LECTURE 5

Advanced Functions
and OOP

FUNCTIONS

- Before we start, let's talk about how name resolution is done in Python: When a function executes, a new namespace is created (locals). New namespaces can also be created by modules, classes, and methods as well.

- LEGB Rule: How Python resolves names.

- Local namespace.

- Enclosing namespaces: check nonlocal names in the local scope of any enclosing functions from inner to outer.

- Global namespace: check names assigned at the top-level of a module file, or declared global in a def within the file.

- __builtins__: Names python assigned in the built-in module.

- If all fails: NameError.

FUNCTIONS AS FIRST-CLASS OBJECTS

- We noted a few lectures ago that functions are *first-class objects* in Python. What exactly does this mean?

- In short, it basically means that whatever you can do with a variable, you can do with a function. These include:

  - Assigning a name to it.

  - Passing it as an argument to a function.

  - Returning it as the result of a function.

  - Storing it in data structures.

  - etc.

FUNCTION FACTORY

- a.k.a. Closures.

- As first-class objects, you can wrap functions within functions.

- Outer functions have free variables that are bound to inner functions.

- A closure is a function object that remembers values in enclosing scopes regardless of whether those scopes are still present in memory.

```python
def make_inc(x):
    def inc(y):
        # x is closed in
        # the definition of inc
        return x + y
    return inc

inc5 = make_inc(5)
inc10 = make_inc(10)

print(inc5(5)) # returns 10
print(inc10(5)) # returns 15
```

CLOSURE

- Closures are hard to define so follow these three rules for generating a closure:

1. We must have a nested function (function inside a function).

2. The nested function must refer to a value defined in the enclosing function.

3. The enclosing function must return the nested function.

DECORATORS

- Wrappers to existing functions.

- You can extend the functionality of existing functions without having to modify them.

```python
def say_hello(name):
    return "Hello, " + str(name) + "!"


def p_decorate(func):
    def func_wrapper(name):
        return "<p>" + func(name) + "</p>"
    return func_wrapper

my_say_hello = p_decorate(say_hello)
print (my_say_hello("John"))
# Output is: <p>Hello, John!</p>
```

DECORATORS

- Wrappers to existing functions.

- You can extend the functionality of existing functions without having to modify them.

Closure

```python
def say_hello(name):
    return "Hello, " + str(name) + "!"


def p_decorate(func):
    def func_wrapper(name):
        return "<p>" + func(name) + "</p>"
    return func_wrapper


my_say_hello = p_decorate(say_hello)
print (my_say_hello("John"))
# Output is: <p>Hello, John!</p>
```

DECORATORS

- So what kinds of things can we use decorators for?

- Timing the execution of an arbitrary function.

- Memoization – cacheing results for specific arguments.

- Logging purposes.

- Debugging.

- Any pre- or post- function processing.

DECORATORS

- Python allows us some nice syntactic sugar for creating decorators.

```python
def say_hello(name):
    return "Hello, " + str(name) + "!"

def p_decorate(func):
    def func_wrapper(name):
        return "<p>" + func(name) + "</p>"
    return func_wrapper

my_say_hello = p_decorate(say_hello)
print (my_say_hello("John"))
# Output is: <p>Hello, John!</p>
```

Notice here how we have to explicitly decorate say_hello by passing it to our decorator function.

DECORATORS

- Python allows us some nice syntactic sugar for creating decorators.

