

# Decorators

Adding Functionality to Existing Code

@decorators  
@decorators

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**#python-advanced**

1. Functions Returning Functions
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4. Passing Arguments to Decorators
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# Functions Returning Functions

# Function Returning Function

- A function can also generate another function

```
def hello_function():  
    def say_hi():  
        return "Hi"  
    return say_hi  
hello = hello_function()  
print(hello())
```

Prints "Hi" on the console



- Python allows a nested function to access the **outer scope** of the enclosing function
- This is called **closure** and is a critical concept in decorators

```
def print_message(message):  
    def message_sender():  
        "Nested Function"  
        print(message)  
    message_sender()  
  
print_message("Some random message")
```

# Problem: Number Increment

- You are given the following code

```
def number_increment(numbers):  
    def increase():  
        # TODO: Implement  
    return increase()
```

- Complete the code so it works as expected

```
print(number_increment([1, 2, 3]))
```



```
[2, 3, 4]
```

# Solution: Number Increment

```
def number_increment(numbers):  
    def increase():  
        increased = [x + 1 for x in numbers]  
        return increased  
    return increase()
```

**The `increase` function  
increases each element and  
returns the new numbers**





# Decorators

Definition and Usage

# Decorators Definition

- **Decorators** are a very powerful and useful tool
- It allows programmers to **modify** the behavior of a function or a class
- Decorators allow us to **wrap** another function in order to extend the behavior of the wrapped function



- In the example below we create a decorator function that **converts** a sentence to **upper case**

```
def uppercase(function):  
    def wrapper():  
        result = function()  
        uppercase_result = result.upper()  
        return uppercase_result  
  
    return wrapper
```

- Our decorator function takes **a function as an argument**, so let us **define a function** and **pass it to our decorator**
- We learned earlier that **we could assign a function to a variable**
- We'll use that trick to call our decorator function

```
def say_hi():  
    return 'hello there'  
  
decorate = uppercase_decorator(say_hi)  
decorate()
```

- However, Python provides a much easier way for us to apply decorators
- We simply use the @ symbol before the function we would like to decorate

```
@uppercase  
def say_hi():  
    return 'hello there'  
  
print(say_hi()) # HELLO THERE
```

- In the given example, if we try to call the **name** of the wrapped function the result is "**wrapper**", and its **docstring** is **lost**

```
@uppercase
def say_hi():
    """Saying Hi"""
    return "hello there"

print(say_hi.__name__) # wrapper
print(say_hi.__doc__)  # None
```

- To solve this problem, we use a decorator factory as a function **decorator** when defining a **wrapper** function

```
from functools import wraps

def uppercase(function):
    @wraps(function)
    def wrapper():
        result = function()
        uppercase_result = result.upper()
        return uppercase_result

    return wrapper
```

# Problem: Vowel Filter

- You are given the following code

```
def vowel_filter(function):  
    def wrapper():  
        # TODO: Implement  
    return wrapper
```

- Complete the code so it works as expected

```
@vowel_filter  
def get_letters():  
    return ["a", "b", "c", "d", "e"]  
print(get_letters())
```



```
["a", "e"]
```



```
def vowel_filter(function):  
    def wrapper():  
        res = function()  
        filtered = [x for x in res if x.lower() in "aeiou"]  
        return filtered  
    return wrapper
```



**\*args**

**Accepting Arguments**

# Accepting Arguments

- Sometimes, we might need to define a decorator that accepts **arguments**
- We achieve this by passing the arguments to the **wrapper** function
- The arguments will then be passed to the function that is being decorated at call time



# Accepting Arguments: Example

```
from time import time

def measure_time(func):
    def wrapper(*args, **kwargs):
        start = time()
        result = func(*args, **kwargs)
        end = time()
        print(end - start)
        return result
    return wrapper
```



# Problem: Even Numbers

- You are given the following code

```
def even_numbers(function):  
    def wrapper(numbers):  
        # TODO: Implement  
    return wrapper
```

- Complete the code so it works as expected

```
@even_numbers  
def get_numbers(numbers):  
    return numbers  
print(get_numbers([1, 2, 3, 4, 5]))
```



[2, 4]

# Solution: Even Numbers

```
def even_numbers(function):  
    def wrapper(numbers):  
        res = [x for x in numbers if x % 2 == 0]  
        return function(res)  
    return wrapper
```





**\*args**

**Passing Arguments**

# Passing Arguments

- In order to achieve this, we define a **decorator maker** that accepts arguments
- Then we define a **decorator** inside it
- We then define a **wrapper function** inside the decorator as we did earlier





# Passing Arguments: Example

```
def repeat(n):  
    def decorator(func):  
        def wrapper(*args, **kwargs):  
            for _ in range(n):  
                func(*args, **kwargs)  
        return wrapper  
    return decorator  
  
@repeat(4)  
def say_hi():  
    print("Hello")
```

# Problem: Multiply

- You are given the following code

```
def multiply(times):  
    def decorator(function):  
        # TODO: Implement  
    return decorator
```

- Complete the code so it works as expected

```
@multiply(3)  
def add_ten(number):  
    return number + 10  
print(add_ten(3))
```



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# Solution: Multiply

```
def multiply(times):  
    def decorator(function):  
        def wrapper(params):  
            return times * function(params)  
        return wrapper  
    return decorator
```





`@property`  
`@staticmethod`  
`@classmethod`

# Decorating Methods in Classes

# Examples

- **@classmethod** - decorator function that converts a method to a class method
- **@abstractmethod** - decorator function that converts an instance method to an abstract instance method
- **@abstractclassmethod** - decorator function that converts a class method to an abstract class method
- **@property** - change your class methods/attributes so that the user of a class doesn't need to make any change in their code



