

# **DECORATORS, ITERATORS, GENERATORS**

## 1. DECORATOR

⇒ A decorator is a function that adds extra features to the existing function without changing the original code

⇒ Syntax:

```
@decorator_name  
def function_name():  
    #code
```

Ex:

```
def my_decorator(func):  
    def wrapper():  
        print("party starts")  
        func()  
        print("party ends+")  
    return wrapper  
  
@my_decorator  
def say_hlo():  
    print("hello everyone")  
  
say_hlo()
```

## 2. ITERATOR

⇒ An iterator is used to iterate through the sequence but one at a time

⇒ We create the iterator by using `iter()` function

⇒ `iter()` function is the built in function

⇒ syntax:

```
iter(sequence)
```

- this function returns the iterator object
- this iterator is used to iterate over the each element in a sequence

⇒ we can fetch the values one at a time by using “`next()` function or `__next__()`”

⇒ syntax:

```
next(iterator_object) or iterator_object.__next__()
```

- this `next()` and `__next__()` holds the previous value
- when you call the `next()` it gives the next item in a sequence
- it stops when there are no items and it raises an “`StopIteration`” error

ex:

```
nums=[1,2,3,4,5,6,7]
iterator_obj=iter(nums)
print(iterator_obj.__next__())
print(iterator_obj.__next__())
print(next(iterator))
print(next(iterator))
```

- ⇒ we can also create our own iterator
- ⇒ creating a custom iterator with class

ex:

```
class Topten:
    def __init__(self):
        self.num=1
    def __iter__(self):
        return self
    def __next__(self):
        if self.num<=10:
            val = self.num
            self.num+=1
            return val
        else:
            raise StopIteration
values=Topten()
for i in values:
    print(i)
```

### 3. GENERATOR

- ⇒ A generator is a special kind of function that gives/generates the values one by one when you call/use it
- ⇒ It is like an iterator
- ⇒ Syntax:

```
def function_name():  
    yield value1  
    yield value2
```

- yield is like return, but it pauses the function and remembers where it left off
- yield will return a value and pauses the function
- when you call it , it resumes the process from where it was stopped
- difference b/w the return and yield

<b>return</b>	<b>yeild</b>
it ends the function	It pauses the function
It returns one value	It returns multiple values but one by one
It can't resume	Can resume from where it stopped

Ex:

```
def my_generator():  
    for i in range(1,11):  
        yield i  
generator_obj=my_generator()  
print(generator_obj.__next__())  
print(generator_obj.__next__())  
print(next(generator_obj
```