Some nice syntax that does the same thing, except this time I can use say_hello instead of assigning a new name.

```python
def p_decorate(func):
    def func_wrapper(name):
        return "<p>" + func(name) + "</p>"
    return func_wrapper


@p_decorate
def say_hello(name):
    return "Hello, " + str(name) + "!"

print (say_hello("John"))
# Output is: <p>Hello, John!</p>
```

DECORATORS

- You can also stack decorators with the closest decorator to the function definition being applied first.

```python
@div_decorate
@p_decorate
@strong_decorate
def say_hello(name):
    return "Hello, " + str(name) + "!"

print (say_hello("John"))
# Outputs <div><p><strong>Hello, John!</strong></p></div>
```

DECORATORS

- We can also pass arguments to decorators if we'd like.

```python
def tags(tag_name):
    def tags_decorator(func):
        def func_wrapper(name):
            return "<"+tag_name+">"+func(name)+"</"+tag_name+">"
        return func_wrapper
    return tags_decorator

@tags("p")
def say_hello(name):
    return "Hello, " + str(name) + "!"

print (say_hello("John"))# Output is: <p>Hello, John!</p>
```

DECORATORS

- We can also pass arguments to decorators if we'd like.

```python
def tags(tag_name):
    def tags_decorator(func):
        def func_wrapper(name):
            return "<"+tag_name+">"+func(name)+"</"+tag_name+">"
        return func_wrapper
    return tags_decorator
```

Closure!

```python
@tags("p")
def say_hello(name):
    return "Hello, " + str(name) + "!"


print (say_hello("John"))
```

DECORATORS

- We can also pass arguments to decorators if we'd like.

```python
def tags(tag_name):
    def tags_decorator(func):
        def func_wrapper(name):
            return "<"+tag_name+">"+func(name)+"</"+tag_name+">"
        return func_wrapper
    return tags_decorator

@tags("p")
def say_hello(name):
    return "Hello, " + str(name) + "!"


print (say_hello("John"))
```

More Closure!

ACCEPTS EXAMPLE

- Let's say we wanted to create a general purpose decorator for the common operation of checking validity of function argument types.

```python
import math
def complex_magnitude(z):
    return math.sqrt(z.real**2 + z.imag**2)
```

```python
>>> complex_magnitude("hello")
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "accepts_test.py", line 4, in complex_magnitude
    return math.sqrt(z.real**2 + z.imag**2)
AttributeError: 'str' object has no attribute 'real'
>>> complex_magnitude(1+2j)
2.23606797749979
```

ACCEPTS EXAMPLE

```python
def accepts(*arg_types):
    def arg_check(func):
        def new_func(*args):
            for arg, arg_type in zip(args,arg_types):
                if type(arg) != arg_type:
                    print ("Argument", arg, "is not of type", arg_type)
                    break
            else:
                func(*args)
        return new_func
    return arg_check
```

Check out accepts_test.py!

OOP IN PYTHON

- Python is a multi-paradigm language and, as such, supports OOP as well as a variety of other paradigms.

- If you are familiar with OOP in C++, for example, it should be very easy for you to pick up the ideas behind Python's class structures.

CLASS DEFINITION

- Classes are defined using the *class* keyword with a very familiar structure:

```
class ClassName(object):
    <statement-1>
    . . .
    <statement-N>
```

- There is no notion of a header file to include so we don't need to break up the creation of a class into declaration and definition. We just declare and use it!

CLASS OBJECTS

- Let's say I have a simple class which does not much of anything at all.

```python
class MyClass(object):
    """A simple example class docstring"""
    i = 12345
    def f(self):
        return 'hello world'
```

- I can create a new instance of MyClass using the familiar function notation.

```python
x = MyClass()
```

CLASS OBJECTS

```
>>> x = MyClass()
>>> x.i
12345
>>> x.f()
'hello world'
```

- I can access the attributes and methods of my object in the following way:

- We can define the special method __init__() which is automatically invoked for new instances (initializer).

```python
class MyClass(object):
    """A simple example class"""
    i = 12345
    def __init__(self):
        print ("I just created a MyClass object!" )
    def f(self):
        return 'hello world'
```

CLASS OBJECTS

- Now, when I instantiate a MyClass object, the following happens:

```
>>> y = MyClass()
I just created a MyClass object!
```

