

WenQuanYi Micro Hei [Scale=0.9]WenQuanYi Micro Hei Mono song-
WenQuanYi Micro Hei sfWenQuanYi Micro Hei "zh" = 0pt plus 1pt

Python Cookbook

2.0.0

çEŁèČi

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CHAPTER 2

åL■èlĀ

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<https://github.com/yidao620c/python3-cookbook>

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```
>>>
>>> data = [ 'ACME', 50, 91.1, (2012, 12, 21) ]
>>> name, shares, price, date = data
>>> name
'ACME'
>>> date
(2012, 12, 21)
>>> name, shares, price, (year, mon, day) = data
>>> name
'ACME'
>>> year
2012
>>> mon
12
>>> day
21
>>>
```

æCædIJaRÿéGRäyIæTṙāŠNāžRāLŪāĖČt'āçŽDäyIæTṙäy■āNzéĖ■iijNaijZāžgçTšayĀayIaijCāyyāĀĆ
äzčçāAçd'žä;NiijŽ

```
>>> p = (4, 5)
>>> x, y, z = p
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
ValueError: need more than 2 values to unpack
>>>
```

èöIèöž

āōđēŽĖäyLiiijNēŁŻçg■ēğcāŌNēŧNāĀijāRřāzēçTlāIĴāzžā;TāRřēŁ■āzčāřzēšāyLēlċiijNēĀNāy■āzĖāzĖā
āNĖāNā■ŪçņēāyšiiijNēŪĠāzūāřzēšāiijNēŁ■āzčāŽlāŠNçTšæLŘāŽlāĀĆ

äzčçāAçd'žä;NiijŽ

```
>>> s = 'Hello'
>>> a, b, c, d, e = s
>>> a
'H'
>>> b
'e'
>>> e
'o'
>>>
```

æIJL'æŪūāĀŽiiijNā;āāRřēČ;āRlæČšēğcāŌNāyĀēČlāLEiijNāyċaijČāĖūāzŪçŽDāĀijāĀĆāřzāžŌēŁŻçg■ā
ā;ĖāŸřā;āāRřāzēā;ŁçTlāzzæDŘāRÿéGRāR■āŌžā■āā;■iijNāLřæŪūāĀŽāyċæŌL'ēŁZāžZāRÿéGRāřsēāNāžĖā

äzčçāAçd'žä;NiijŽ

```
>>> data = [ 'ACME', 50, 91.1, (2012, 12, 21) ]
>>> _, shares, price, _ = data
>>> shares
50
>>> price
91.1
>>>
```

Python Cookbook: Recipes for Python 2.0.0

1.2 Using namedtuple to Define a New Data Structure

Introduction

The `collections` module in Python 2.6 includes a new class, `namedtuple`, which is a subclass of `tuple`. It allows you to create a new data structure that is a tuple, but with named elements. This is useful for defining a new data structure that is a tuple, but with named elements. For example, you can define a new data structure for a point in 2D space:

Example

Python's `collections` module includes a new class, `namedtuple`, which is a subclass of `tuple`. It allows you to create a new data structure that is a tuple, but with named elements. This is useful for defining a new data structure that is a tuple, but with named elements. For example, you can define a new data structure for a point in 2D space:

```
def drop_first_last(grades):
    first, *middle, last = grades
    return avg(middle)
```

The `namedtuple` class in Python 2.6 allows you to create a new data structure that is a tuple, but with named elements. This is useful for defining a new data structure that is a tuple, but with named elements. For example, you can define a new data structure for a point in 2D space:

```
>>> record = ('Dave', 'dave@example.com', '773-555-1212', '847-555-1212')
>>> name, email, *phone_numbers = record
>>> name
'Dave'
>>> email
'dave@example.com'
>>> phone_numbers
['773-555-1212', '847-555-1212']
>>>
```

The `namedtuple` class in Python 2.6 allows you to create a new data structure that is a tuple, but with named elements. This is useful for defining a new data structure that is a tuple, but with named elements. For example, you can define a new data structure for a point in 2D space:

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 äjEæYřä;æĀÇşçIJNäyNæIJĀèfSäyĀäyġāeIJLæTřæġōāŠNāLēlc7äyġāeIJLçZDāzşaiĠāĀijçZDārzaerTāĀCä;ā

```
*trailing_qtrs, current_qtr = sales_record
trailing_avg = sum(trailing_qtrs) / len(trailing_qtrs)
return avg_comparison(trailing_avg, current_qtr)
```

äyNélcæYřäIJlPythonègçéGLāZlāyæL'gèaŃçZDçzŞædIJijZ

