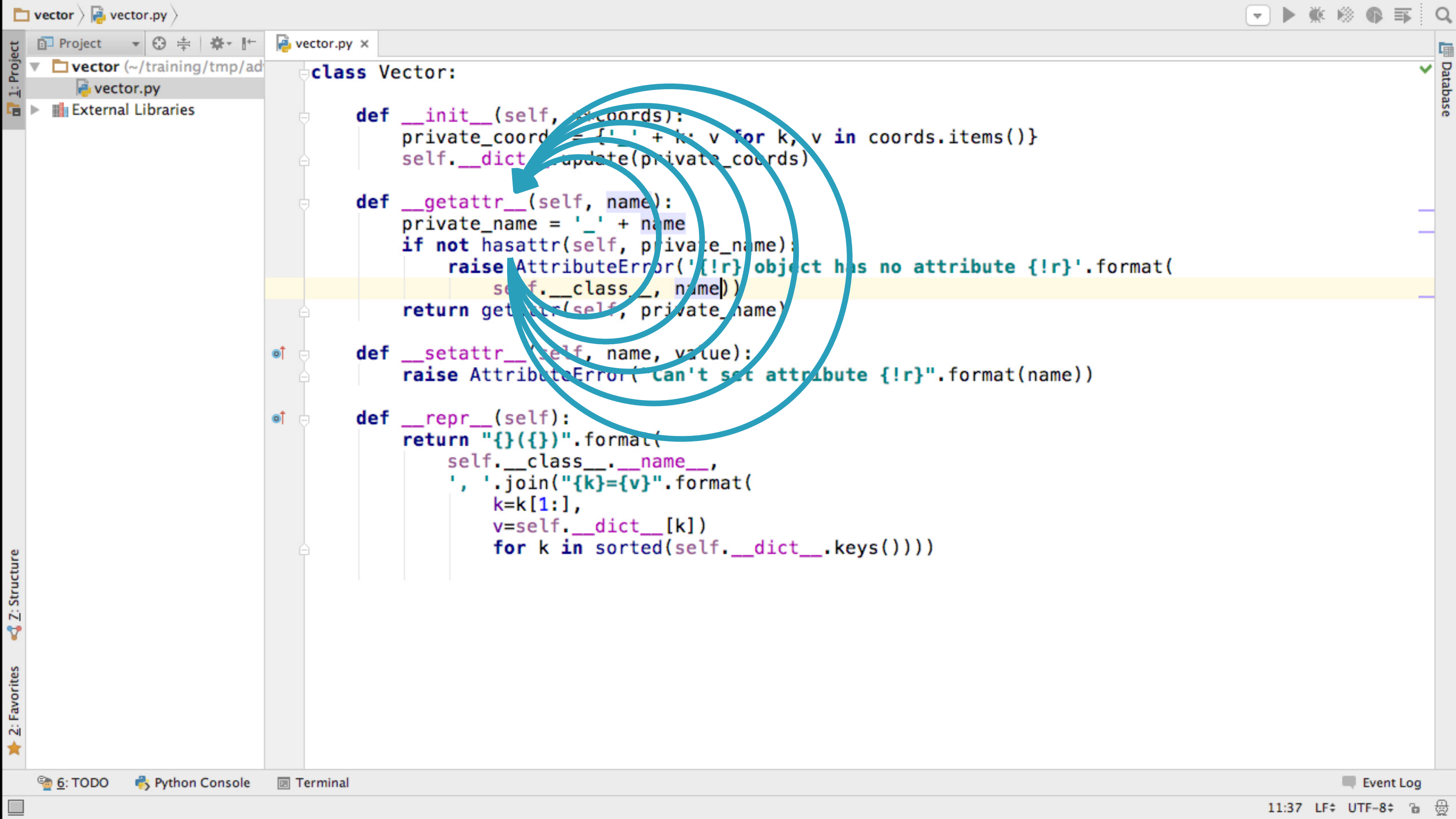
class Vector:

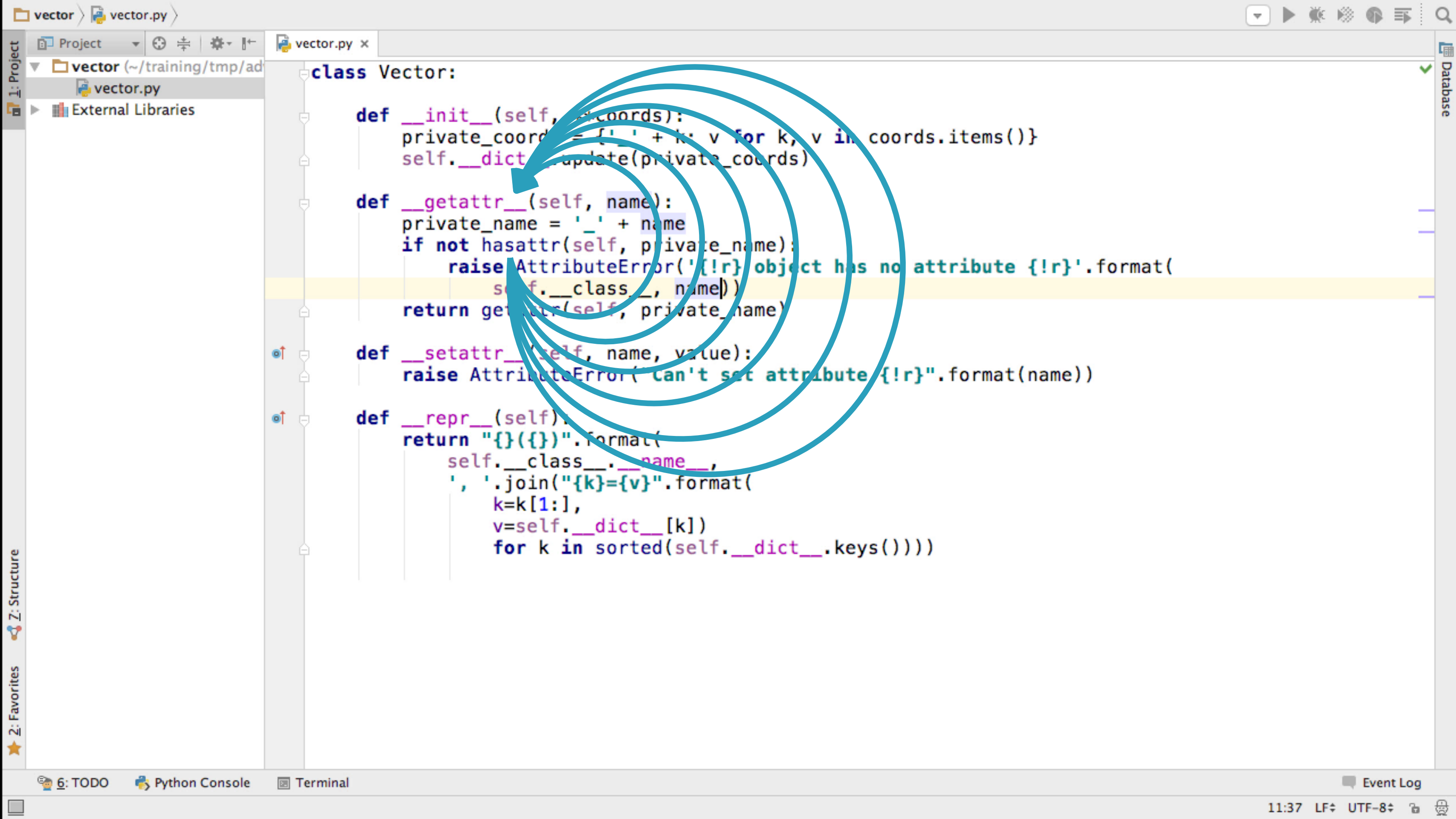
```
def __init__(self, **coords):  
    private_coords = {'_' + k: v for k, v in coords.items()}  
    self.__dict__.update(private_coords)
```

```
def __getattr__(self, name):  
    private_name = '_' + name  
    if not hasattr(self, private_name):  
        raise AttributeError('!r} object has no attribute !r}'.format(  
            self.__class__.__name__, name))  
    return getattr(self, private_name)
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```
def __setattr__(self, name, value):  
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```
def __repr__(self):  
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        self.__class__.__name__,  
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            k=k[1:],  
            v=self.__dict__[k])  
        for k in sorted(self.__dict__.keys())))
```





