

1 With Statement

Generally, with statement is used to wrap the execution of a block with With Statement Context Managers. It simplifies the management of common resources. with ensures proper acquisition and release of resources, so helps avoiding bugs and leaks. Previously, the similar usage might be achieved through try...finally... block, with make it more simple and readable.

```
[ ]: # basic structure
with expression as [variable]: # result in an object that supports the context_
    ↪manager protocol
    # such that, has _enter_() / _exit_() methods
    # The object's _enter_ is called before block execution
    # also could return a value bound to [variable]
    block_execution
    # after finish block_execution, _exit_() is called

# file handling
with open('path', 'w') as file:
    file.write('hello world!') # do not need to manually close file

# in user defined objects
class OwnWriter(object):
    def __init__(self, file_name):
        self.file_name = file_name

    def _enter_(self):
        self.file = open(self.file_name, 'w')
        return self.file

    def __exit__(self):
        self.file.close()

with OwnWriter("file_name") as file:
    file.write("hello world")
```

2 Decorator

Functions are the first class objects. Decorators make it possible to wrap a function to add more behaviors, but do not need to permanently modifying it.

```
[10]: def this_decorator(func): # define a decorator
        print("before execution")
        def inner(*args, **kw):
            value = func(*args, **kw)
            print("after execution")
```

```
    return value
    return inner
```

```
[11]: @this_decorator
def now(): # equal to now = this_decorator(now); now points to a new function
    → inner
    print("2020") # before inner, before execution is printed
```

before execution

```
[12]: now()
```

2020

after execution

```
[20]: @this_decorator
def sum_number(a, b):
    print("execution")
    return a + b
```

before execution

```
[23]: print("sum=", sum_number(5,6)) # value is returned after execution
```

execution

after execution

sum= 11

3 Iterators

an object that is used to iterate over iterable objects.

```
[25]: iterable_list = [1, 2, 3, 4, 5]
iterable_obj = iter(iterable_list) # iter(iterable) is called to initialize an
    → iterator, returns an iterator object
while True:
    try:
        item = next(iterable_obj) # next(iterator) returns the next value. When
    → end, raise StopIteration
        print(item)
    except StopIteration:
        break
```

1
2
3

4
5

```
[26]: # some built-in iterator

print("list")
l = ["one", "two", "three"]
for i in l:
    print(i)

print("tuple")
t = ("one", "two", "three")
for i in t:
    print(i)

print("string")
s = "one"
for i in s:
    print(i)
```

list
one
two
three
tuple
one
two
three
string
o
n
e

```
[28]: # to test whether an object is Iterable, so that we could use iterator
from collections.abc import Iterable
print(isinstance('123', Iterable))
print(isinstance(123, Iterable))
```

True
False

4 Generator

- **yield keyword:** suspends the function execution and sends value back to the caller, but it will remain the state so that the function could start from where left.
- **Generator Function:** defines as a normal function, but use yield instead of return when

need to generate the value. **Generator Object:** generator function will return a generator object. Generator object could be iterated by next or using iterators.

```
[29]: def fib(max): # with `yield`, becomes a generator function
      n, a, b = 0, 0, 1
      while n < max:
          yield b
          a, b = b, a + b
          n = n + 1
      return 'done'
```

```
[47]: fib(6) # call the generator function, a generator object return
```

```
[47]: <generator object fib at 0x7f81d18aaa50>
```

```
[46]: f = fib(6)
      while True:
          try:
              print(next(f)) # generator execute when call next, return when yield.
          except StopIteration as e:
              print(e.value)
              break
```

```
1
1
2
3
5
8
done
```

```
[48]: for i in fib(6): # using loop to iterate over the generator object
      print(i)
```

```
1
1
2
3
5
8
```

```
[ ]:
```

```
[ ]:
```