```
>>> *trailing, current = [10, 8, 7, 1, 9, 5, 10, 3]
>>> trailing
[10, 8, 7, 1, 9, 5, 10]
>>> current
3
```

èõlèõž

æLl'āsTçZDèfæzçègçāŌNèræşTæYřäyŞeŪlāyžègçāŌNāyçāōāōZāyġāeTřæLŪāzzæDŘāyġāeTřæĒČçt'ā
 éĀZāyŷijNèfZāzZāRřèfæzçāržèşçZDāĒČçt'āçzŞædDæIJLçāōāōZçZDègDāLZijLærTāeCçññlāyġāĒČçt'ā
 æYşârûèàlé; ãijRèol'āijĀāRŠāzžāSŸāRřāzēāLāōzæYŞçZDāLl'çTlèfZāzZègDāLZælēègçāŌNāGzāĒČçt'ā
 èĀNāyæYřæĀZèfGāyĀāzZærTè;Čād'æiCçZDæL'NæóġāŌzèŌūāRŪèfZāzZāEşèAŤçZDçZDāĒČçt'āāĀijā

āĀijā;ŪæşlæDŘçZDæYřijNæYşârûèàlé; ãijRāIJlèfæzçāĒČçt'āäyžāRřāRŸeŤæĀĒČçzDçZDāzRāLŪā
 æřTāeCīijNāyNélcæYřäyĀäyġāyçæIJL'æāGççZDāĒČçzDāzRāLŪijZ

```
records = [
    ('foo', 1, 2),
    ('bar', 'hello'),
    ('foo', 3, 4),
]

def do_foo(x, y):
    print('foo', x, y)

def do_bar(s):
    print('bar', s)

for tag, *args in records:
    if tag == 'foo':
        do_foo(*args)
    elif tag == 'bar':
        do_bar(*args)
```

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 äzççĀçd'žā;NīijZ

```
>>> line = 'nobody::-2:-2:Unprivileged User:/var/empty:/usr/bin/'
>>> uname, *fields, homedir, sh = line.split(':')
```

```
>>> record = ('ACME', 50, 123.45, (12, 18, 2012))
>>> name, *_, (*_, year) = record
>>> name
'ACME'
>>> year
2012
>>>
```

```
>>> items = [1, 10, 7, 4, 5, 9]
>>> head, *tail = items
>>> head
1
>>> tail
[10, 7, 4, 5, 9]
>>>
```

```
>>> def sum(items):
...     head, *tail = items
...     return head + sum(tail) if tail else head
...
>>> sum(items)
36
>>>
```

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1.3 Using deque

Introduction

deque is a double-ended queue. It is a fast, efficient, and easy-to-use data structure for managing a sequence of items.

Example

The following example demonstrates how to use deque to search for a pattern in a file. It uses the `collections.deque` module.

```
from collections import deque

def search(lines, pattern, history=5):
    previous_lines = deque(maxlen=history)
    for li in lines:
        if pattern in li:
            yield li, previous_lines
        previous_lines.append(li)

# Example use on a file
if __name__ == '__main__':
    with open(r'../cookbook/somefile.txt') as f:
        for line, prevlines in search(f, 'python', 5):
            for pline in prevlines:
                print(pline, end='')
            print(line, end='')
            print('-' * 20)
```

Conclusion

deque is a powerful tool for managing a sequence of items. It is fast, efficient, and easy to use. It is a good choice for many applications.

The following example demonstrates how to use deque to search for a pattern in a file. It uses the `collections.deque` module.

deque is a double-ended queue. It is a fast, efficient, and easy-to-use data structure for managing a sequence of items.

```
>>> q = deque(maxlen=3)
>>> q.append(1)
>>> q.append(2)
>>> q.append(3)
>>> q
```

```
deque([1, 2, 3], maxlen=3)
>>> q.append(4)
>>> q
deque([2, 3, 4], maxlen=3)
>>> q.append(5)
>>> q
deque([3, 4, 5], maxlen=3)
```

When you create a deque, you can specify a maximum length. If you append an element to a full deque, the element at the opposite end is automatically removed. In the example above, we create a deque with a maximum length of 3. We then append the number 4, which causes the number 1 to be removed. We then append the number 5, which causes the number 2 to be removed. Finally, we append the number 6, which causes the number 3 to be removed. The deque now contains the numbers 4, 5, and 6.

```
>>> q = deque()
>>> q.append(1)
>>> q.append(2)
>>> q.append(3)
>>> q
deque([1, 2, 3])
>>> q.appendleft(4)
>>> q
deque([4, 1, 2, 3])
>>> q.pop()
3
>>> q
deque([4, 1, 2])
>>> q.popleft()
4
```

When you create a deque, you can specify a maximum length. If you append an element to a full deque, the element at the opposite end is automatically removed. In the example above, we create a deque with a maximum length of 3. We then append the number 4, which causes the number 1 to be removed. We then append the number 5, which causes the number 2 to be removed. Finally, we append the number 6, which causes the number 3 to be removed. The deque now contains the numbers 4, 5, and 6.

1.4 Using a deque as a queue

Using a deque as a queue

When you create a deque, you can specify a maximum length. If you append an element to a full deque, the element at the opposite end is automatically removed. In the example above, we create a deque with a maximum length of 3. We then append the number 4, which causes the number 1 to be removed. We then append the number 5, which causes the number 2 to be removed. Finally, we append the number 6, which causes the number 3 to be removed. The deque now contains the numbers 4, 5, and 6.

Using a deque as a queue

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```
import heapq
nums = [1, 8, 2, 23, 7, -4, 18, 23, 42, 37, 2]
print(heapq.nlargest(3, nums)) # Prints [42, 37, 23]
print(heapq.nsmallest(3, nums)) # Prints [-4, 1, 2]
```

