Lecture

@property

The @property decorator

- More compact
- More readable
- Avoid calling property() directly
- Avoid namespace pollution:
  - No get_<attr>
  - No set_<attr>
  - Reuse the name of the property

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age
```

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age
```

Getter

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age
```

Decorator

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age
```

Keyword

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age
```

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @propert
    def age(self):
        print("Running getter")
        return self._age
```

Parameter

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age
```

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age
```

Body

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age
```

Return value

The @property decorator

```
>>> class Dog:
        def __init__(self, age):
            self._age = age

        @property
        def age(self):
            print("Running getter")
            return self._age

>>> dog1 = Dog(15)
>>> dog1.age
Running getter
15
```

The @property decorator

```
>>> class Dog:
        def __init__(self, age):
            self._age = age

        @property
        def age(self):
            print("Running getter")
            return self._age

>>> dog1 = Dog(15)
>>> dog1.age
Running getter
15
```

The @property decorator

```
>>> class Dog:
        def __init__(self, age):
            self._age = age
```

Mention that you copy/paste to idle, indentation

```
        @property
        def age(self):
            print("Running getter")
            return self._age

>>> dog1 = Dog(15)
>>> dog1.age
Running getter
15
```

The @property decorator

Getter 

Setter ?

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")
```

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")
```

Setter

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")
```

Setter of the age property

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")
```

Setter of the age property

@<property>.setter

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")
```

Keyword

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")
```

Property and Parameters

The @property decorator

```python
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")
```

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

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    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")
```

Body

The @property decorator

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")
```

Update the value

The @property decorator

```
>>> class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")


>>> dog1 = Dog(15)
>>> dog1.age = 16
Running setter
>>> dog1.age
Running getter
16
```

The @property decorator

```
>>> class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
            print("Please enter a valid age")


>>> dog1 = Dog(15)
>>> dog1.age = 16
Running setter
>>> dog1.age
Running getter
16
```

The @property decorator

```
>>> class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
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    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
        else:
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>>> dog1 = Dog(15)
>>> dog1.age = 16
Running setter
>>> dog1.age
Running getter
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```

The @property decorator

```
>>> class Dog:
        def __init__(self, age):
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        def age(self):
            print("Running getter")
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        def age(self, new_age):
            print("Running setter")
            if isinstance(new_age, int) and 0 < new_age < 30:
                self._age = new_age
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                print("Please enter a valid age")


>>> dog1 = Dog(15)
>>> dog1.age = 16
Running setter
>>> dog1.age
Running getter
16
```

The @property decorator

Previously

```
class Dog:
    def __init__(self, age):
        self._age = age

    def get_age(self):
        print("Running getter")
        return self._age

    def set_age(self, age):
        print("Running setter")
        if isinstance(age, int) and 0 < age < 30:
            self._age = age
        else:
            print("Please enter a valid age")

    age = property(get_age, set_age)
```

Now

```
class Dog:
    def __init__(self, age):
        self._age = age

    @property
    def age(self):
        print("Running getter")
        return self._age

    @age.setter
    def age(self, new_age):
        print("Running setter")
        if isinstance(new_age, int) and 0 < new_age < 30:
            self._age = new_age
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```

The @property decorator

Previously

```
class Dog:
    def __init__(self, age):
        self._age = age

    def get_age(self):
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    def set_age(self, age):
        print("Running setter")
        if isinstance(age, int) and 0 < age < 30:
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    age = property(get_age, set_age)
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Now

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class Dog:
    def __init__(self, age):
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    def age(self):
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    @age.setter
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The @property decorator

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The @property decorator

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    age = property(get_age, set_age)
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Now

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class Dog:
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The @property decorator

Previously

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    def set_age(self, age):
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    age = property(get_age, set_age)
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Now

```
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```

Now… Example