<http://simeonfranklin.com/blog/2012/jul/1/python-decorators-in-12-steps/>

**Understanding Python Decorators in 12 Easy Steps!**

## 1. Scope

In Python functions create a new scope, which means functions have their own namespace. This means Python looks first in the namespace of the function to find variable names when it encounters them in the function body. Python includes a couple of functions that let us look at our namespaces. Let’s write a simple function to investigate the difference between local and global scope.

*>>> a\_string = "This is a global variable"*

*>>>* ***def******foo****():*

*...* ***print******locals****()*

*>>>* ***print******globals****() # doctest: +ELLIPSIS*

*{..., 'a\_string': 'This is a global variable'}*

*>>>* ***foo****() # 2*

*{}*

The builtin globals function returns a dictionary containing all the variable names Python knows about. (For the sake of clarity I’ve omitted in the output a few variables Python automatically creates.) At point #2 I called my function *foo()* which prints the contents of the local namespace inside the function. As we can see the function *foo()* has its own separate namespace which is currently empty.

## 2. Variable resolution rules

This doesn’t mean that we can’t access global variables inside our function. Python’s scope rule is that variable creation always creates a new local variable but variable access (including modification) looks in the local scope and then searches all the enclosing scopes to find a match. So if we modify our function *foo()* to print our global variable things work as we would expect:

>>> a\_string = "This is a global variable"

>>> **def** **foo**():

... **print** a\_string *# 1*

>>> **foo**()

This is a global variable

At point #1 Python looks for a local variable in our function and not finding one, looks for a global variable of the same name.

On the other hand if we try to assign to the global variable inside our function it doesn’t do what we want:

>>> a\_string = "This is a global variable"

>>> **def** **foo**():

... a\_string = "test" *# 1*

... **print** **locals**()

>>> **foo**()

{'a\_string': 'test'}

>>> a\_string *# 2*

*'This is a global variable'*

As we can see, global variables can be accessed (even changed if they are mutable data types) but not (by default) assigned to. At point #1 inside our function we are actually creating a new local variable that "shadows" the global variable with the same name. We can see this be by printing the local namespace inside our function foo and notice it now has an entry. We can also see back out in the global namespace at point #2 that when we check the value of the variable *a\_string* it hasn’t been changed at all.

## 3. Variable lifetime

It’s also important to note that not only do variables live inside a namespace, they also have lifetimes. Consider

>>> **def** **foo**():

... x = 1

>>> **foo**()

>>> **print** x *# 1*

**Traceback** (most recent call last):

...

NameError: name 'x' **is** **not** defined

The namespace created for our function foo is created from scratch each time the function is called and it is destroyed when the function ends.

## 4. Function arguments and parameters

Python allows us to pass arguments to functions. The parameter names become local variables in our function.

*>>>* ***def******foo****(x):*

*...* ***print******locals****()*

*>>>* ***foo****(1)*

*{'x': 1}*

Python has different ways to define function parameters. Function parameters can be either **positional** parameters that are **mandatory** or **named, default value** parameters that are **optional**.

*>>>* ***def******foo****(x, y=0): # 1*

*...* ***return*** *x - y*

*>>>* ***foo****(3, 1) # 2*

*2*

*>>>* ***foo****(3) # 3*

*3*

*>>>* ***foo****() # 4*

***Traceback*** *(most recent call last):*

*...*

*TypeError:* ***foo****() takes at least 1* ***argument*** *(0 given)*

*>>>* ***foo****(y=1, x=3) # 5*

*2*

At point #1 we are defining a function that has a single positional parameter x and a single named parameter y. As we see at point #2 we can call this function passing arguments normally - the values are passed to the parameters of foo by position even though one is defined in the function definition as a named parameter. We can also call the function without passing any arguments at all for the named parameter as you can see at point #3 - Python uses the default value of 0 we declared if it doesn’t receive a value for the named parameter y. Of course we can’t leave out values for the first (mandatory, positional) parameter - point #4 demonstrates that this results in an exception. Look at point #5 - here we are calling a function with two named arguments even though it was **defined** with one named and one positional parameter. Since we have names for our parameters the order we pass them in doesn’t matter.