Python 2.0.0

```
portfolio = [
    {'name': 'IBM', 'shares': 100, 'price': 91.1},
    {'name': 'AAPL', 'shares': 50, 'price': 543.22},
    {'name': 'FB', 'shares': 200, 'price': 21.09},
    {'name': 'HPQ', 'shares': 35, 'price': 31.75},
    {'name': 'YHOO', 'shares': 45, 'price': 16.35},
    {'name': 'ACME', 'shares': 75, 'price': 115.65}
]
cheap = heapq.nsmallest(3, portfolio, key=lambda s: s['price'])
expensive = heapq.nlargest(3, portfolio, key=lambda s: s['price'])
```

Python 2.0.0

Python 2.0.0

Python 2.0.0

```
>>> nums = [1, 8, 2, 23, 7, -4, 18, 23, 42, 37, 2]
>>> import heapq
>>> heapq.heapify(nums)
>>> nums
[-4, 2, 1, 23, 7, 2, 18, 23, 42, 37, 8]
>>>
```

Python 2.0.0

```
>>> heapq.heappop(nums)
-4
>>> heapq.heappop(nums)
1
>>> heapq.heappop(nums)
2
```

Python 2.0.0


```
Item('bar')
>>> q.pop()
Item('spam')
>>> q.pop()
Item('foo')
>>> q.pop()
Item('grok')
>>>
```

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```
>>> a = Item('foo')
>>> b = Item('bar')
>>> a < b
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
TypeError: unorderable types: Item() < Item()
>>>
```

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```
>>> a = (1, Item('foo'))
>>> b = (5, Item('bar'))
>>> a < b
True
>>> c = (1, Item('grok'))
```

```
>>> a < c
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
TypeError: unorderable types: Item() < Item()
>>>
```

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```
>>> a = (1, 0, Item('foo'))
>>> b = (5, 1, Item('bar'))
>>> c = (1, 2, Item('grok'))
>>> a < b
True
>>> a < c
True
>>>
```

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1.6 â■ŮăĖŸăy■çŽĎéTŌæŸăârĎăd'ŽăyĽăĀij

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```
d = {
    'a' : [1, 2, 3],
    'b' : [4, 5]
}
e = {
    'a' : {1, 2, 3},
    'b' : {4, 5}
}
```


1.7 OrderedDict

Introduction

OrderedDict is a dictionary subclass that remembers the order of items added.

Example

The following example shows how to use OrderedDict to maintain the order of items in a dictionary. It imports the OrderedDict class from the collections module and creates a dictionary with four items. The items are then printed in the order they were added.

```
from collections import OrderedDict
def ordered_dict():
    d = OrderedDict()
    d['foo'] = 1
    d['bar'] = 2
    d['spam'] = 3
    d['grok'] = 4
    # Outputs "foo 1", "bar 2", "spam 3", "grok 4"
    for key in d:
        print(key, d[key])
```

OrderedDict can also be used to convert a JSON object to a dictionary. The following example shows how to use the json module to convert a JSON string to a dictionary. The dictionary is then printed in the order of the JSON object.

```
>>> import json
>>> json.dumps(d)
'{"foo": 1, "bar": 2, "spam": 3, "grok": 4}'
>>>
```

Conclusion

OrderedDict is a useful class for maintaining the order of items in a dictionary. It can be used in a variety of ways, including as a simple dictionary and as a way to convert JSON objects to dictionaries.

The OrderedDict class is a dictionary subclass that remembers the order of items added. It is useful for maintaining the order of items in a dictionary. The OrderedDict class is a dictionary subclass that remembers the order of items added. It is useful for maintaining the order of items in a dictionary. The OrderedDict class is a dictionary subclass that remembers the order of items added. It is useful for maintaining the order of items in a dictionary.

1.8 Finding the Minimum and Maximum

Introduction

This recipe shows how to find the minimum and maximum values in a dictionary.