- We can also pass arguments to our __init__ function:

```
>>> class Complex(object):
...     def __init__(self, realpart, imagpart):
...         self.r = realpart
...         self.i = imagpart
>>> x = Complex(3.0, -4.5)
>>> x.r, x.i
(3.0, -4.5)
```

DATA ATTRIBUTES

- Like local variables in Python, there is no need for a data attribute to be declared before use.

```python
>>> class Complex(object):
...     def __init__(self, realpart, imagpart):
...         self.r = realpart
...         self.i = imagpart
>>> x = Complex(3.0, -4.5)
>>> x.r, x.i
(3.0, -4.5)
>>> x.r_squared = x.r**2
>>> x.r_squared
9.0
```

DATA ATTRIBUTES

- We can add, modify, or delete attributes at will.

```python
x.year = 2016  # Add an 'year' attribute.
x.year = 2017  # Modify 'year' attribute.
del x.year     # Delete 'year' attribute.
```

- There are also some built-in functions we can use to accomplish the same tasks.

```python
hasattr(x, 'year')        # Returns true if year attribute exists
getattr(x, 'year')        # Returns value of year attribute
setattr(x, 'year', 2017)  # Set attribute year to 2015
delattr(x, 'year')        # Delete attribute year
```

VARIABLES WITHIN CLASSES

- Generally speaking, variables in a class fall under one of two categories:
  - **Class variables**, which are shared by all instances.
  - **Instance variables**, which are unique to a specific instance.

```python
>>> class Dog(object):
...         kind = 'canine' # class var
...         def __init__(self, name):
...             self.name = name # instance var
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.kind # shared by all dogs
'canine'
>>> e.kind # shared by all dogs
'canine'
>>> d.name # unique to d
'Fido'
>>> e.name # unique to e
'Buddy'
```

VARIABLES WITHIN CLASSES

- Be careful when using mutable objects as class variables.

```python
>>> class Dog(object):
>>>     tricks = [] # mutable class variable
>>>     def __init__(self, name):
>>>         self.name = name
>>>     def add_trick(self, trick):
>>>         self.tricks.append(trick)
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.add_trick('roll over')
>>> e.add_trick('play dead')
>>> d.tricks # unexpectedly shared by all
['roll over', 'play dead']
```

VARIABLES WITHIN CLASSES

- To fix this issue, make it an instance variable instead.

```python
>>> class Dog(object):
>>>     def __init__(self, name):
>>>         self.name = name
>>>         self.tricks = []
>>>     def add_trick(self, trick):
>>>         self.tricks.append(trick)
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.add_trick('roll over')
>>> e.add_trick('play dead')
>>> d.tricks
['roll over']
>>> e.tricks
['play dead']
```

BUILT-IN ATTRIBUTES

Besides the class and instance attributes, every class has access to the following:

- `__dict__`: dictionary containing the object's namespace.

- `__doc__`: class documentation string or None if undefined.

- `__name__`: class name.

- `__module__`: module name in which the class is defined. This attribute is "__main__" in interactive mode.

- `__bases__`: a possibly empty tuple containing the base classes, in the order of their occurrence in the base class list.

METHODS

- We can call a method of a class object using the familiar function call notation.

```
>>> x = MyClass()
>>> x.f()
'hello world'
```

- Perhaps you noticed, however, that the definition of MyClass.f() involves an argument called *self*.

Calling x.f() is equivalent to calling MyClass.f(x).

```python
class MyClass(object):
    """A simple example class"""
    i = 12345
    def __init__(self):
        print ("I just created a MyClass object!")
    def f(self):
        return 'hello world'
```

FRACTION EXAMPLE

- Check out Bob Myers' simple fraction class here.

- Let's check out an equivalent simple class in Python (frac.py).