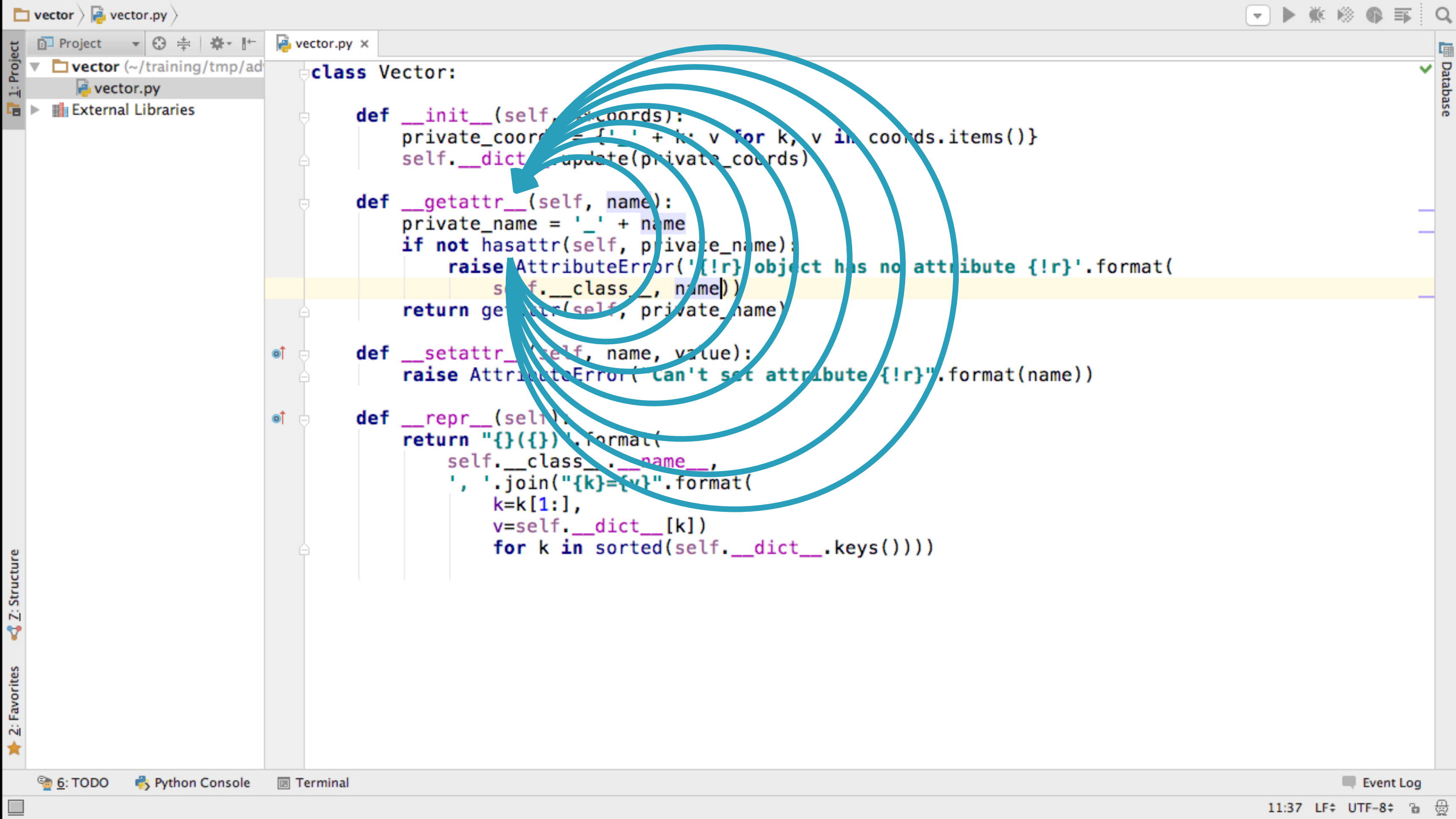
```
class Vector:

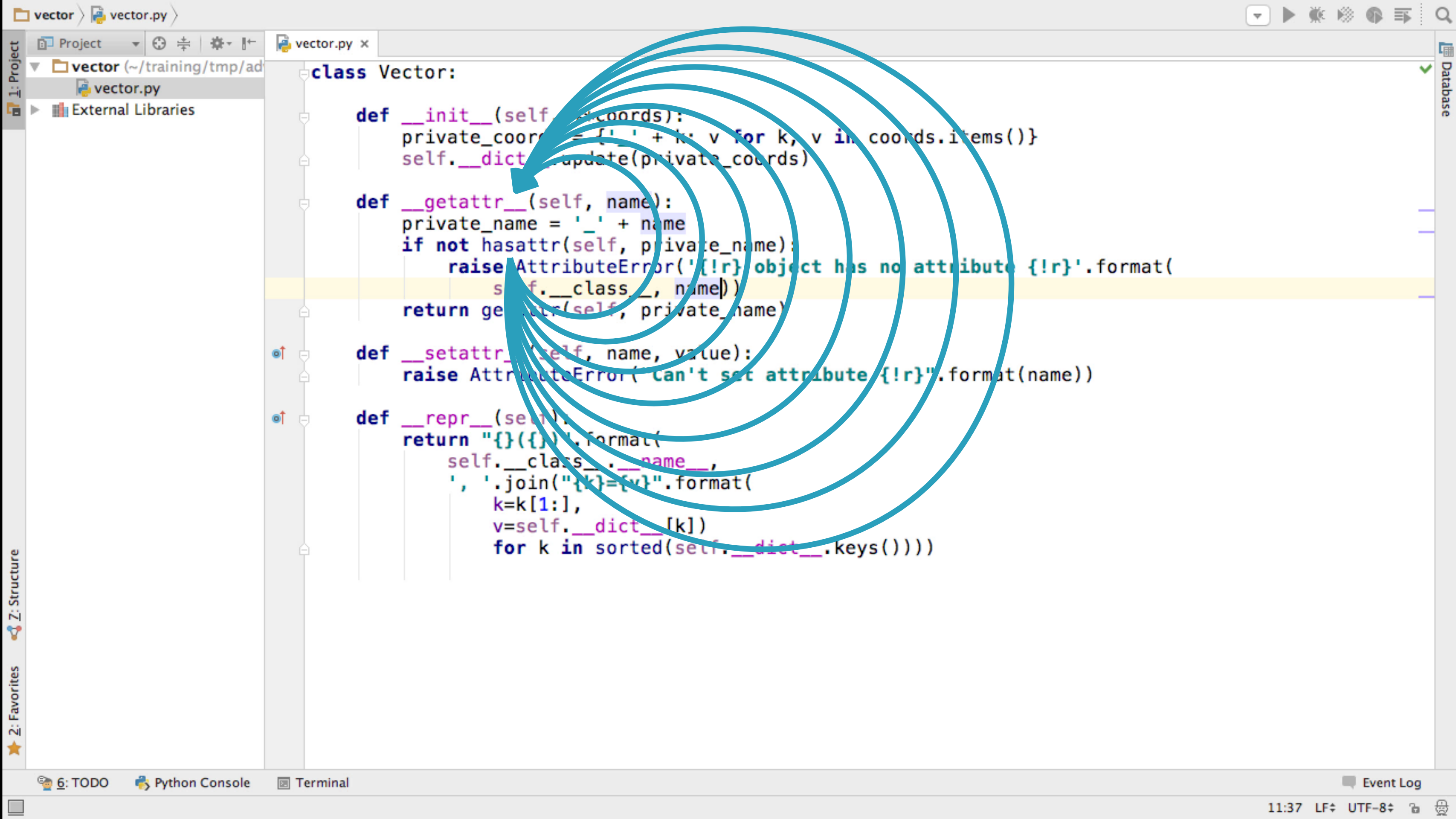
    def __init__(self, coords):
        private_coords = {'_': k + v for k, v in coords.items()}
        self.__dict__.update(private_coords)

    def __getattr__(self, name):
        private_name = '_' + name
        if not hasattr(self, private_name):
            raise AttributeError('!r} object has no attribute !r}'.format(
                self.__class__.__name__, name))
        return getattr(self, private_name)

    def __setattr__(self, name, value):
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    def __repr__(self):
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                k=k[1:],
                v=self.__dict__[k])
                for k in sorted(self.__dict__.keys()))))
```





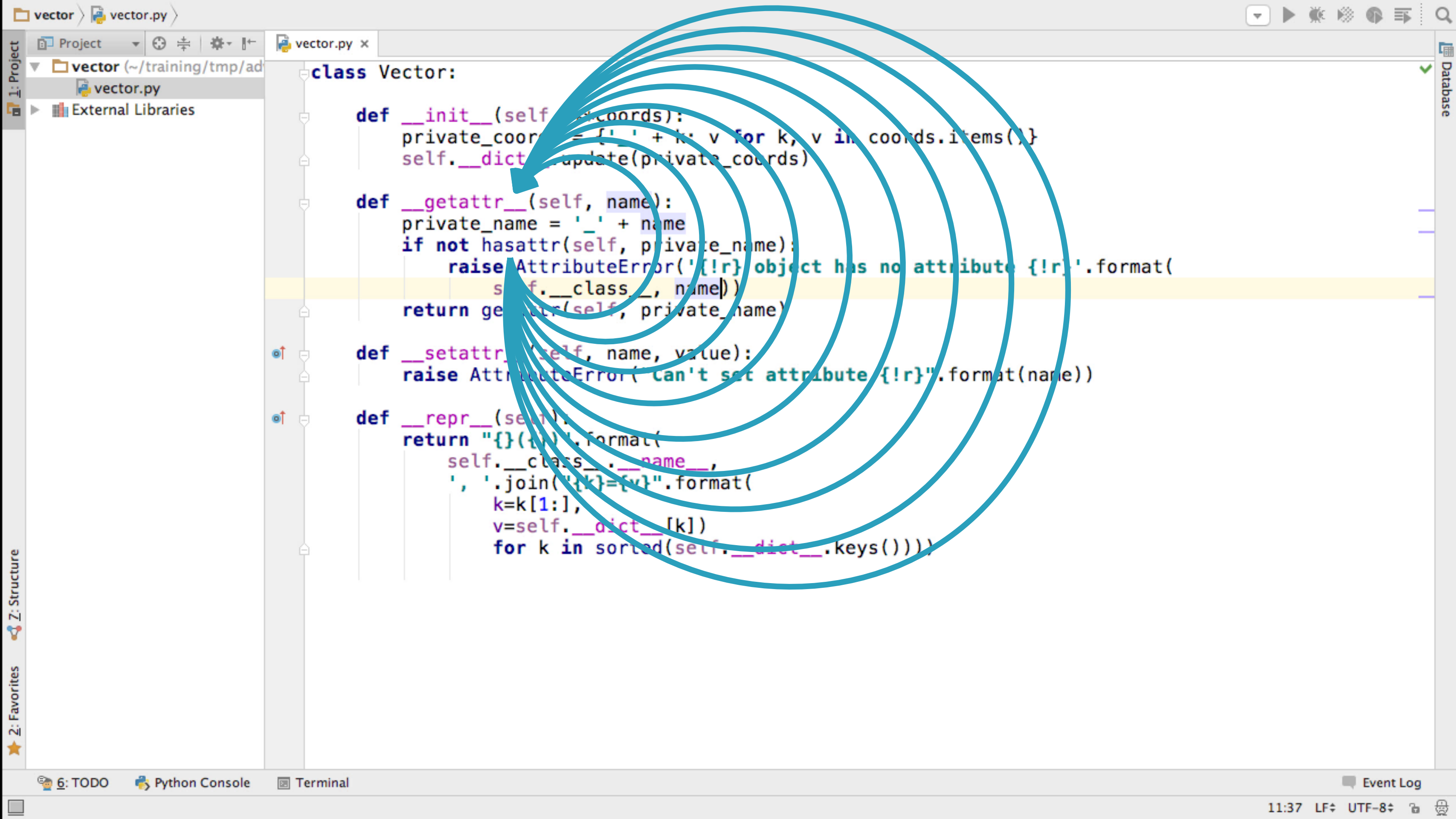
class Vector:

