# Functions\_decorators\_and\_properties

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# 0.1 Regular Function

```
def first_name(name):
    """Get first name"""
    return name.split()[0]
```

## 0.2 Anonymous Function (Lambda)

lambda name: name.split()[0]

Regular Functions	Anonymous Functions
Statement which defines a function and binds	Expression which evaluates to a function
it to a name	
Must have a name	Anonymous
Arguments delimited by parentheses,	Argument list terminated by colon, separated
separated by commas	by commas
Body is an indented block of statements	Body is a single expression
A return statement is required to return	The return value is given by the body
anything other than None	expression. No return statement is permitted
Regular functions can have docstrings	Lambdas cannot have docstrings
Easy to access for testing	Awkward or impossible to test

### 0.3 Decorators

Are functions which modify/add functionality of other functions

```
[1]: def my_decorator(func):
    def wrapper():
        print("Before")
        func()
        print("After")
        return wrapper

@my_decorator
def say_whee():
    print("Whee!")
```

```
[2]: say_whee()
```

```
Before
    Whee!
    After
[3]: class CallCount:
         def __init__(self, f):
             self.f = f
             self.count = 0
         def __call__(self, *args, **kwargs):
             self.count += 1
             return self.f(*args, **kwargs)
     @CallCount
     def hello(name):
         print("Hello, {}".format(name))
[4]: hello("Oscar")
    hello("Oscar")
    hello("Oscar")
    hello.count
    Hello, Oscar
    Hello, Oscar
    Hello, Oscar
[4]: 3
[5]: class Tracer:
         def __init__(self):
             self.enabled = True
         def __call__(self, f):
             def wrap(*args, **kwargs):
                 if self.enabled:
                     print("Calling {}".format(f))
                 return f(*args, **kwargs)
             return wrap
     tracer = Tracer()
     @tracer
     def rotate_list(l):
         return 1[1:] + [1[0]]
[6]: 1 = [1, 2, 3]
```

1 = rotate\_list(1)

```
tracer.enabled = False
      1 = rotate_list(1)
      tracer.enabled = True
      1 = rotate_list(1)
     Calling <function rotate_list at 0x7f176d396200>
     Calling <function rotate_list at 0x7f176d396200>
 [7]: import functools
      def noop(f):
          @functools.wraps(f)
          def noop_wrapper():
              return f()
          return noop_wrapper
      @noop
      def hello():
          "Print a well-known message."
          print("Hello, world!")
 [8]: help(hello)
     Help on function hello in module __main__:
     hello()
         Print a well-known message.
 [9]: def check_non_negative(index):
          def validator(f):
              def wrap(*args, **kwargs):
                  if args[index] < 0:</pre>
                      raise ValueError("Argument {} must be non-negative".
       →format(index))
                  return f(*args, **kwargs)
              return wrap
          return validator
      @check_non_negative(1)
      def create_list(value, size):
          return [value] * size
[10]: create_list('a', 3)
```

[10]: ['a', 'a', 'a']

```
[11]: create_list(123, -6)
             ValueError
                                                         Traceback (most recent call_
      →last)
             <ipython-input-11-aa2ae22b4c92> in <module>
         ---> 1 create_list(123, -6)
             <ipython-input-9-d0019037d0a7> in wrap(*args, **kwargs)
                          def wrap(*args, **kwargs):
               4
                              if args[index] < 0:</pre>
         ----> 5
                                  raise ValueError("Argument {} must be non-negative".
      →format(index))
               6
                              return f(*args, **kwargs)
               7
                          return wrap
```

#### 0.4 Properties

Are a type of decorator used to define in a Pythonic way getters and setter for object attributes **@property**: to define the getter method for an attribute

**@propertyname.setter**: to define the setter method for an attribute

ValueError: Argument 1 must be non-negative

```
[13]: p = Person("Oscar")
print("My name is {}".format(p.name))
p.name = "Maitesin"
```

print("My nickname is {}".format(p.name))

My name is Oscar My nickname is Maitesin