FRACTION EXAMPLE

```
>>> import frac
>>> f1 = frac.Fraction()
>>> f2 = frac.Fraction(3,5)
>>> f1.get_numerator()
0
>>> f1.get_denominator()
1
>>> f2.get_numerator()
3
>>> f2.get_denominator()
5
```

FRACTION EXAMPLE

```
>>> f2.evaluate()
0.6
>>> f1.set_value(2,7)
>>> f1.evaluate()
0.285714285714857
>>> f1.show()
2/7
>>> f2.show()
3/5
>>> f2.input()
2/3
>>> f2.show()
2/3
```

PET EXAMPLE

- Here is a simple class that defines a Pet object.

```python
class Pet(object):
    def __init__(self, name, age):
        self.name = name
        self.age = age
    def get_name(self):
        return self.name
    def get_age(self):
        return self.age
    def __str__(self):
        return "This pet's name is " + str(self.name)
```

The __str__ built-in function defines what happens when I print an instance of Pet. Here I'm overriding it to print the name.

PET EXAMPLE

- Here is a simple class that defines a Pet object.

```python
class Pet(object):
    def __init__(self, name, age):
        self.name = name
        self.age = age
    def get_name(self):
        return self.name
    def get_age(self):
        return self.age
    def __str__(self):
        return "This pet's name is " + str(self.name)
```

```python
>>> from pet import Pet
>>> mypet = Pet('Ben', '2')
>>> print (mypet)
This pet's name is Ben
>>> mypet.get_name()
'Ben'
>>> mypet.get_age()
2
```

INHERITANCE

- Now, let's say I want to create a Dog class which inherits from Pet. The basic format of a derived class is as follows:

```
class DerivedClassName(BaseClassName):
    <statement-1>
    ...
    <statement-N>
```

In the case of `BaseClass` being defined elsewhere, you can use `module_name.BaseClassName`.

INHERITANCE

- Here is an example definition of a Dog class which inherits from Pet.

```
class Dog(Pet):
    pass
```

- The pass statement is only included here for syntax reasons. This class definition for Dog essentially makes Dog an alias for Pet.

INHERITANCE

- We've inherited all the functionality of our Pet class, now let's make the Dog class more interesting.

```
>>> from dog import Dog
>>> mydog = Dog('Ben', 2)
>>> print (mydog)
This pet's name is Ben
>>> mydog.get_name()
'Ben'
>>> mydog.get_age()
2
```

```
class Dog(Pet):
    pass
```

INHERITANCE

- For my Dog class, I want all of the functionality of the Pet class with one extra attribute: breed. I also want some extra methods for accessing this attribute.

```python
class Dog(Pet):
    def __init__(self, name, age, breed):
        Pet.__init__(self, name, age)
        self.breed = breed
    def get_breed(self):
        return self.breed
```

INHERITANCE

- For my Dog class, I want all of the functionality of the Pet class with one extra attribute: breed. I also want some extra methods for accessing this attribute.

```python
class Dog(Pet):
    def __init__(self, name, age, breed):
        Pet.__init__(self, name, age)
        self.breed = breed
    def get_breed(self):
        return self.breed
```
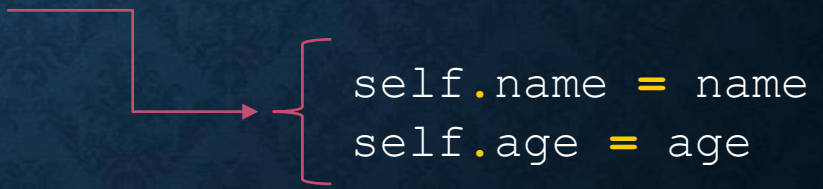
Overriding initialization function

Python resolves attribute and method references by first
searching the derived class and then searching the base class.

INHERITANCE

- For my Dog class, I want all of the functionality of the Pet class with one extra attribute: breed. I also want some extra methods for accessing this attribute.

```python
class Dog(Pet):
    def __init__(self, name, age, breed):
        Pet.__init__(self, name, age)
        self.breed = breed
    def get_breed(self):
        return self.breed
```

```python
self.name = name
self.age = age
```

We can call base class methods directly using `BaseClassName.method(self, arguments)`. Note that we do this here to extend the functionality of Pet's initialization method.

