

Generators

- Any procedure or method with a `yield` statement is called a **generator**

```
def genTest():  
    yield 1  
    yield 2
```

- `genTest()` → `<generator object genTest at 0x201b878>`
- Generators have a `next()` method which **starts/resumes execution of the procedure**. Inside of generator:
 - `yield` **suspends** execution and **returns** a value
 - Returning from a generator raises a `StopIteration` exception

Using a generator

```
>>> foo = genTest()
```

```
>>> foo.next()  
1
```

Execution will proceed in body of foo, until reaches first yield statement; then returns value associated with that statement

```
>>> foo.next()  
2
```

Execution will resume in body of foo at point where stop, until reaches next yield statement; then returns value associated with that statement

```
>>> foo.next()
```

Results in a StopIteration exception

Using generators

- We can use a generator **inside a looping structure**, as it will continue until it gets a **StopIteration** exception:

```
>>> for n in genTest():  
        print n
```

```
1
```

```
2
```

```
>>>
```

A fancier example:

```
def genFib():  
    fibn_1 = 1 #fib(n-1)  
    fibn_2 = 0 #fib(n-2)  
    while True:  
        # fib(n) = fib(n-1) + fib(n-2)  
        next = fibn_1 + fibn_2  
        yield next  
        fibn_2 = fibn_1  
        fibn_1 = next
```

A fancier example

- Evaluating

```
fib = genFib()
```

- creates a generator object

- Calling

```
fib.next()
```

- will return the first Fibonacci number, and subsequence calls will generate each number in sequence

- Evaluating

```
for n in genFib():  
    print n
```

- will produce all of the Fibonacci numbers (an infinite sequence)

Why generators?

- A generator separates the concept of computing a very long sequence of objects, from the actual process of **computing them explicitly**
- Allows one to generate **each new objects** as needed as part of another computation (rather than computing a very long sequence, only to throw most of it away while you do something on an element, then repeating the process)

Fix to Grades class

```
def allStudents(self):  
    if not self.isSorted:  
        self.students.sort()  
        self.isSorted = True  
    return self.students[:]  
    #return copy of list of students
```

Before

```
def allStudents(self):  
    if not self.isSorted:  
        self.students.sort()  
        self.isSorted = True  
    for s in self.students:  
        yield s
```

After