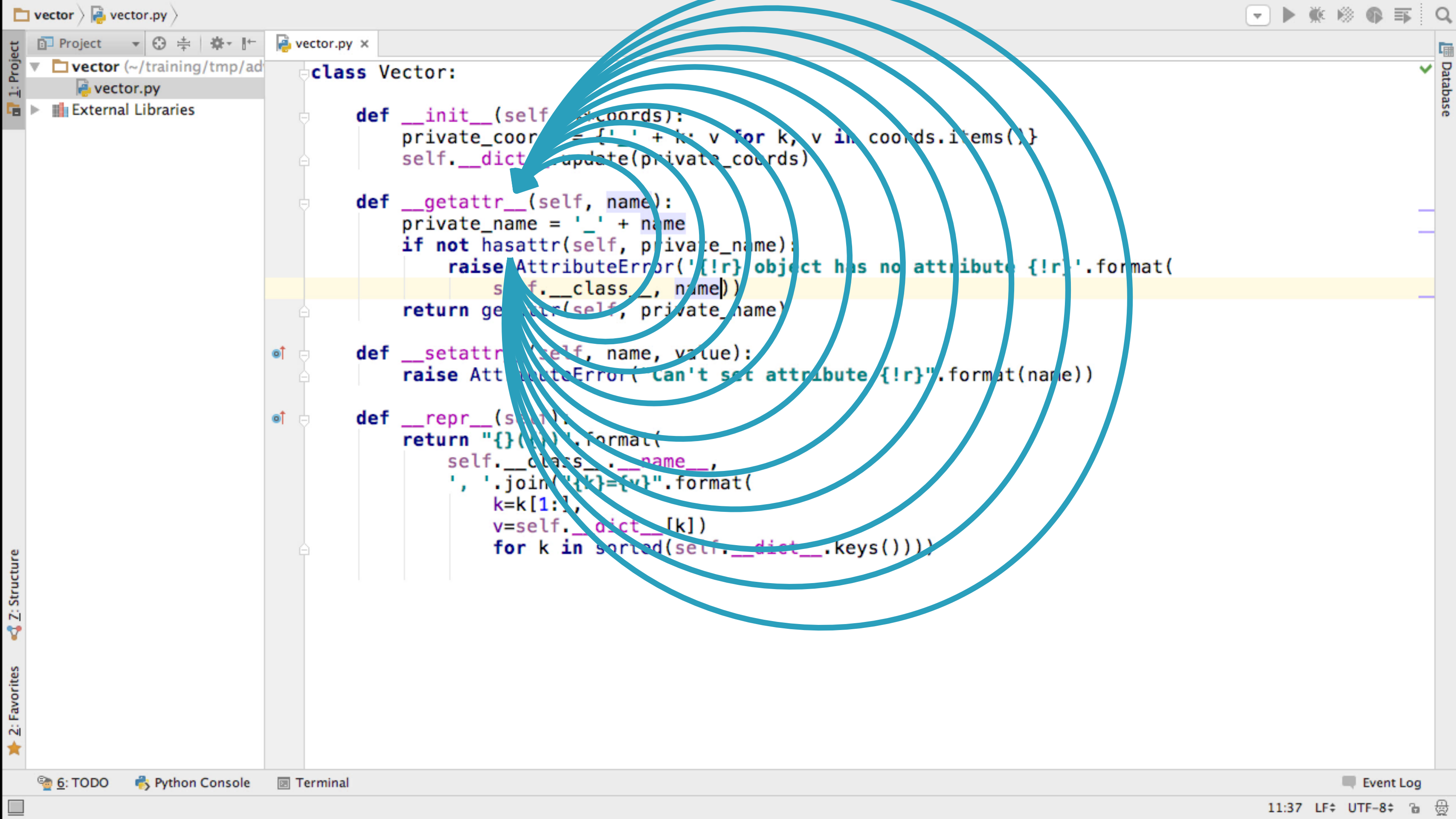
```
def __init__(self, coords):  
    private_coors = ['_' + k + v for k, v in coords.items()]  
    self.__dict__.update(private_coors)
```

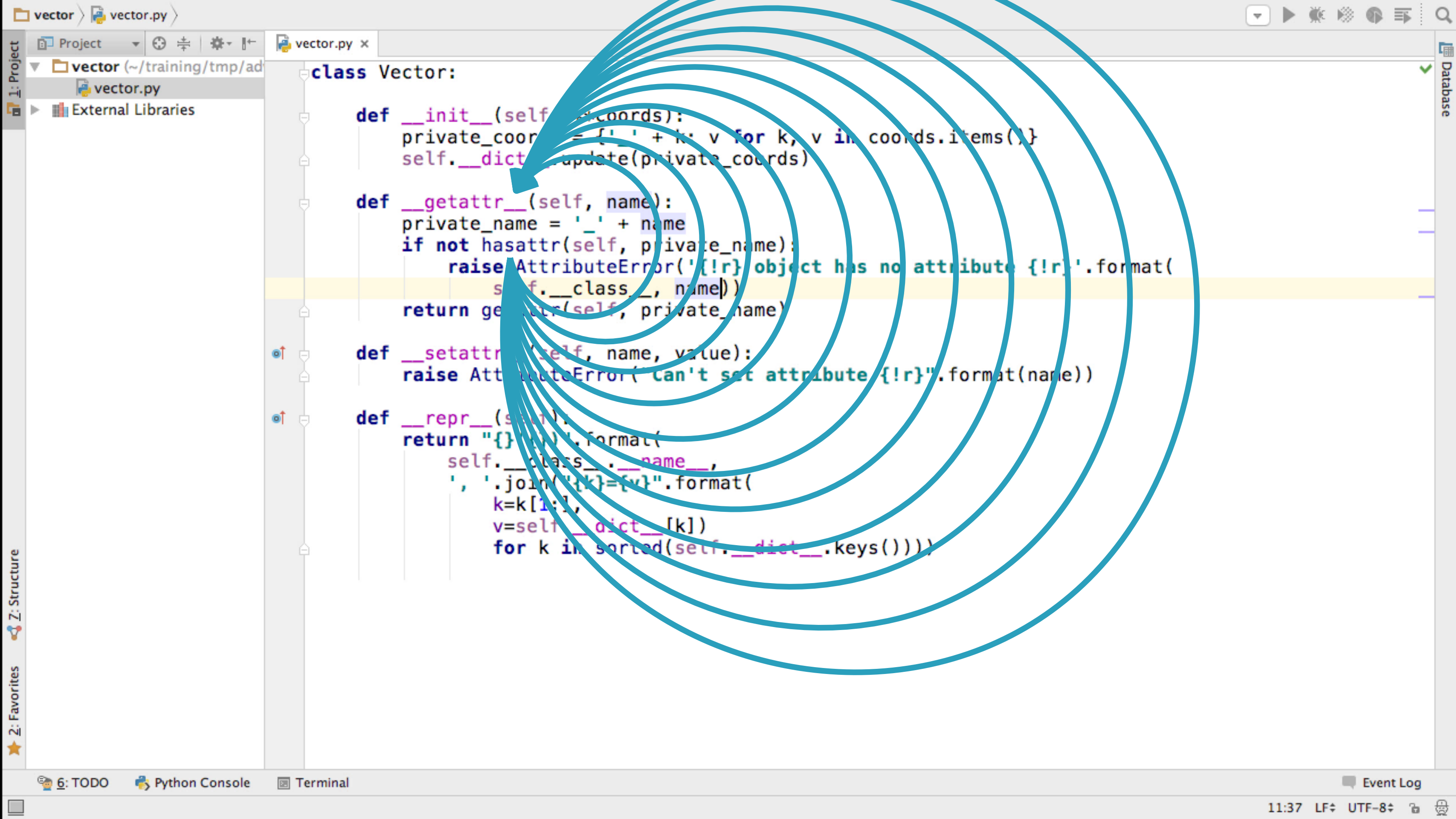
```
def __getattr__(self, name):  
    private_name = '_' + name  
    if not hasattr(self, private_name):  
        raise AttributeError('!r} object has no attribute !r}'.format(  
            s = self.__class__(name))  
    return getattr(self, private_name)
```