Recipe

The following code defines a dictionary of stock prices and then finds the minimum and maximum values.

```
prices = {
    'ACME': 45.23,
    'AAPL': 612.78,
    'IBM': 205.55,
    'HPQ': 37.20,
    'FB': 10.75
}
```

To find the minimum and maximum values, we can use the `zip()` function to iterate over the dictionary's values and keys simultaneously. Then, we can use the `min()` and `max()` functions to find the minimum and maximum values.

```
min_price = min(zip(prices.values(), prices.keys()))
# min_price is (10.75, 'FB')
max_price = max(zip(prices.values(), prices.keys()))
# max_price is (612.78, 'AAPL')
```

Alternatively, we can use the `sorted()` function to sort the dictionary's values and keys. Then, we can use the `min()` and `max()` functions to find the minimum and maximum values.

```
prices_sorted = sorted(zip(prices.values(), prices.keys()))
# prices_sorted is [(10.75, 'FB'), (37.2, 'HPQ'),
#                  (45.23, 'ACME'), (205.55, 'IBM'),
#                  (612.78, 'AAPL')]
```

Another way to find the minimum and maximum values is to use the `zip()` function to iterate over the dictionary's values and keys simultaneously. Then, we can use the `min()` and `max()` functions to find the minimum and maximum values.

```
prices_and_names = zip(prices.values(), prices.keys())
print(min(prices_and_names)) # OK
print(max(prices_and_names)) # ValueError: max() arg is an empty
                             ↪ sequence
```

Conclusion

This recipe shows how to find the minimum and maximum values in a dictionary. The first method uses the `zip()` function to iterate over the dictionary's values and keys simultaneously. The second method uses the `sorted()` function to sort the dictionary's values and keys. The third method uses the `zip()` function to iterate over the dictionary's values and keys simultaneously.

```
min(prices) # Returns 'AAPL'
max(prices) # Returns 'IBM'
```

¶ The `min()` and `max()` functions return the minimum and maximum values of the dictionary's values.

```
min(prices.values()) # Returns 10.75
max(prices.values()) # Returns 612.78
```

¶ The `min()` and `max()` functions can also take a `key` argument to specify the attribute to compare.

```
min(prices, key=lambda k: prices[k]) # Returns 'FB'
max(prices, key=lambda k: prices[k]) # Returns 'AAPL'
```

```
min(prices, key=lambda k: prices[k]) # Returns 'FB'
max(prices, key=lambda k: prices[k]) # Returns 'AAPL'
```

¶ The `min()` and `max()` functions can also take a `key` argument to specify the attribute to compare.

```
min_value = prices[min(prices, key=lambda k: prices[k])]
```

¶ The `zip()` function can be used to iterate over the keys and values of a dictionary.

¶ The `min()` and `max()` functions can also take a `key` argument to specify the attribute to compare.

```
>>> prices = { 'AAA' : 45.23, 'ZZZ': 45.23 }
>>> min(zip(prices.values(), prices.keys()))
(45.23, 'AAA')
>>> max(zip(prices.values(), prices.keys()))
(45.23, 'ZZZ')
>>>
```

1.9 Finding the Minimum and Maximum Values of a Dictionary

Introduction

¶ The `min()` and `max()` functions return the minimum and maximum values of the dictionary's values.

Example

¶ The `min()` and `max()` functions can also take a `key` argument to specify the attribute to compare.

```
a = {
    'x': 1,
    'y': 2,
    'z': 3
}

b = {
    'w': 10,
    'x': 11,
    'y': 2
}
```

keys() æÚæſTèŁTăZđçZşæđIJăyŁæL'gèaŃéZEăRLăŞăIJăĂĆæŕTăĉCĭijZ

```
# Find keys in common
a.keys() & b.keys() # { 'x', 'y' }
# Find keys in a that are not in b
a.keys() - b.keys() # { 'z' }
# Find (key,value) pairs in common
a.items() & b.items() # { ('y', 2) }
```

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```
# Make a new dictionary with certain keys removed
c = {key:a[key] for key in a.keys() - {'z', 'w'}}
# c is {'x': 1, 'y': 2}
```

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1.10 Removing duplicates from a list

Problem

How do you remove duplicates from a list?

Solution

The simplest way to remove duplicates from a list is to use a set. Sets are unordered and do not contain duplicates.

```
def dedupe(items):
    seen = set()
    for item in items:
        if item not in seen:
            yield item
            seen.add(item)
```

For example, given a list of integers, we can remove duplicates like this:

```
>>> a = [1, 5, 2, 1, 9, 1, 5, 10]
>>> list(dedupe(a))
[1, 5, 2, 9, 10]
>>>
```

If you want to remove duplicates from a list of dictionaries, you can use a set of tuples. Tuples are hashable and can be used as keys in a set. For example, given a list of dictionaries, we can remove duplicates like this:

```
def dedupe(items, key=None):
    seen = set()
    for item in items:
        val = item if key is None else key(item)
        if val not in seen:
            yield item
            seen.add(val)
```

For example, given a list of dictionaries, we can remove duplicates like this:

