

# Дескрипторы

```
In [1]: class Descriptor:
        def __get__(self, obj, obj_type):
            print('get')

        def __set__(self, obj, value):
            print('set')

        def __delete__(self, obj):
            print('delete')

        class Class:
            attr = Descriptor()

        instance = Class()
```

```
In [2]: instance.attr

get
```

```
In [3]: instance.attr = 10

set
```

```
In [4]: del instance.attr

delete
```

```
In [5]: class Value:
        def __init__(self):
            self.value = None

        @staticmethod
        def _prepare_value(value):
            return value * 10

        def __get__(self, obj, obj_type):
            return self.value

        def __set__(self, obj, value):
            self.value = self._prepare_value(value)
```

```
In [6]: class Class:
        attr = Value()

        instance = Class()
        instance.attr = 10

        print(instance.attr)
```

# Функции и методы

In [7]:

```
class Class:
    def method(self):
        pass
```

```
obj = Class()
```

```
print(obj.method)
print(Class.method)
```

```
<bound method Class.method of <__main__.Class object at 0x10ee77278>>
<function Class.method at 0x10ee3bea0>
```

In [8]:

```
class User:
    def __init__(self, first_name, last_name):
        self.first_name = first_name
        self.last_name = last_name

    @property
    def full_name(self):
        return f'{self.first_name} {self.last_name}'
```

```
amy = User('Amy', 'Jones')
```

```
print(amy.full_name)
print(User.full_name)
```

```
Amy Jones
<property object at 0x10ee7b598>
```

In [9]:

```
class Property:
    def __init__(self, getter):
        self.getter = getter

    def __get__(self, obj, obj_type=None):
        if obj is None:
            return self

        return self.getter(obj)
```

In [10]:

```
class Class:
    @property
    def original(self):
        return 'original'

    @Property
    def custom_sugar(self):
        return 'custom sugar'

    def custom_pure(self):
        return 'custom pure'

    custom_pure = Property(custom_pure)
```

```
In [11]: obj = Class()

print(obj.original)
print(obj.custom_sugar)
print(obj.custom_pure)
```

```
original
custom sugar
custom pure
```

```
In [12]: class StaticMethod:
    def __init__(self, func):
        self.func = func

    def __get__(self, obj, obj_type=None):
        return self.func
```

```
In [13]: class ClassMethod:
    def __init__(self, func):
        self.func = func

    def __get__(self, obj, obj_type=None):
        if obj_type is None:
            obj_type = type(obj)

    def new_func(*args, **kwargs):
        return self.func(obj_type, *args, **kwargs)

    return new_func
```

## \_\_slots\_\_

```
In [14]: class Class:
    __slots__ = ['anakin']

    def __init__(self):
        self.anakin = 'the chosen one'
```

```
obj = Class()
```

```
obj.luke = 'the chosen too'
```

```
-----
AttributeError                                Traceback (most recent call last)
<ipython-input-14-66c0c798df1f> in <module>()
      8 obj = Class()
      9
--> 10 obj.luke = 'the chosen too'
```

```
AttributeError: 'Class' object has no attribute 'luke'
```