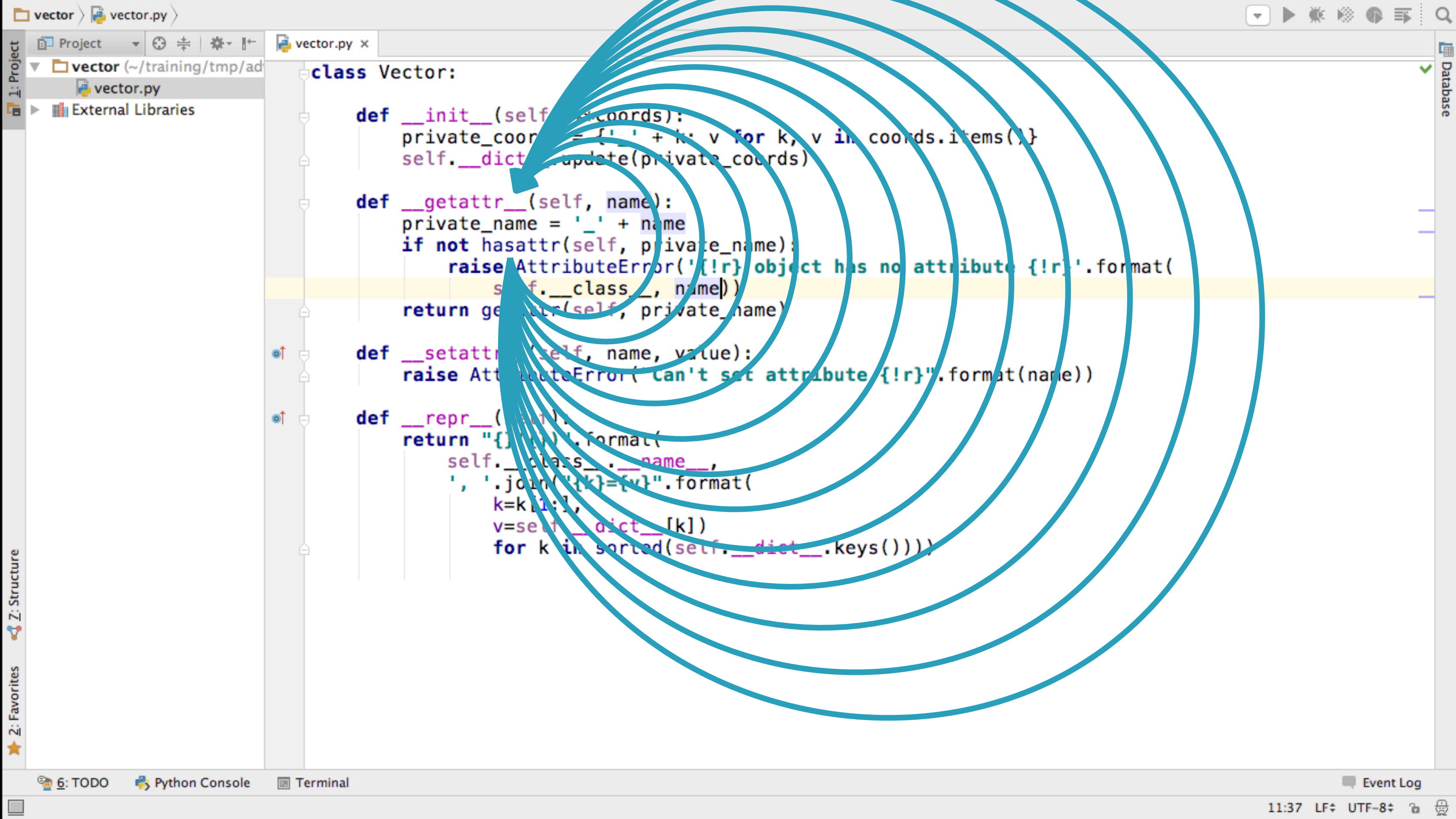
```
def __setattr__(self, name, value):  
    raise AttributeError('can't set attribute !r}'.format(name))
```

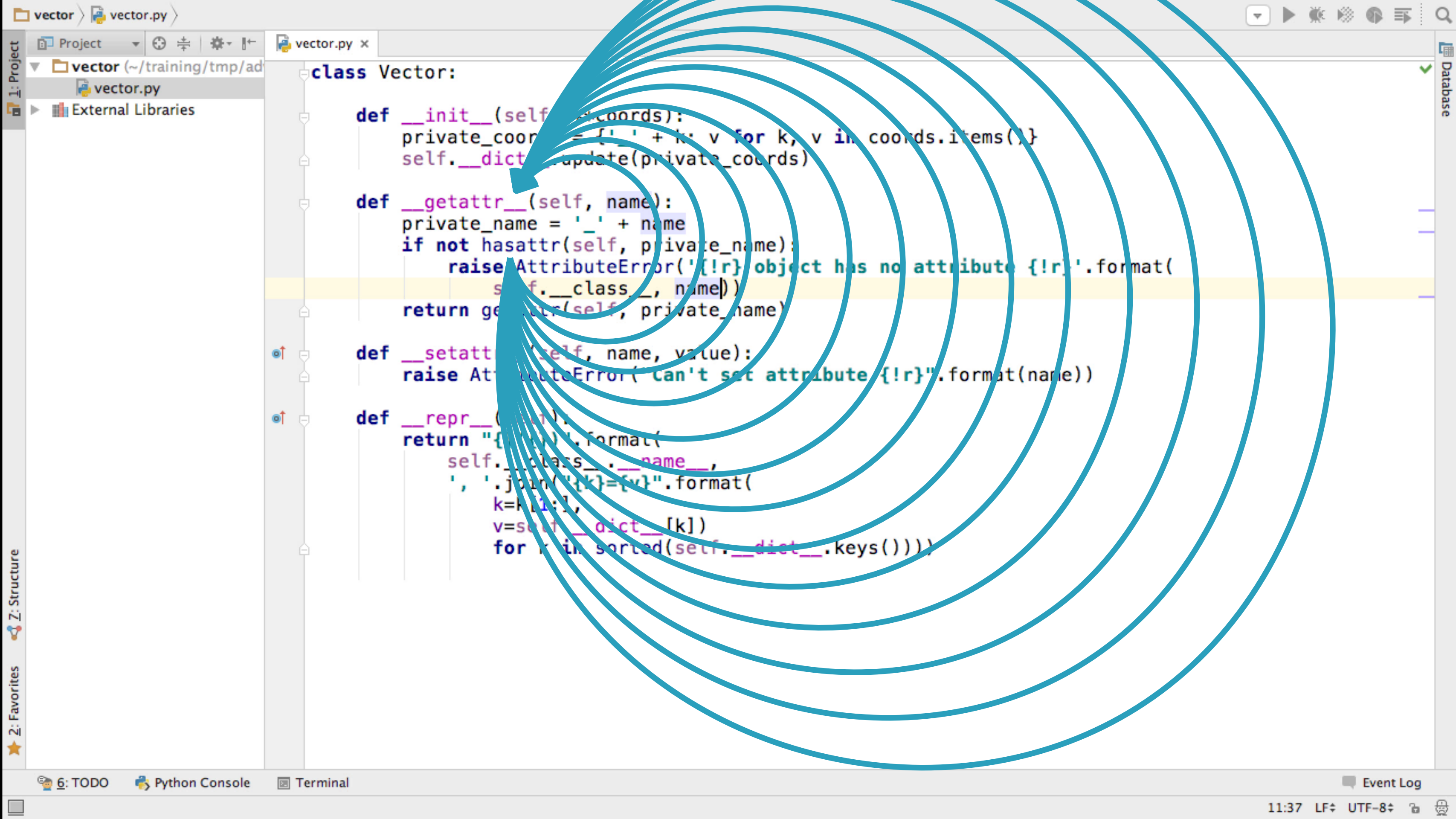
```
def __repr__(self):  
    return "{}({})".format(  
        self.__class__.__name__,  
        ', '.join("{}k}={v}".format(  
            k=k[1:],  
            v=self.__dict__[k])  
        for k in sorted(self.__dict__.keys())))
```