```
>>> a = [ {'x':1, 'y':2}, {'x':1, 'y':3}, {'x':1, 'y':2}, {'x':2, 'y':4} ]
>>> list(dedupe(a, key=lambda d: (d['x'], d['y'])))
[{'x': 1, 'y': 2}, {'x': 1, 'y': 3}, {'x': 2, 'y': 4}]
>>> list(dedupe(a, key=lambda d: d['x']))
[{'x': 1, 'y': 2}, {'x': 2, 'y': 4}]
>>>
```

The `dedupe` function can also be used to remove duplicates from a list of dictionaries, where the key is a function that takes a dictionary and returns a value that can be used to identify duplicates.

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```
>>> a
[1, 5, 2, 1, 9, 1, 5, 10]
>>> set(a)
{1, 2, 10, 5, 9}
>>>
```

çDûēĀNiiNēŁŻçġæŨzæşTäy■ēČ;çzt' æŁd' āĖČt' āçŽDēāžāžRiiNçTşæŁRçŽDçzşæđIJäy■çŽDāĖČt'

āIJlæIJnēŁĆäy■æŁSāznä;ŁçTlāžEçTşæŁRāZlāĠ;æTřèol' æŁSāznçŽDāĠ;æTřæŽt' āŁăĖĀŽçTlīijNäy■āžl
ærTāēČiijNāēĆæđIJä;æĆşērzaRŨäyĀäylæŨĠāžŭiijNæŭLéŽd' éĠād' ■ēāNiiNä;āāRfäzēā;ŁāōzæY

```
with open(somefile, 'r') as f:
    for line in dedupe(f):
        ...
```

äyLèĤrkeyāĠ;æTřāRĆæTřælažžāžE sorted() , min() āŠN max()
ç■LāĖĖç;ōāĠ;æTřçŽDçŽyāiijāŁšēČ;āĀĆ āRfäzēāRĆēĀĆ1.8āŠN1.13ārRēŁCāžEēġçæŽt' āđ' ŽāĀĆ

1.11 āŚ;āR■āŁĠçŁ'Ġ

éŬóécY

ä;āçŽDćlNāžRāũşçzRāĠžçŎräyĀād' gāāEāũşæŬāæşTçŽt' èġEçŽDçañçijŨçāAāŁĠçŁ'ĠGäyNæāĠiijNçDŭ

èġčāEşæŨzæāŁ

āĀĠāōŽā;āæIJL'äyĀæōtāžççāAēēAāžŎäyĀäylēōrā;Tā■Ŭçñçäyşäy■āĠāyġāZžāōŽā;■ç;ōæRŘāRŨāĠžç

```
##### 0123456789012345678901234567890123456789012345678901234567890
↪ '
record = '.....100 .....513.25 ..... '
cost = int(record[20:23]) * float(record[31:37])
```

äyŎāĖēĆçæāũāĖŽiijNäyžāzĀāžŁäy■æČşēŁZæāũāŚ;āR■āŁĠçŁ'ĠĠāŚçiiJŽ

```
SHARES = slice(20, 23)
PRICE = slice(31, 37)
cost = int(record[SHARES]) * float(record[PRICE])
```

çñnāžNçġç■Ł'ŁæIJnāy■iijNä;āēAġāĖ■āžEāđ' ġēĠRæŬāæşTçRĖèġççŽDçañçijŨçāAäyNæāĠiijNä;Łā;Ŭ

3.11.11

Python 2.0.0

Python 2.0.0

```
>>> items = [0, 1, 2, 3, 4, 5, 6]
>>> a = slice(2, 4)
>>> items[2:4]
[2, 3]
>>> items[a]
[2, 3]
>>> items[a] = [10, 11]
>>> items
[0, 1, 10, 11, 4, 5, 6]
>>> del items[a]
>>> items
[0, 1, 4, 5, 6]
```

Python 2.0.0

```
>>> a = slice(5, 50, 2)
>>> a.start
5
>>> a.stop
50
>>> a.step
2
>>>
```

Python 2.0.0

```
>>> s = 'HelloWorld'
>>> a.indices(len(s))
(5, 10, 2)
>>> for i in range(*a.indices(len(s))):
...     print(s[i])
...
W
r
d
>>>
```

1.12 Using collections.Counter to find the most common words in a list

Example

The following example shows how to use the `collections.Counter` class to find the most common words in a list.

Code

```
collections.Counter
# Create a Counter object from a list of words
word_counts = Counter(words)
# Find the three most common words
top_three = word_counts.most_common(3)
# Print the results
print(top_three)
```

```
words = [
    'look', 'into', 'my', 'eyes', 'look', 'into', 'my', 'eyes',
    'the', 'eyes', 'the', 'eyes', 'the', 'eyes', 'not', 'around',
    'the',
    'eyes', "don't", 'look', 'around', 'the', 'eyes', 'look', 'into',
    'my', 'eyes', "you're", 'under'
]
from collections import Counter
word_counts = Counter(words)
# Find the three most common words
top_three = word_counts.most_common(3)
print(top_three)
# Outputs [('eyes', 8), ('the', 5), ('look', 4)]
```

Output

The output of the code is a list of tuples, where each tuple contains a word and its frequency. In this case, the most common words are 'eyes' (8), 'the' (5), and 'look' (4).

```
>>> word_counts['not']
1
>>> word_counts['eyes']
8
>>>
```