To describe a pretty simple concept: function parameters can have names or positions.

## 5. Nested functions

Python allows the creation of nested functions. This means we can declare functions inside of functions and all the scoping and lifetime rules still apply normally.

*>>>* ***def******outer****():*

*... x = 1*

*...* ***def******inner****():*

*...* ***print*** *x # 1*

*...* ***inner****() # 2*

*...*

*>>>* ***outer****()*

*1*

Consider what happens at point #1 - Python looks for a local variable named x, failing it then looks in the enclosing scope which is another function! The variable x is a local variable to our function outer but as before our function inner has access to the enclosing scope (read and modify access at least). At point #2 we call our inner function. It’s important to remember that inner is also just a variable name that follows Python’s variable lookup rules - Python looks in the scope of outer first and finds a local variable named inner.

## 6. Functions are first class objects in Python

*>>>* ***issubclass****(int, object) # all objects in Python inherit from a common base class*

*True*

*>>>* ***def******foo****():*

*...* ***pass***

*>>> foo.\_\_class\_\_ # 1*

*<type 'function'>*

*>>>* ***issubclass****(foo.\_\_class\_\_, object)*

*True*

Functions are objects in Python, just like everything else. That means you can pass functions to functions as arguments or return functions from functions as return values! Consider the following legal Python:

*>>>* ***def******add****(x, y):*

*...* ***return*** *x + y*

*>>>* ***def******sub****(x, y):*

*...* ***return*** *x - y*

*>>>* ***def******apply****(func, x, y): # 1*

*...* ***return******func****(x, y) # 2*

*>>>* ***apply****(add, 2, 1) # 3*

*3*

*>>>* ***apply****(sub, 2, 1)*

*1*

*add()* and *sub()* are normal Python functions that receive two values and return a calculated value.

Python uses functions as arguments for frequently used operations like customizing the sorted builtin by providing a function to the key parameter. But what about returning functions as values? Consider:

*>>>* ***def******outer****():*

*...* ***def******inner****():*

*...* ***print*** *"Inside inner"*

*...* ***return*** *inner # 1*

*...*

*>>> foo =* ***outer****() #2*

*>>> foo # doctest:+ELLIPSIS*

*<function inner at 0x...>*

*>>>* ***foo****()*

*Inside inner*

At point #1 I return the variable inner which happens to be a function label. Our function is returning the inner function which otherwise couldn’t be called. Remember variable lifetime? The function inner is freshly redefined each time the function outer is called, but if inner wasn’t returned from the function it would simply cease to exist when it went out of scope. At point #2 we can catch the return value which is our function inner and store it in a new variable foo. We can see that if we evaluate foo it really does contain our function inner and we can call it by using the call operator (parentheses, remember?)

## 7. Closures

Python supports a feature called **function closures** which means that inner functions defined in non-global scope remember what their enclosing namespaces looked like **at definition time**. This can be seen by looking at the *func\_closure* attribute of our inner function which contains the variables in the enclosing scopes.

*>>>* ***def******outer****(x):*

*...* ***def******inner****():*

*...* ***print*** *x # 1*

*...* ***return*** *inner*

*>>> print1 =* ***outer****(1)*

*>>> print1.func\_closure # doctest: +ELLIPSIS*

*(<cell at 0x...: int object at 0x...>,)*

*>>> print2 =* ***outer****(2)*

*>>>* ***print1****()*

*1*

*>>>* ***print2****()*

*2*

From this example you can see that **closures** - the fact that functions remember their enclosing scope - can be used to build custom functions that have, essentially, a hard coded argument.

## 8. Decorators!

A decorator is just a callable that takes a function as an argument and returns a replacement function. We’ll start simply and work our way up to useful decorators.