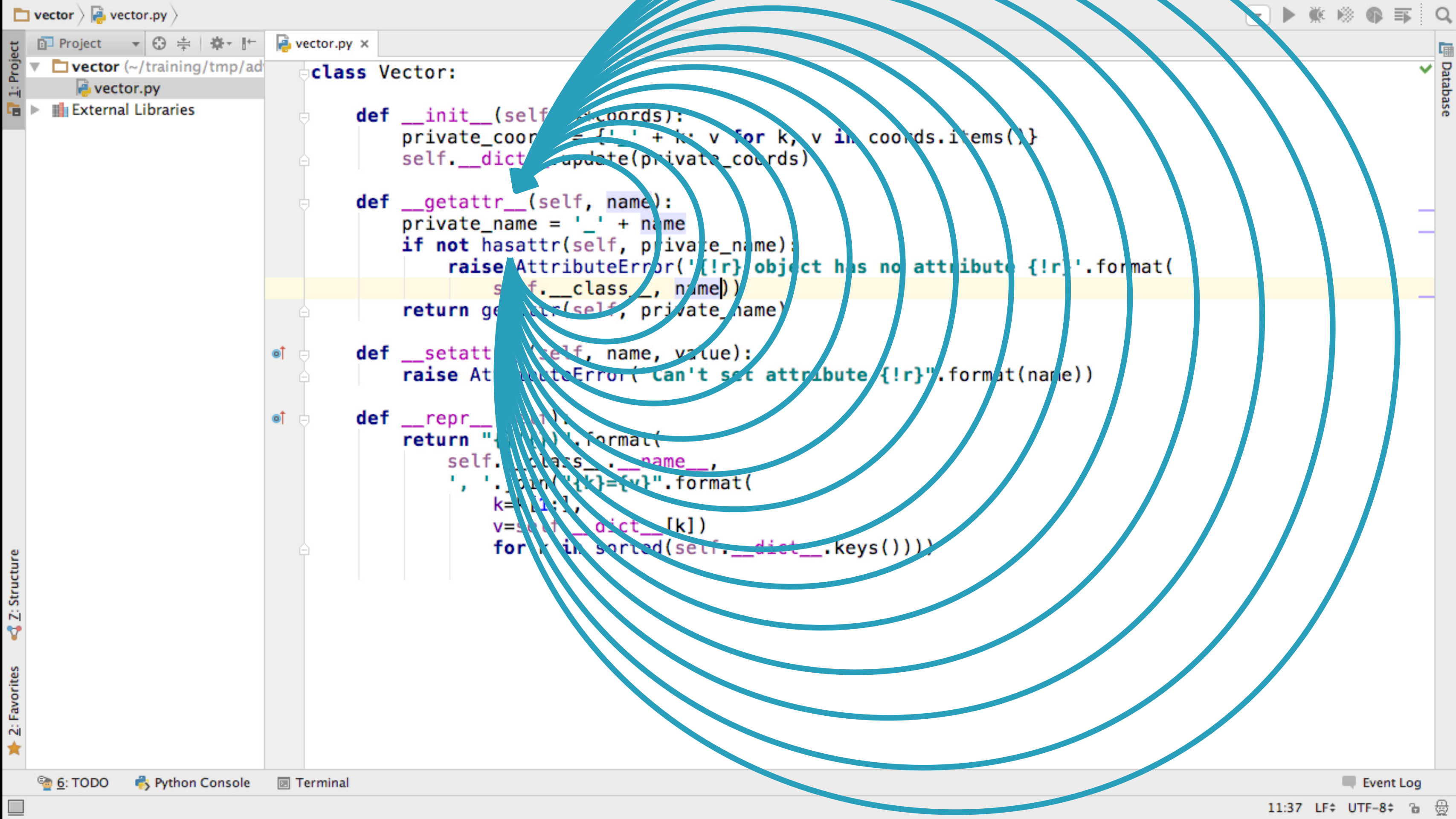



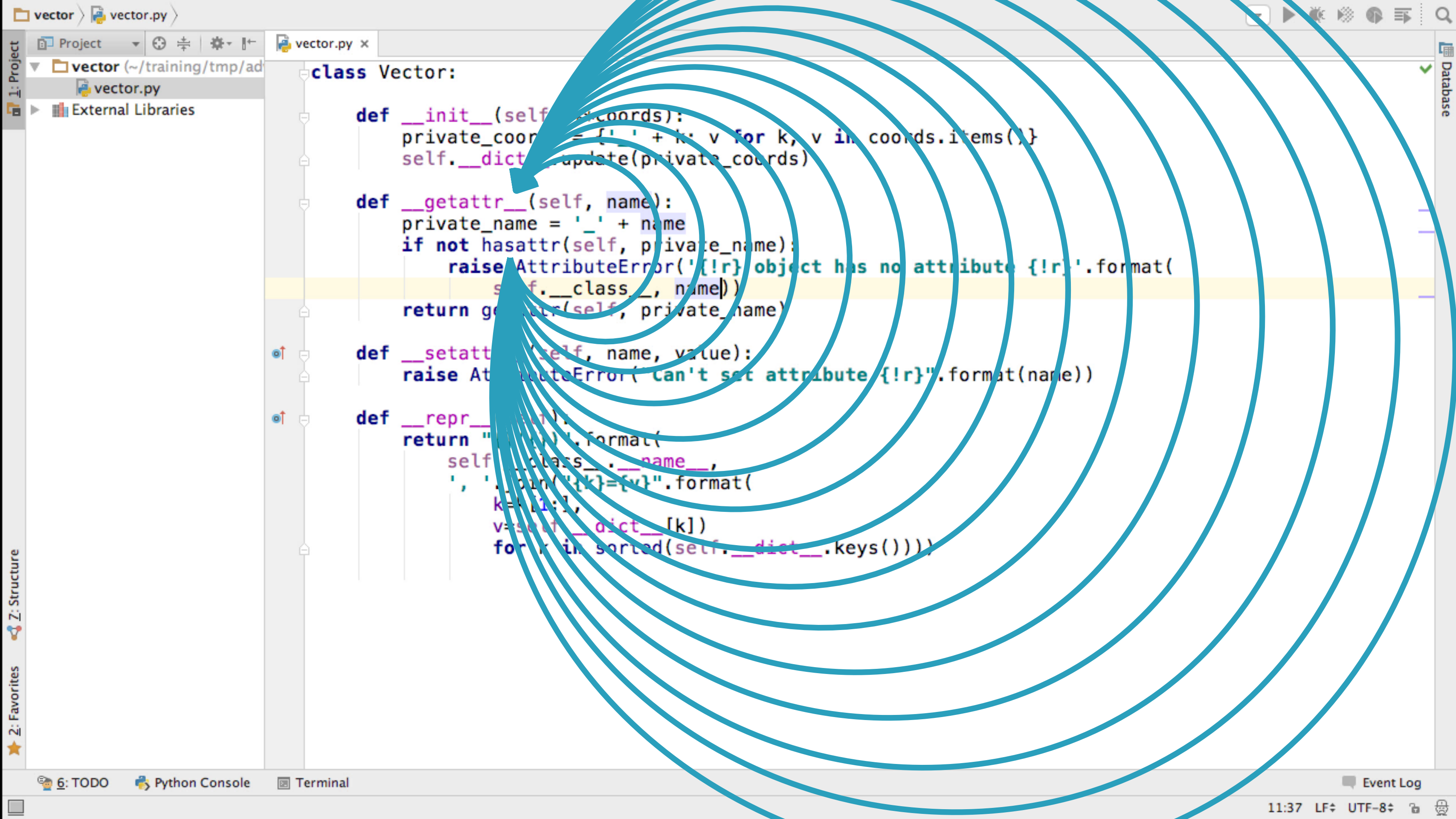


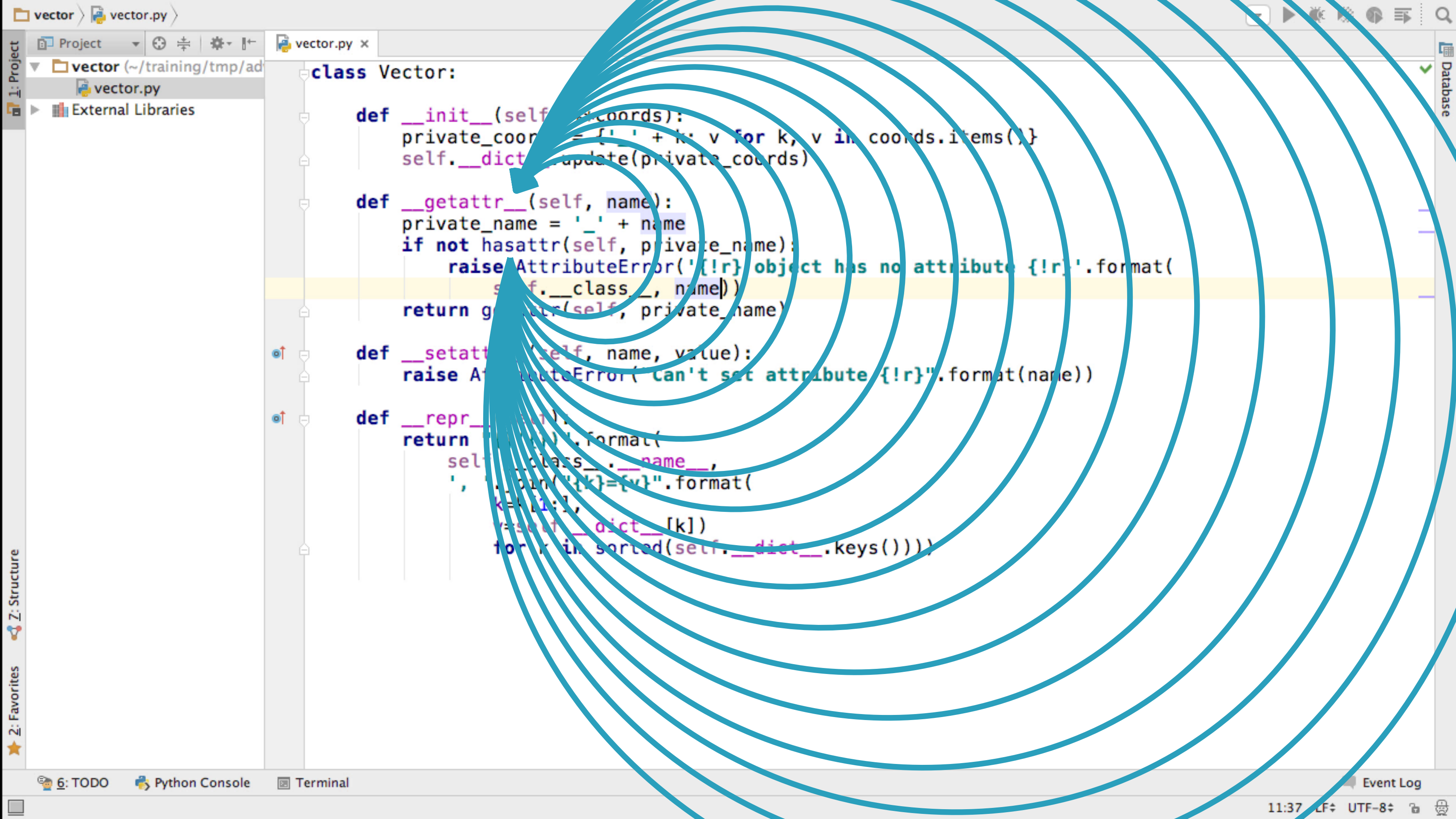












class Vector:

```
def __init__(self, coords):  
    private_coors = {'_': v for k, v in coords.items()}  
    self.__dict__.update(private_coors)
```

```
def __getattr__(self, name):  
    private_name = '_' + name  
    if not hasattr(self, private_name):  
        raise AttributeError('[{!r}] object has no attribute {!r}'.format(  
            self.__class__, name))  
    return getattr(self, private_name)
```

```
def __setattr__(self, name, value):  
    raise AttributeError("can't set attribute {!r}".format(name))
```

```
def __repr__(self):  
    return '{!r}'.format(  
        self.__class__.__name__,  
        ', '.join('{k}={v}'.format(  
            k=k, v=self.__dict__[k])  
            for k in sorted(self.__dict__.keys())))
```

Overriding `__delattr__()`

Customising Attribute Storage

Direct Versus Indirect Access to `__dict__`

Using `vars()` to Access `__dict__`

Unpythonic?