# Example: property decorator

```
class Person:
    def __init__(self):
        self.__name = ''

    @property
    def name(self):
        return self.__name

    @name.setter
    def name(self, value):
        self.__name = value
```





**@Fibonacci**

**Classes as Decorators**

# Classes as Decorators

- We can also use **classes** as **decorators**
- We usually do that when we need to **maintain** a **state**
- To use a class as a decorator, we need to **implement** the **`__call__`** method
- The **`__call__`** method allows class **instances** to be called **as functions**





# Example: `__call__` method

```
class Fibonacci:
    def __init__(self):
        self.cache = {}

    def __call__(self, n):
        if n not in self.cache:
            if n == 0:
                self.cache[0] = 0
            elif n == 1:
                self.cache[1] = 1
            else:
                self.cache[n] = self(n-1) + self(n-2)
        return self.cache[n]
```

# Example: `__call__` method

```
fib = Fibonacci()
```

```
for i in range(5):  
    print(fib(i))
```

```
print(fib.cache)
```

```
# 0
```

```
# 1
```

```
# 1
```

```
# 2
```

```
# 3
```

```
# {0: 0, 1: 1, 2: 1, 3: 2, 4: 3}
```

# Example: Class Decorator

```
class func_logger:

    _logfile = 'out.log'

    def __init__(self, func):
        self.func = func

    def call(self, *args):
        log_string = self.func.__name__ + " was called"
        with open(self._logfile, 'a') as opened_file:
            opened_file.write(log_string + '\n')
        return self.func(*args)
```

# Example: Class Decorator

```
@func_logger  
def say_hi(name):  
    print(f"Hi, {name}")
```

```
@func_logger  
def say_bye(name):  
    print(f"Bye, {name}")
```

```
say_hi("Peter")  
say_bye("Peter")
```



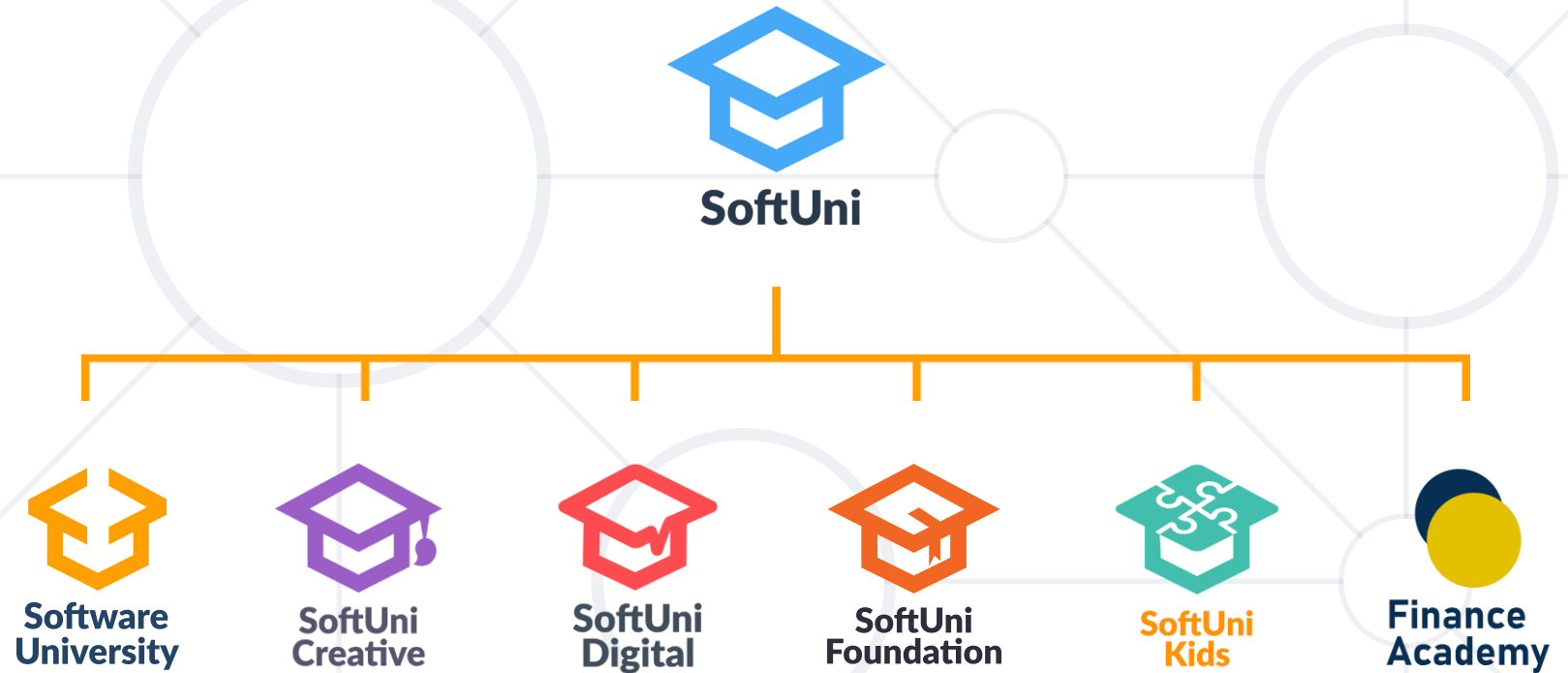
out.log

```
say_hi was called  
say_bye was called
```

- Functions can return **other functions**
- When a nested function accesses the outer scope of the enclosing function, it is called a **closure**
- Decorators wrap another function to **extend the behavior** of the wrapped function



# Questions?



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