*>>>* ***def******outer****(some\_func):*

*...* ***def******inner****():*

*...* ***print*** *"before some\_func"*

*... ret =* ***some\_func****() # 1*

*...* ***return*** *ret + 1*

*...* ***return*** *inner*

*>>>* ***def******foo****():*

*...* ***return*** *1*

*>>> decorated =* ***outer****(foo) # 2*

*>>>* ***decorated****()*

*before some\_func*

*2*

We defined a function named *outer* that has a single parameter *some\_func*. Inside outer we define a nested function named inner. The inner function will print a string then call some\_func, catching its return value at point #1. The value of some\_func might be different each time outer is called, but whatever function it is we’ll call it. Finally inner returns the return value of some\_func() + 1 - and we can see that when we call our returned function stored in decorated at point #2 we get the results of the print and also a return value of 2 instead of the original return value 1 we would expect to get by calling foo.

We could say that the variable decorated is a decorated version of foo - it’s foo plus something. In fact if we wrote a useful decorator we might want to replace foo with the decorated version altogether so we always got our "plus something" version of foo. We can do that without learning any new syntax simply by re-assigning the variable that contains our function:

>>> foo = **outer**(foo)

>>> foo *# doctest: +ELLIPSIS*

<function inner at 0x...>

Now any calls to foo() won’t get the original foo, they’ll get our decorated version!

The following example shows add() and sub() taking two coordinate objects and do the math thing. These functions would be easy to write (I’ll provide a sample Coordinate class for the sake of illustration)

*>>>* ***class******Coordinate****(object):*

*...* ***def******\_\_init\_\_****(self, x, y):*

*... self.x = x*

*... self.y = y*

*...* ***def******\_\_repr\_\_****(self):*

*...* ***return*** *"Coord: " +* ***str****(self.\_\_dict\_\_)*

*>>>* ***def******add****(a, b):*

*...* ***return******Coordinate****(a.x + b.x, a.y + b.y)*

*>>>* ***def******sub****(a, b):*

*...* ***return******Coordinate****(a.x - b.x, a.y - b.y)*

*>>> one =* ***Coordinate****(100, 200)*

*>>> two =* ***Coordinate****(300, 200)*

*>>>* ***add****(one, two)*

*Coord: {'y': 400, 'x': 400}*

But what if our add and subtract functions had to also have some bounds checking behavior? Instead of adding bounds checking to the input arguments of each function and the return value of each function let’s write a bounds checking decorator!

*>>>* ***def******wrapper****(func):*

*...* ***def******checker****(a, b): # 1*

*...* ***if*** *a.x < 0* ***or*** *a.y < 0:*

*... a =* ***Coordinate****(a.x* ***if*** *a.x > 0* ***else*** *0, a.y* ***if*** *a.y > 0* ***else*** *0)*

*...* ***if*** *b.x < 0* ***or*** *b.y < 0:*

*... b =* ***Coordinate****(b.x* ***if*** *b.x > 0* ***else*** *0, b.y* ***if*** *b.y > 0* ***else*** *0)*

*... ret =* ***func****(a, b)*

*...* ***if*** *ret.x < 0* ***or*** *ret.y < 0:*

*... ret =* ***Coordinate****(ret.x* ***if*** *ret.x > 0* ***else*** *0, ret.y* ***if*** *ret.y > 0* ***else*** *0)*

*...* ***return*** *ret*

*...* ***return*** *checker*

*>>> add =* ***wrapper****(add)*

*>>> sub =* ***wrapper****(sub)*

*>>>* ***sub****(one, two)*

*Coord: {'y': 0, 'x': 0}*

*>>>* ***add****(one, three)*

*Coord: {'y': 200, 'x': 100}*

This decorator works just as before - returns a modified version of a function but in this case it does something useful by checking and normalizing the input parameters and the return value, substituting 0 for any negative x or y values.

## 9. The @ symbol applies a decorator to a function

Python 2.4 provided support to wrap a function in a decorator by pre-pending the function definition with a decorator name and the @ symbol. Above we decorated our function by replacing the variable containing the function with a wrapped version.

>>> *add =* ***wrapper****(add)*

This pattern can be used at any time, to wrap any function. But if we are defining a function we can "decorate" it with the @ symbol like:

>>> *@wrapper*

*...* ***def******add****(a, b):*

*...* ***return******Coordinate****(a.x + b.x, a.y + b.y)*

This is no different than simply replacing the original variable add() with the return from the wrapper function. Even if writing useful decorators like static or class method would be difficult, using them is just a matter of prepending your function with @decoratorname!