Pythonic

Using `vars()` to Access `__dict__`

Unpythonic?

Pythonic

`obj.__dict__`

Using `vars()` to Access `__dict__`



Unpythonic?

`obj.__dict__`

Pythonic

`vars(obj)`

Using `vars()` to Access `__dict__`

Unpythonic?

`obj.__dict__`

Pythonic

`vars(obj)`

`len(collection)`

Using `vars()` to Access `__dict__`

Unpythonic?

`obj.__dict__`

`collection.__len__()`

Pythonic

`vars(obj)`

`len(collection)`

Using `vars()` to Access `__dict__`

Unpythonic?

`obj.__dict__`

`collection.__len__()`

`self.__dict__['color'] = [red, green, blue]`

Pythonic

`vars(obj)`

`len(collection)`

Using `vars()` to Access `__dict__`

Unpythonic?

`obj.__dict__`

`collection.__len__()`

`self.__dict__['color'] = [red, green, blue]`

Pythonic

`vars(obj)`

`len(collection)`

`vars(self)['color'] = [red, green, blue]`

Overriding `__getattrute__`

Customising **Attribute Access**

Customising **Attribute Access**

Fallback

`__getattr__()`

Invoked **after** requested attribute/
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Customising **Attribute Access**

Fallback

`__getattr__()`

Invoked **after** requested attribute/
property not found by
normal lookup

Preemptive

`__getattribute__()`

Invoked **instead of** normal lookup

Attribute Lookup for Special Methods

Where Are Methods Stored?

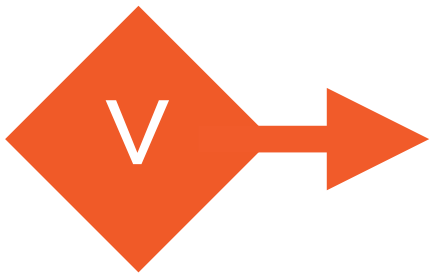
Where are the Methods?

Where are the Methods?

object
reference

Where are the Methods?

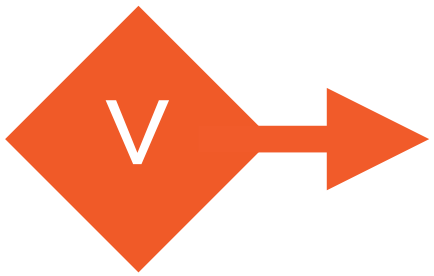
object
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Where are the Methods?

object
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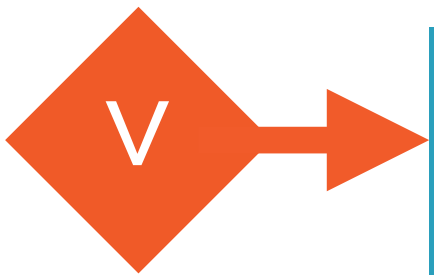
Vector
instance



Where are the Methods?

object
reference

Vector
instance

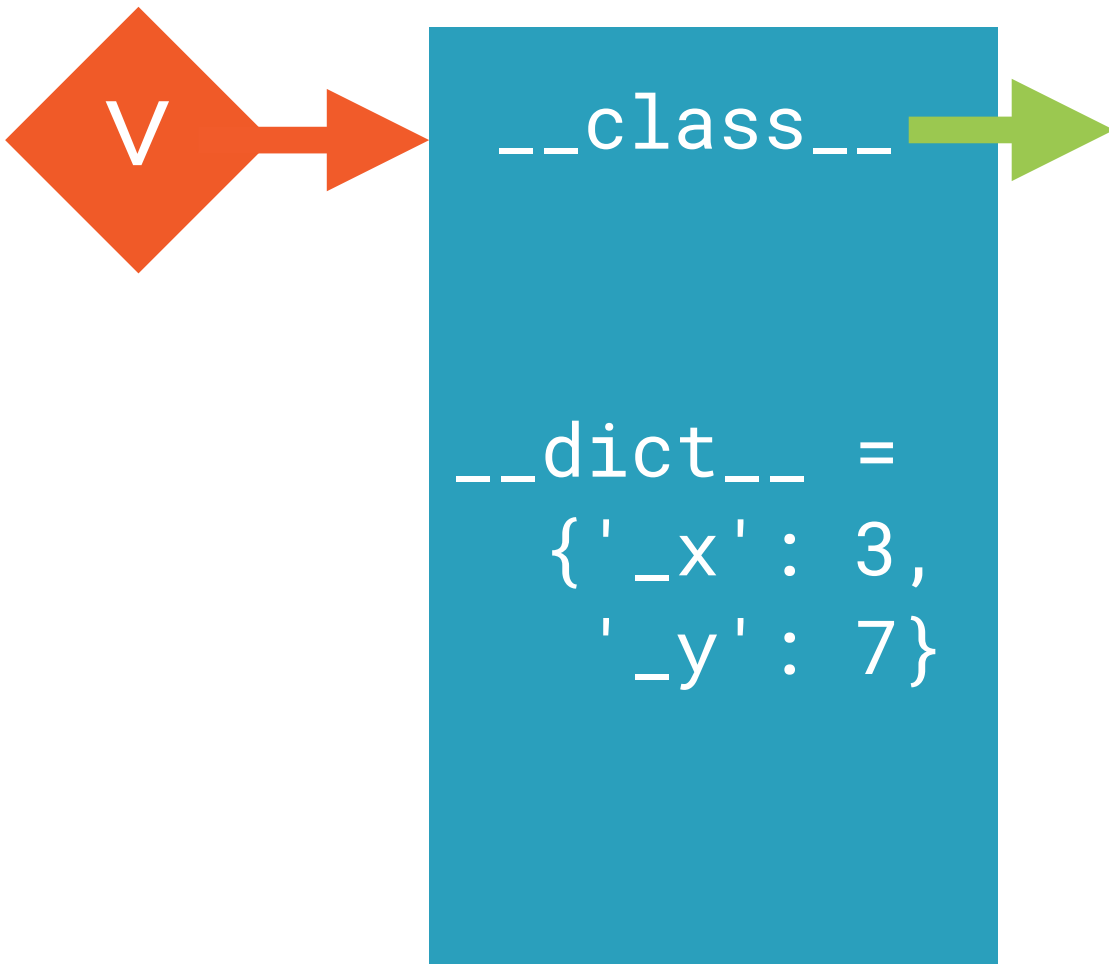


```
__class__  
  
__dict__ =  
  {'_x': 3,  
   '_y': 7}
```


Where are the Methods?

object
reference

Vector
instance

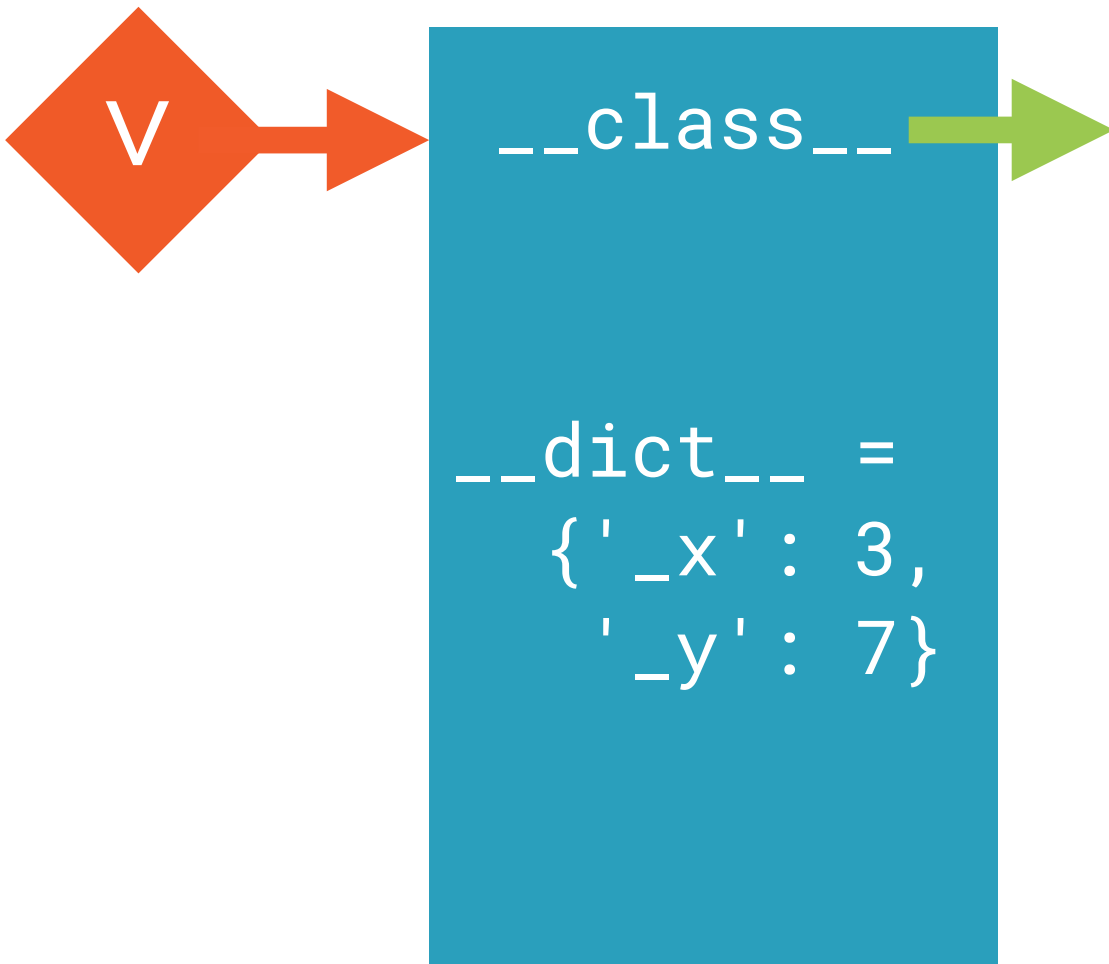


Where are the Methods?