The following example shows how to use the `collections.Counter` class to find the most common words in a list, and then to update the counter with a new list of words.

```
>>> morewords = ['why', 'are', 'you', 'not', 'looking', 'in', 'my', 'eyes']
>>> for word in morewords:
...     word_counts[word] += 1
... 
```

```
>>> word_counts['eyes']
9
>>>
```

word_counts.update(morewords)

```
>>> word_counts.update(morewords)
>>>
```

Counter(words).update(morewords)

```
>>> a = Counter(words)
>>> b = Counter(morewords)
>>> a
Counter({'eyes': 8, 'the': 5, 'look': 4, 'into': 3, 'my': 3, 'around': 2,
'you're': 1, 'don't': 1, 'under': 1, 'not': 1})
>>> b
Counter({'eyes': 1, 'looking': 1, 'are': 1, 'in': 1, 'not': 1, 'you': 1,
'my': 1, 'why': 1})
>>> # Combine counts
>>> c = a + b
>>> c
Counter({'eyes': 9, 'the': 5, 'look': 4, 'my': 4, 'into': 3, 'not': 2,
'around': 2, 'you're': 1, 'don't': 1, 'in': 1, 'why': 1,
'looking': 1, 'are': 1, 'under': 1, 'you': 1})
>>> # Subtract counts
>>> d = a - b
>>> d
Counter({'eyes': 7, 'the': 5, 'look': 4, 'into': 3, 'my': 2, 'around': 2,
'you're': 1, 'don't': 1, 'under': 1})
>>>
```

Counter(words).update(morewords)

1.13 Combining and Subtracting Counters

Combining and Subtracting Counters

Counter(words).update(morewords)

Sorting

Sorting a list of dictionaries by a specific key. In this example, we sort a list of dictionaries by the 'fname' key. The 'operator' module provides a 'sorted' function that can take a key function as an argument. The 'itemgetter' function from the 'operator' module is used to create a callable object that takes a dictionary and returns the value for the specified key.

```
rows = [
    {'fname': 'Brian', 'lname': 'Jones', 'uid': 1003},
    {'fname': 'David', 'lname': 'Beazley', 'uid': 1002},
    {'fname': 'John', 'lname': 'Cleese', 'uid': 1001},
    {'fname': 'Big', 'lname': 'Jones', 'uid': 1004}
]
```

Sorting the list of dictionaries by the 'fname' key. The 'sorted' function is used with the 'key' argument set to 'itemgetter('fname')'. This will sort the list of dictionaries by the 'fname' key in ascending order.

```
from operator import itemgetter
rows_by_fname = sorted(rows, key=itemgetter('fname'))
rows_by_uid = sorted(rows, key=itemgetter('uid'))
print(rows_by_fname)
print(rows_by_uid)
```

Sorting the list of dictionaries by the 'uid' key. The 'sorted' function is used with the 'key' argument set to 'itemgetter('uid')'. This will sort the list of dictionaries by the 'uid' key in ascending order.

```
[{'fname': 'Big', 'uid': 1004, 'lname': 'Jones'},
 {'fname': 'Brian', 'uid': 1003, 'lname': 'Jones'},
 {'fname': 'David', 'uid': 1002, 'lname': 'Beazley'},
 {'fname': 'John', 'uid': 1001, 'lname': 'Cleese'}]
[{'fname': 'John', 'uid': 1001, 'lname': 'Cleese'},
 {'fname': 'David', 'uid': 1002, 'lname': 'Beazley'},
 {'fname': 'Brian', 'uid': 1003, 'lname': 'Jones'},
 {'fname': 'Big', 'uid': 1004, 'lname': 'Jones'}]
```

Sorting the list of dictionaries by the 'lname' key. The 'sorted' function is used with the 'key' argument set to 'itemgetter('lname', 'fname')'. This will sort the list of dictionaries by the 'lname' key in ascending order, and then by the 'fname' key in ascending order.

```
rows_by_lfname = sorted(rows, key=itemgetter('lname', 'fname'))
print(rows_by_lfname)
```

Sorting the list of dictionaries by the 'lname' key. The 'sorted' function is used with the 'key' argument set to 'itemgetter('lname', 'fname')'. This will sort the list of dictionaries by the 'lname' key in ascending order, and then by the 'fname' key in ascending order.

```
[{'fname': 'David', 'uid': 1002, 'lname': 'Beazley'},
 {'fname': 'John', 'uid': 1001, 'lname': 'Cleese'},
 {'fname': 'Big', 'uid': 1004, 'lname': 'Jones'},
 {'fname': 'Brian', 'uid': 1003, 'lname': 'Jones'}]
```