INHERITANCE

```
>>> from dog import Dog
>>> mydog = Dog('Ben', 2, 'Maltese')
>>> print (mydog)
This pet's name is Ben
>>> mydog.get_age()
2
>>> mydog.get_breed()
'Maltese'
```

```python
class Dog(Pet):
    def __init__(self, name, age, breed):
        Pet.__init__(self, name, age)
        self.breed = breed
    def get_breed(self):
        return self.breed
```

INHERITANCE

- Python has two notable built-in functions:

- `isinstance(obj, cls)` returns true if *obj* is an instance of *cls* (or some class derived from cls).

- `issubclass(class, classinfo)` returns true if *class* is a subclass of *classinfo*.

```
>>> from pet import Pet
>>> from dog import Dog
>>> mydog = Dog('Ben', 2, 'Maltese')
>>> isinstance(mydog, Dog)
True
>>> isinstance(mydog, Pet)
True
>>> issubclass(Dog, Pet)
True
>>> issubclass(Pet, Dog)
False
```

MULTIPLE INHERITANCE

- You can derive a class from multiple base classes like this:

```
class DerivedClassName(Base1, Base2, Base3):
    <statement-1>
    ...
    <statement-N>
```

- Attribute resolution is performed by searching DerivedClassName, then Base1, then Base2, etc.

PRIVATE VARIABLES

- There is no strict notion of a private attribute in Python.

- However, if an attribute is prefixed with a single underscore (e.g. `_name`), then it should be treated as private. Basically, using it should be considered bad form as it is an implementation detail.

- To avoid complications that arise from overriding attributes, Python does perform *name mangling*. Any attribute prefixed with two underscores (e.g. `__name`) and no more than one trailing underscore is automatically replaced with `_classname__name`.

- *Bottom line*: if you want others developers to treat it as private, use the appropriate prefix.

NAME MANGLING

```python
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)


class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

What's the problem here?

NAME MANGLING

```python
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)


class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

What's the problem here?

The update method of Mapping accepts one iterable object as an argument.

The update method of MappingSubclass, however, accepts keys and values as arguments.

Because MappingSubclass is derived from Mapping and we haven't overrided the __init__ method, we will have an error when the __init__ method calls update with a single argument.

NAME MANGLING

```python
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)


class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

To be clearer, because MappingSubclass inherits from Mapping but does not provide a definition for __init__, we implicitly have the following __init__ method.

```python
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
```
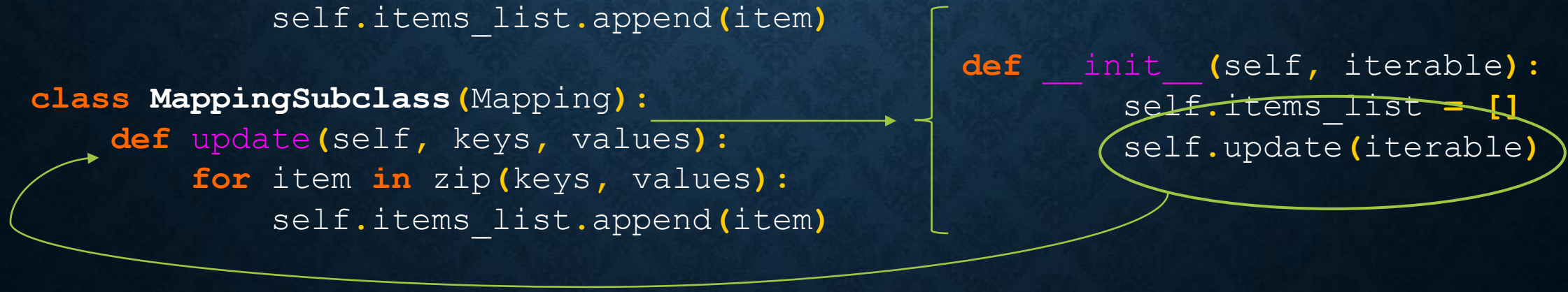
NAME MANGLING

This __init__ method references an update method. Python will simply look for the most local definition of update here.