object
reference

Vector
instance

Vector
class

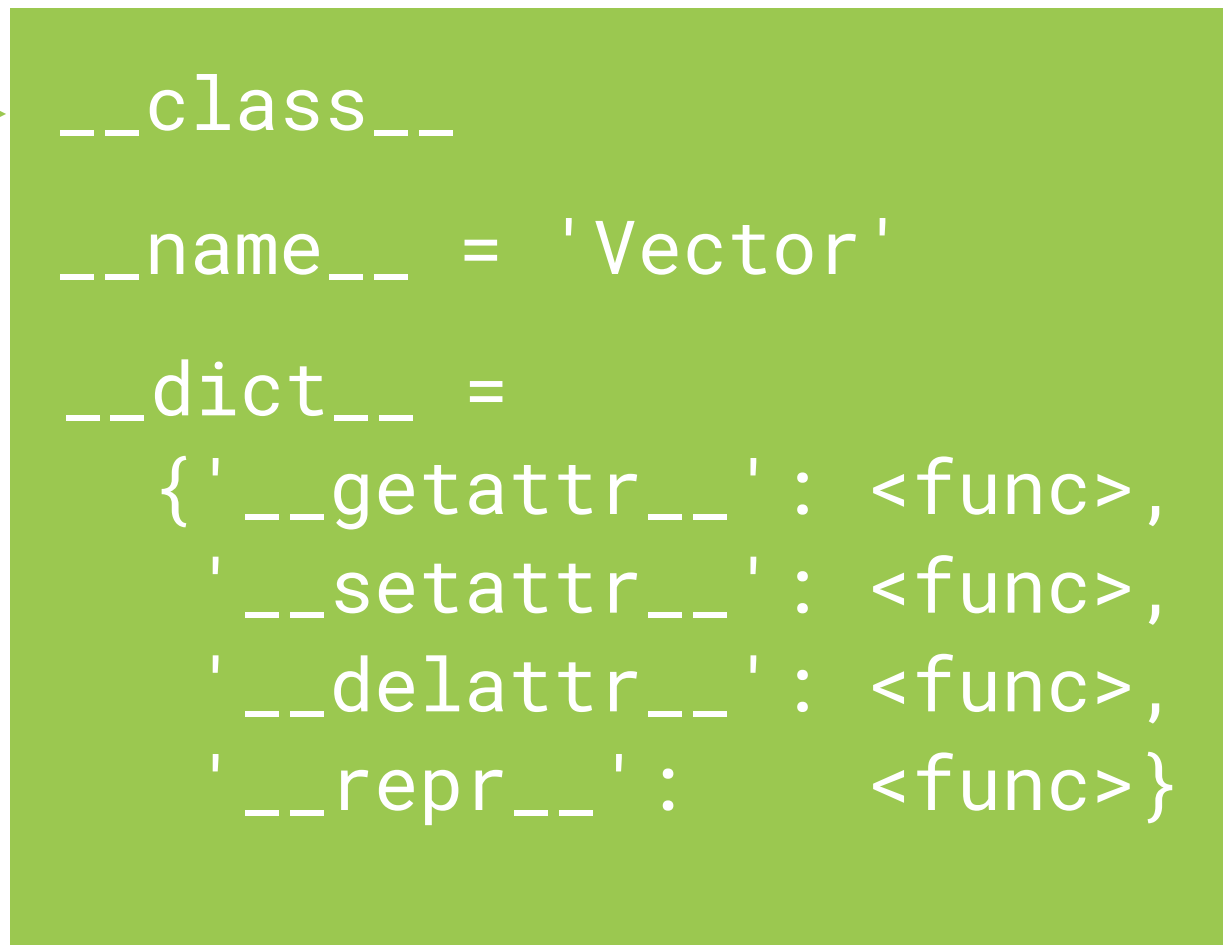
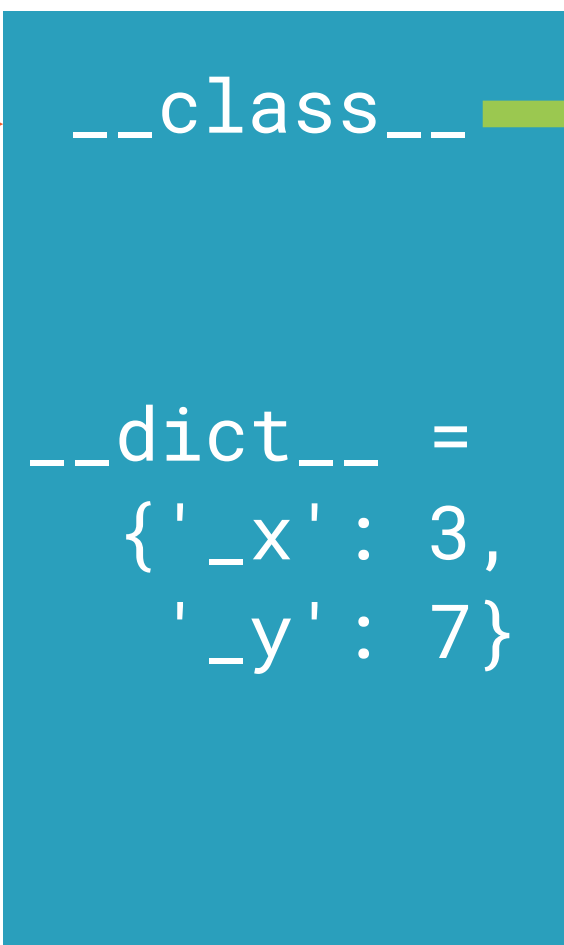
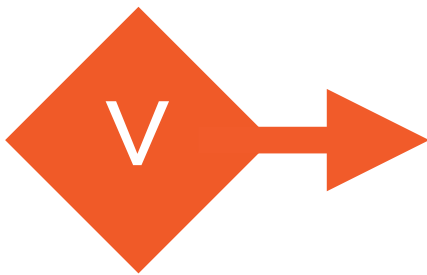


Where are the Methods?

object
reference

Vector
instance

Vector
class

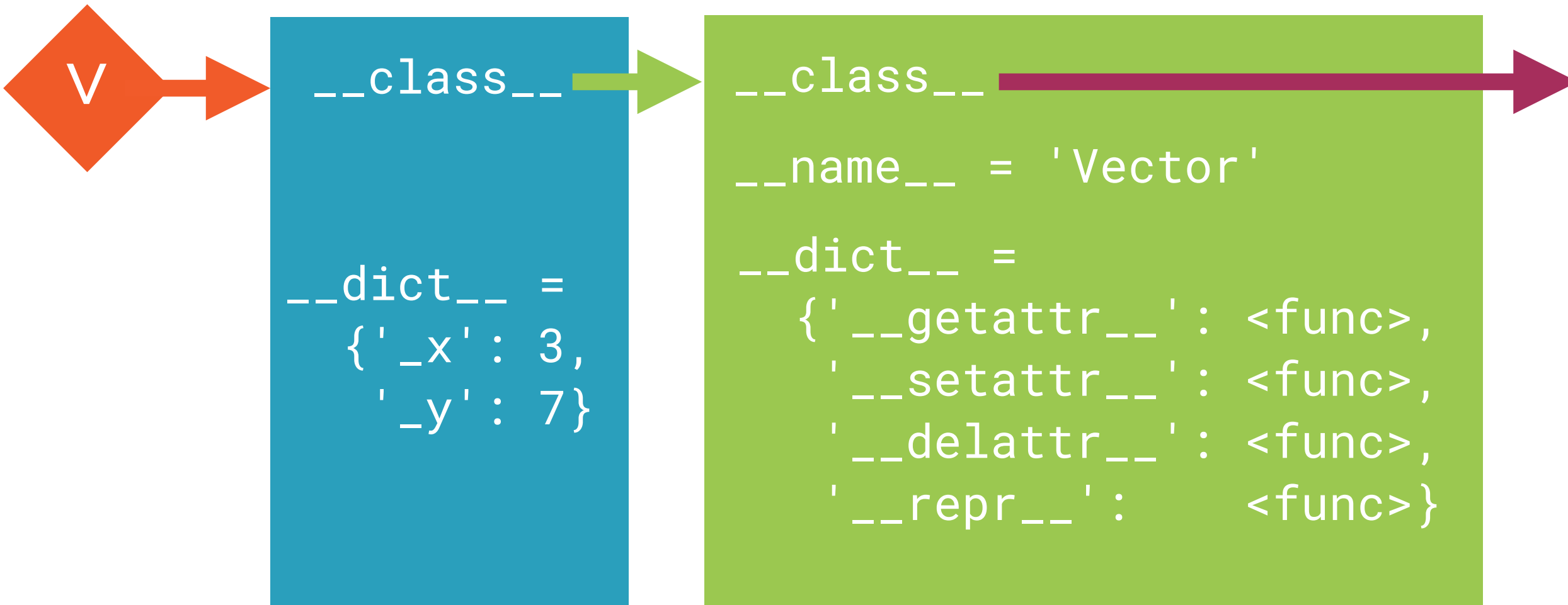


Where are the Methods?