Sorting

Sorting a list of dictionaries by a specific key. In this example, we sort a list of dictionaries by the 'fname' key. The 'sorted' function is used with the 'key' argument set to 'itemgetter('fname')'. This will sort the list of dictionaries by the 'fname' key in ascending order.


```
class User:
    def __init__(self, user_id):
        self.user_id = user_id

    def __repr__(self):
        return 'User({})'.format(self.user_id)

def sort_notcompare():
    users = [User(23), User(3), User(99)]
    print(users)
    print(sorted(users, key=lambda u: u.user_id))
```

Řešení: `operator.attrgetter()` a `lambda` funkce

```
>>> from operator import attrgetter
>>> sorted(users, key=attrgetter('user_id'))
[User(3), User(23), User(99)]
>>>
```

Úloha

Chceme seřadit uživatele podle příjmení a pak podle jména. Použijeme `operator.attrgetter()` a `sorted()` funkci. Pro seřazení podle příjmení použijeme `attrgetter('last_name')` a pro seřazení podle jména `attrgetter('first_name')`. Pokud chceme seřadit podle příjmení a pak podle jména, použijeme `attrgetter('last_name', 'first_name')`.

```
by_name = sorted(users, key=attrgetter('last_name', 'first_name'))
```

Chceme seřadit uživatele podle příjmení a pak podle jména. Použijeme `operator.attrgetter()` a `sorted()` funkci. Pro seřazení podle příjmení použijeme `attrgetter('last_name')` a pro seřazení podle jména `attrgetter('first_name')`. Pokud chceme seřadit podle příjmení a pak podle jména, použijeme `attrgetter('last_name', 'first_name')`.

```
>>> min(users, key=attrgetter('user_id'))
User(3)
>>> max(users, key=attrgetter('user_id'))
User(99)
>>>
```

1.15 Grouping by Date

Problem

Given a list of records, each with an address and a date, group the records by date.

Solution

The `groupby()` method of the `itertools` module can be used to group the records by date.

```
rows = [
    {'address': '5412 N CLARK', 'date': '07/01/2012'},
    {'address': '5148 N CLARK', 'date': '07/04/2012'},
    {'address': '5800 E 58TH', 'date': '07/02/2012'},
    {'address': '2122 N CLARK', 'date': '07/03/2012'},
    {'address': '5645 N RAVENSWOOD', 'date': '07/02/2012'},
    {'address': '1060 W ADDISON', 'date': '07/02/2012'},
    {'address': '4801 N BROADWAY', 'date': '07/01/2012'},
    {'address': '1039 W GRANVILLE', 'date': '07/04/2012'},
]
```

The `groupby()` method of the `itertools` module can be used to group the records by date.

```
from operator import itemgetter
from itertools import groupby

# Sort by the desired field first
rows.sort(key=itemgetter('date'))
# Iterate in groups
for date, items in groupby(rows, key=itemgetter('date')):
    print(date)
    for i in items:
        print(' ', i)
```

Result

```
07/01/2012
{'date': '07/01/2012', 'address': '5412 N CLARK'}
{'date': '07/01/2012', 'address': '4801 N BROADWAY'}
07/02/2012
{'date': '07/02/2012', 'address': '5800 E 58TH'}
{'date': '07/02/2012', 'address': '5645 N RAVENSWOOD'}
{'date': '07/02/2012', 'address': '1060 W ADDISON'}
07/03/2012
{'date': '07/03/2012', 'address': '2122 N CLARK'}
```

07/04/2012

```
{'date': '07/04/2012', 'address': '5148 N CLARK'}
{'date': '07/04/2012', 'address': '1039 W GRANVILLE'}
```

èóìèöž

`groupby()` ãĠæTŕæL'æŕŕæT' äŷlãžŕãĹŰãžüäŷTæšæL; èĤđçž■çŽŷãŕŇãĀij(æĹŰèĀĖæžæ■ōæŇ
ãĬĬæŕŕæŋæĤ■äžççŽDæŰüãĀŽŕijŇãōĀijŽèĤTãŽđäŷĀäŷlãĀijãŠŇäŷĀäŷlæĤ■äžçãŽĬãŕžæšãijŇ
èĤŽäŷlæĤ■äžçãŽĬãŕžæšãŕŕãžççTšæĹŕãĖĤçt'ããĀijãĖĬéĤĬç■ĹäžŌäŷĹéĬéĤçäŷlãĀijçŽDçžDäŷ■æĹĀæĬĬ'ãŕ

äŷĀäŷlæĬäŷŷéĠ■èĤçŽDãĠĖĀđ'Ġæ■éĬđ'æŸŕèĤææžæ■ōæŇĠãōŽçŽDã■ŰæōŕãŕĖæTŕæ■ōæŌšãžŕãĀ
ãŽäŷž `groupby()` äžĖäžĖæçĀæšçèĤđçž■çŽDãĖĤçt'ãŕijŇãĤĖĀđĬãžŇãĖĬĹãžüæšæĬĬ'æŌšãžŕãōŇæĹŕç