```python
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)


class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

```python
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
```

NAME MANGLING

```python
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)


class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

The signatures of the update call and the update definition do not match. The __init__ method depends on a certain implementation of update being available. Namely, the update defined in Mapping.

```python
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
```

NAME MANGLING

```
>>> import map
>>> x = map.MappingSubclass([1, 2, 3])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "map.py", line 4, in __init__
    self.update(iterable)
TypeError: update() takes exactly 3 arguments (2 given)
```

NAME MANGLING

```python
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.__update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)
    __update = update  # private copy of original update() method

class MappingSubclass(Mapping):
    def update(self, keys, values):
        # provides new signature for update()
        # but does not break __init__()
        for item in zip(keys, values):
            self.items_list.append(item)
```

NAME MANGLING

```
>>> import map
>>> x = map.MappingSubclass([1,2,3])
>>> x.items_list
[1, 2, 3]
>>> x.update(['key1', 'key2'], ['val1', 'val2'])
>>> x.items_list
[1, 2, 3, ('key1', 'val1'), ('key2', 'val2')]
```

STRUCTS IN PYTHON

- You can create a struct-like object by using an empty class.

```
>>> class Struct:
...     pass
...
>>> node = Struct()
>>> node.label = 4
>>> node.data = "My data string"
>>> node.next = Struct()
>>> next_node = node.next
>>> next_node.label = 5
>>> print (node.next.label )
5
```

EMULATING METHODS

- You can create custom classes that emulate methods that have significant meaning when combined with other Python objects.

- The statement `print >>` typically prints to the file-like object that follows. Specifically, the file-like object needs a write() method. This means I can make any class which, as long as it has a write() method, is a valid argument for this print statement.

```
>>> class Random:
...     def write(self, str_in):
...         print ("The string to write is: " + str(str_in))
>>> someobj = Random()
>>> print >> someobj, "whatever"
The string to write is: whatever
```

CUSTOM EXCEPTIONS

- We mentioned in previous lectures that exceptions can also be custom-made. This is done by creating a class which is derived from the Exception base class.

```python
class MyException(Exception):
    def __init__(self, value):
        self.parameter = value
    def __str__(self):
        return self.parameter
```

```python
>>> from myexcept import MyException
>>> try:
...     raise MyException("My custom error message.")
... except MyException as e:
...     print ("Error: " + str(e))
...
Error: My custom error message.
```

ITERABLES, ITERATORS, AND GENERATORS

- Before we move on to the standard library (in particular, the itertools module), let's make sure we understand iterables, iterators, and generators.

- An *iterable* is any Python object with the following properties:

- It can be looped over (e.g. lists, strings, files, etc).

- Can be used as an argument to `iter()`, which returns an iterator.

- Must define `__iter__()` (or `__getitem__()`).

ITERABLES, ITERATORS, AND GENERATORS

- Before we move on to the standard library (in particular, the itertools module), let's make sure we understand iterables, iterators, and generators.

- An *iterator* is a Python object with the following properties:

- Must define `__iter__()` to return itself.

- Must define the `next()` method to return the next value every time it is invoked.

- Must track the "position" over the container of which it is an iterator.

ITERABLES, ITERATORS, AND GENERATORS

- A common iterable is the list. Lists, however, are not iterators. They are simply Python objects for which iterators may be created.

```
>>> a = [1, 2, 3, 4]
>>> # a list is iterable - it has the __iter__ method
>>> a.__iter__
<method-wrapper '__iter__' of list object at 0x014E5D78>
>>> # a list doesn't have the next method, so it's not an iterator
>>> a.next
AttributeError: 'list' object has no attribute 'next'
>>> # a list is not its own iterator
>>> iter(a) is a
False
```

ITERABLES, ITERATORS, AND GENERATORS

- The listiterator object is the iterator object associated with a list. The iterator version of a listiterator object is itself, since it is already an iterator.