## 10. \*args and \*\*kwargs

What if we wanted a decorator that did something for any possible function? Python has syntactic support for just this feature. The *\** operator used when defining a function means that any extra positional arguments passed to the function end up in the variable prefaced with a \*. So:

*>>>* ***def******one****(\*args):*

*...* ***print*** *args # 1*

*>>>* ***one****()*

*()*

*>>>* ***one****(1, 2, 3)*

*(1, 2, 3)*

*>>>* ***def******two****(x, y, \*args): # 2*

*...* ***print*** *x, y, args*

*>>>* ***two****('a', 'b', 'c')*

*a* ***b*** *('c',)*

The \* operator can also be used when calling functions and here it means the analogous thing. A variable prefaced by \* when **calling** a function means that the variable contents should be extracted and used as positional arguments. Again by example:

*>>>* ***def******add****(x, y):*

*...* ***return*** *x + y*

*>>> lst = [1,2]*

*>>>* ***add****(lst[0], lst[1]) # 1*

*3*

*>>>* ***add****(\*lst) # 2*

*3*

\*args means either extract positional variables from an iterable if calling a function or when defining a function accept any extra positional variables.

Things get only slightly more complicated when we introduce \*\* which does for dictionaries & key/value pairs exactly what \* does for iterables and positional parameters.

*>>>* ***def******foo****(\*\*kwargs):*

*...* ***print*** *kwargs*

*>>>* ***foo****()*

*{}*

*>>>* ***foo****(x=1, y=2)*

*{'y': 2, 'x': 1}*

When we define a function we can use \*\*kwargs to indicate that all uncaptured keyword arguments should be stored in a dictionary called kwargs. As before neither the name args nor kwargs is part of Python syntax but it is convention to use these variable names when declaring functions. Just like \* we can use \*\* when calling a function as well as when defining it.

>>> dct = {'x': 1, 'y': 2}

>>> **def** **bar**(x, y):

... **return** x + y

>>> **bar**(\*\*dct)

3

## 11. More generic decorators

We can write a decorator that "logs" the arguments to functions. We’ll just print to stdout for simplicity sake:

*>>>* ***def******logger****(func):*

*...* ***def******inner****(\*args, \*\*kwargs): #1*

*...* ***print*** *"Arguments were: %s, %s" % (args, kwargs)*

*...* ***return******func****(\*args, \*\*kwargs) #2*

*...* ***return*** *inner*

This allows us to wrap or decorate any function, no matter it's signature.

*>>> @logger*

*...* ***def******foo1****(x, y=1):*

*...* ***return*** *x \* y*

*>>> @logger*

*...* ***def******foo2****():*

*...* ***return*** *2*

*>>>* ***foo1****(5, 4)*

*Arguments were: (5, 4), {}*

*20*

*>>>* ***foo1****(1)*

*Arguments were: (1,), {}*

*1*

*>>>* ***foo2****()*

*Arguments were: (), {}*

*2*

## More about decorators

You might also consider a little further study: [Bruce Eckel has an excellent essay on decorators](http://www.artima.com/weblogs/viewpost.jsp?thread=240808) and implements them in Python with objects instead of functions. You might find the OOP code easier to read than our purely functional version. Bruce also has a follow-up essay on [providing arguments to decorators](http://www.artima.com/weblogs/viewpost.jsp?thread=240845) that may also easier to implement with objects than with functions. Finally - you might also investigate the builtin [functools](http://docs.python.org/dev/library/functools.html) wraps function which (confusingly) is a decorator that can be used in our decorators to modify the signature of our replacement functions so they look more like the decorated function.

[1] I also recently read an essay on explaining [decorators](http://pythonconquerstheuniverse.wordpress.com/2012/04/29/python-decorators/) that set me thinking…

[2] "global" is a big fat lie in Python which is a wonderful thing, but a discussion for another time…