## The Descriptor Protocol

The protocol to create a descriptor is really quite easy. You only need to define one or more of the following:

- \_\_get\_\_(self, obj, type=None), returns value
- \_set\_(self, obj, value), returns None
- \_\_delete\_\_(self, obj), returns None

Once you've defined at least one, you have created a descriptor. If you can you define both \_\_get\_\_ and \_\_set\_\_, you will have created a data descriptor. A descriptor with only \_\_get\_\_() defined are known as non-data descriptors and are usually used for methods. The reason for this distinction in descriptor types is that if an instance's dictionary happens to have a data descriptor, the descriptor will take precedence during the lookup. If the instance's dictionary has an entry that matches up with a non-data descriptor, then the dictionary's own entry will take precedence over the descriptor.

You can also create a read-only descriptor if you define both \_\_get\_\_ and \_\_set\_\_, but raise an **AttributeError** when the \_\_set\_\_ method is called.