```python
>>> # iterator for a list is actually a 'listiterator' object
>>> ia = iter(a)
>>> ia
<listiterator object at 0x014DF2F0>
>>> # a listiterator object is its own iterator
>>> iter(ia) is ia
True
```

ITERATORS

- How does this magic work?

```python
for item in [1, 2, 3, 4]:
    print (item)
```

ITERATORS

- How does this magic work?

- The for statement calls the iter() function on the sequence object. The iter() call will return an iterator object (as long as the argument has a built-in __iter__ function) which defines next() for accessing the elements one at a time.

- Let's do it manually:

```python
>>> mylist = [1, 2, 3, 4]
>>> it = iter(mylist)
>>> it
<listiterator object at 0x2af6add16090>
>>> it.next()
1
>>> it.next()
2
>>> it.next()
3
>>> it.next()
4
>>> it.next()  # Raises StopIteration Exception
```

ITERABLES, ITERATORS, AND GENERATORS

```python
>>> mylist = [1, 2, 3, 4]
>>> for item in mylist:
...     print (item)
```

Is equivalent to →

```python
>>> mylist = [1, 2, 3, 4]
>>> i = iter(mylist) # i = mylist.__iter__()
>>> print (i.next())
1
>>> print (i.next())
2
>>> print (i.next())
3
>>> print (i.next())
4
>>> print (i.next())
# StopIteration Exception Raised
```

ITERATORS

- Let's create a custom iterable object.

```python
class Even:
    def __init__(self, data):
        self.data = data
        self.index = 0
    def __iter__(self):
        return self
    def next(self):
        if self.index >= len(self.data):
            raise StopIteration
        ret = self.data[self.index]
        self.index = self.index + 2
        return ret
```

ITERATORS

- Let's create a custom iterable object.

```
>> from even import Even
>>> evenlist = Even(range(0,10))
>>> iter(evenlist)
<even.Even instance at 0x2ad24d84a128>
>>> for item in evenlist:
...     print (item)
...
0
2
4
6
8
```

ITERABLES, ITERATORS, AND GENERATORS

- Generators are a way of defining iterators using a simple function notation.

  Generators use the `yield` statement to return results when they are ready, but Python will remember the context of the generator when this happens.

  Even though generators are not technically iterator objects, they can be used wherever iterators are used.

- Generators are desirable because they are *lazy*: they do no work until the first value is requested, and they only do enough work to produce that value. As a result, they use fewer resources, and are usable on more kinds of iterables.

GENERATORS

- An easy way to create "iterators". Use the `yield` statement whenever data is returned. The generator will pick up where it left off when next() is called.

```python
def even(data):
    for i in range(0, len(data), 2):
        yield data[i]

>>> for elem in even(range(0,10)):
...     print (elem)
...
0
2
4
6
8
```

ITERABLES, ITERATORS, AND GENERATORS

```python
def count_generator():
    n = 0
    while True:
        yield n
        n = n + 1
```

```python
>>> counter = count_generator()
>>> counter
<generator object count_generator at 0x…>
>>> next(counter)
0
>>> next(counter)
1
>>> iter(counter)
<generator object count_generator at 0x…>
>>> iter(counter) is counter
True
>>> type(counter)
<type 'generator'>
```

ITERABLES, ITERATORS, AND GENERATORS

- There are also generator comprehensions, which are very similar to list comprehensions.

```
>>> l1 = [x**2 for x in range(10)] # list
>>> g1 = (x**2 for x in range(10)) # gen
```

-

Equivalent to:

```
def gen(exp):
    for x in exp:
        yield x**2

g1 = gen(iter(range(10)))
```