object
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Vector
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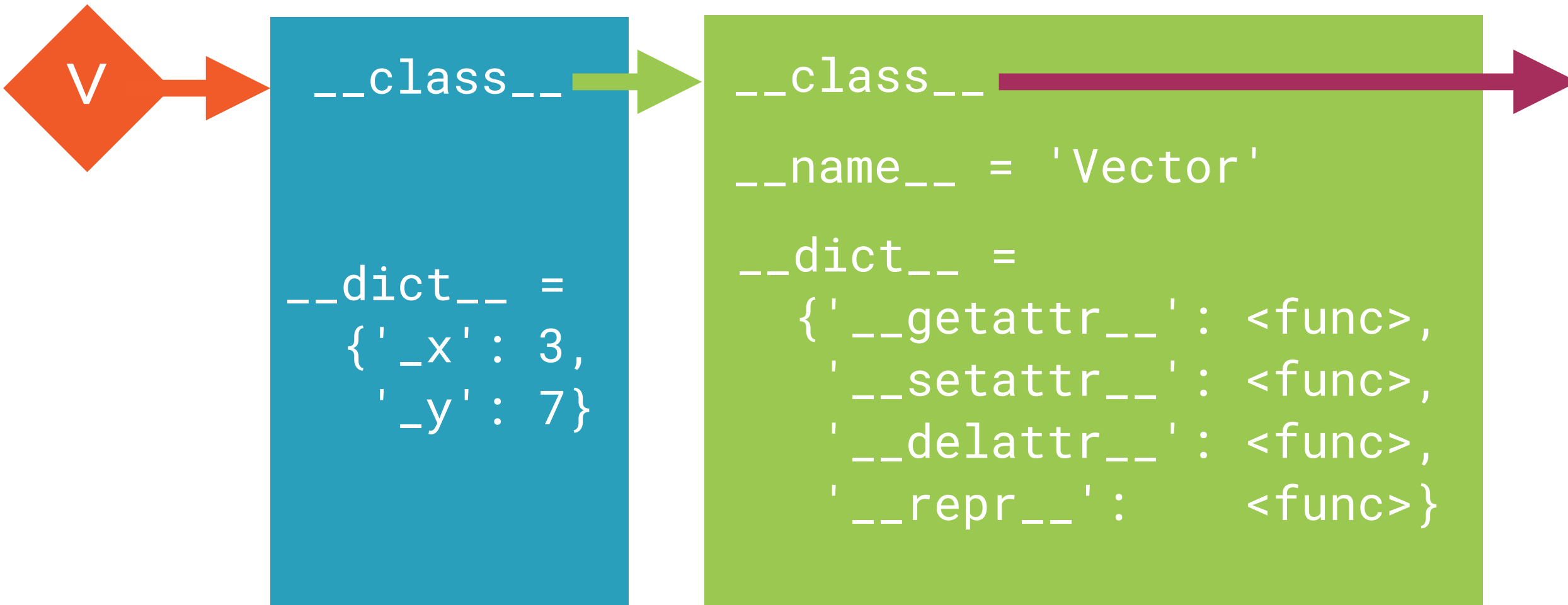
Where are the Methods?

object
reference

Vector
instance

Vector
class

type of class



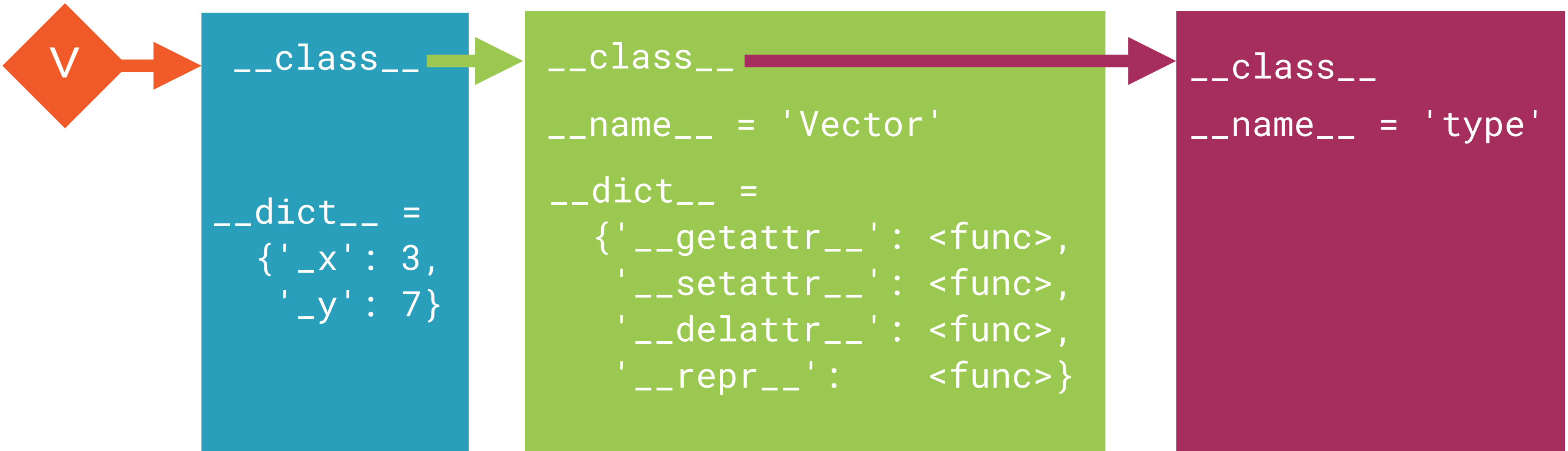
Where are the Methods?

object
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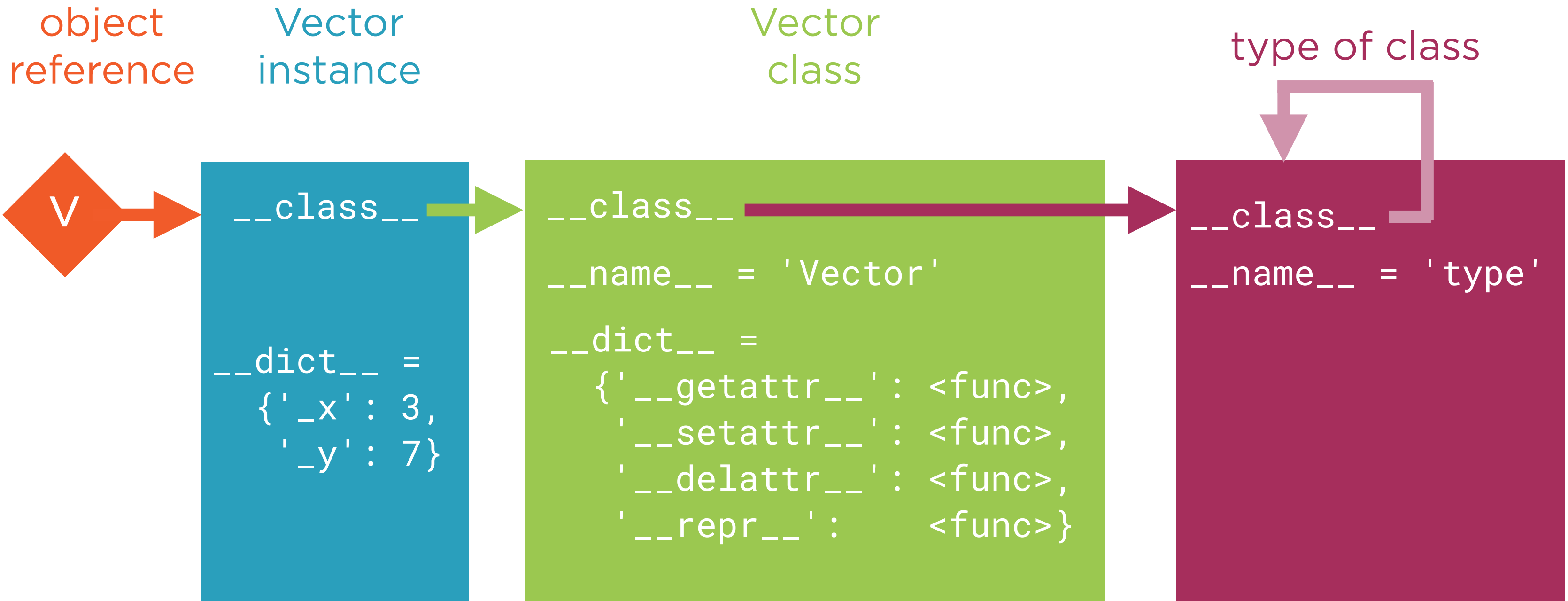
Vector
instance

Vector
class

type of class



Where are the Methods?





100 GB

Trading Size for Dynamism with Slots

Summary

Summary

Summary

Instance attributes stored in `__dict__`

Summary

Instance attributes stored in `__dict__`

`__dict__` can be manipulated directly

Summary

Instance attributes stored in `__dict__`

`__dict__` can be manipulated directly

Fallback lookup with `__getattr__`

Summary

Instance attributes stored in `__dict__`

`__dict__` can be manipulated directly

Fallback lookup with `__getattr__`

Attribute assignment with `__setattr__`

Summary

Summary

Summary

`hasattr()` built-in calls `__getattr__`

Summary

hasattr() built-in calls `__getattr__`

Intercept with `__getattribute__`

Summary

hasattr() built-in calls `__getattr__`

Intercept with `__getattribute__`

Methods in `__class__.__dict__`