

# Python Programming

## Property Decorator

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# Issues in the property class

```
class Person:
    def __init__(self, full_name):
        # DRY Principle: DON'T repeat yourself!
        self.set_full_name(full_name)

    def get_full_name(self):
        return f'{self.first_name} {self.last_name}'

    def set_full_name(self, full_name):
        self.first_name, self.last_name = full_name.lower().split()

    # Create property object
    # On class level. No self.
    full_name = property(get_full_name, set_full_name) # NOT set_full_name()
```

# Issues in the property class

- You typically have to call the set method from `__init__`
  - To do some common verifications / changes
  - E.g. if salary, make sure it is  $> 0$
- The outsiders now see 2 ways to change a variable
  - Bad design. There should be one way!
    - We may mangle to reduce the issue
- The elegant and recommended way is Property Decorator
  - We haven't study decorators yet. We will later

# Property Decorator

```
class Person:
    def __init__(self, full_name):
        self.full_name = full_name

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

    @full_name.setter
    def full_name(self, value):
        self.first_name, self.last_name = value.lower().split()

def f1():
    person = Person('Mostafa Saad')
    # Now can see some attribute named full_name
    print(person.full_name)  # calls get
    person.full_name = 'Hello world'  # calls set
```

# Set calls itself forever! ... Be careful!

```
3 class Person:
4     def __init__(self, salary):
5         self.salary = salary # calls set
6
7     @property
8     def salary(self):
9         return self.salary
10
11    @salary.setter
12    def salary(self, value):
13        if value < 0:
14            value = 0
15        self.salary = value # calls salary.setter again for ever!
16
17    def f1():
18        person = Person(100)
19        # print(person.salary)
20        # person.salary = -200
21        # print(person.salary)
```

Get calls  
itself  
forever!

```
class Person:
    def __init__(self, salary):
        self.__salary = salary # calls set

    @property
    def salary(self):
        return self.salary # calls salary.getter again for ever!

    @salary.setter
    def salary(self, value):
        if value < 0:
            value = 0
        self.__salary = value #

def f1():
    person = Person(100)
    print(person.salary)
    # person.salary = -200
    # print(person.salary)
```

# Proper way

- You typically need a different variable name
  - In general, you need to make sure no cycles in calling
- Note: Recursive issue is same with Property class
- Observe: Getter Property with mangled name might also share intentions
  - Get, but don't set
  - Or provide controlled set/get

```
3 class Person:
4     def __init__(self, salary):
5         self.__salary = salary
6
7     @property
8     def salary(self):
9         return self.__salary
10
11     @salary.setter
12     def salary(self, value):
13         if value < 0:
14             value = 0
15         self.__salary = value
16
17     def f1():
18         person = Person(100)
19         print(person.salary) ... # 100
20         person.salary = -200
21         print(person.salary) ... # 0
```

# Background

- The setter/getter methods are fundamental functions in C++/Java
- Why?
  - As these languages hides data as possible in their private section
  - Then users use the set/get to get info about the properties
  - This results in many written methods to just get/set
  - And a lot of debate about setters/getters being evil
- Python
  - By default we make things public
  - Typically no getters/setters
  - Have a good reason? Use Property Decorator, the most pythonic treatment



*“Acquire knowledge and impart it to the people.”*

*“Seek knowledge from the Cradle to the Grave.”*