ãĤĖĀđĬĬãžãžĖãŕŕæŸŕæĤšæžæ■ōdateã■ŰæōŕãŕĖæTŕæ■ōãĹĖçžDãĹŕäŷĀäŷlãđ'ġçŽDæTŕæ■ōçžšæç
éĤçãžĹä;ãæĬĬãæ;ä;ĤçĤĬ `defaultdict()` æĬæđDãžžäŷĀäŷlãđ'ŽãĀijã■ŰãĖŷŕijŇãĖšãžŌãđ'ŽãĀijã■ŰãĖŷ

```
from collections import defaultdict
rows_by_date = defaultdict(list)
for row in rows:
    rows_by_date[row['date']].append(row)
```

èĤŽæãüçŽDèŕĬã;ããŕŕãžèãĴĹè;ãæĬççŽDãŕšçĤ;ãŕžæŕŕäŷlæŇĠãōŽæŰèæĬĬšèōĤéŰōãŕžãžTçŽDèōŕã;TŕijŽ

```
>>> for r in rows_by_date['07/01/2012']:
...     print(r)
...
{'date': '07/01/2012', 'address': '5412 N CLARK'}
{'date': '07/01/2012', 'address': '4801 N BROADWAY'}
```

ãĬĬäŷĹéĬçèĤŽäŷlãĴŇã■ŕäŷ■ŕijŇæĹšãžŇæšæĬĬ'ãĤĖèĤæĀãĖĬãŕĖèōŕã;TæŌšãžŕãĀĤãžæ■đ'ŕijŇãĤĖĀđ
èĤŽçġæŰžãijŕãijŽæŕTãĖĬæŌšãžŕçDüãŕŌãĖ■éĀžèĤĠ groupby()
ãĠæTŕæĤ■äžççŽDæŰžãijŕèĤŕèãŇãĴŰãĤŇäŷĀäžŽãĤĖ

1.16 èĤĠæžđ'ãžŕãĹŰãĖĤçt'ã

éŰōéçŸ

ã;ãæĬĬ'äŷĀäŷlæTŕæ■ōãžŕãĹŰŕijŇæĤšãĹŕçĤĬäŷĀäžŽèġDãĹŽãžŌäŷ■æŕŕãŕŰãĠžéĬĬæĤçŽDãĀijæĬ

èġçãĖšæŰžæãĴ

æĬĬãçōĀã■TçŽDèĤĠæžđ'ãžŕãĹŰãĖĤçt'ãçŽDæŰžæšTŕãŕšæŸŕã;ĤçĤĬãĹŰèãĴæŌĬãŕijãĤĖŕTæĤŕijŽ

```
>>> mylist = [1, 4, -5, 10, -7, 2, 3, -1]
>>> [n for n in mylist if n > 0]
[1, 4, 10, 2, 3]
>>> [n for n in mylist if n < 0]
[-5, -7, -1]
>>>
```

Python Cookbook, 2.0.0

```
>>> pos = (n for n in mylist if n > 0)
>>> pos
<generator object <genexpr> at 0x1006a0eb0>
>>> for x in pos:
...     print(x)
...
1
4
10
2
3
>>>
```

Python Cookbook, 2.0.0

```
values = ['1', '2', '-3', '-', '4', 'N/A', '5']
def is_int(val):
    try:
        x = int(val)
        return True
    except ValueError:
        return False
ivals = list(filter(is_int, values))
print(ivals)
# Outputs ['1', '2', '-3', '4', '5']
```

Python Cookbook, 2.0.0

1.16

Python Cookbook, 2.0.0

```
>>> mylist = [1, 4, -5, 10, -7, 2, 3, -1]
>>> import math
>>> [math.sqrt(n) for n in mylist if n > 0]
```

```
[1.0, 2.0, 3.1622776601683795, 1.4142135623730951, 1.
↳7320508075688772]
>>>
```

efGæzd' æ\$■ä;IJçŽDäyÄäyläRÿçg■ārsæYřāEäy■çñēāŘŁæİažzūçŽDāAijçTlāŪřçŽDāAijazcæZřijNēÄ
ærTāeĆijNāIJläyÄāLŪæTřæ■ōäy■ā;āāRřēČ;äy■āzĚæČšæL;āLřæ■čæTřijNēÄNäyTēŁYæČšārEäy■æYřæ■
éÄZēŁGārEēŁGæzd' æİažzūæT;āLřæİažzūēālē;āijRäy■āŌzrijNāRřāzēā;LāōzæYšçŽDēgčāEšēŁZäylēŪōēčē

```
>>> clip_neg = [n if n > 0 else 0 for n in mylist]
>>> clip_neg
[1, 4, 0, 10, 0, 2, 3, 0]
>>> clip_pos = [n if n < 0 else 0 for n in mylist]
>>> clip_pos
[0, 0, -5, 0, -7, 0, 0, -1]
>>>
```

āRēād' ŪäyÄäyläAijā;ŪāĚšæšŁçŽDēŁGæzd' āūēāEūārsæYř itertools.
compress() ijN āōČāzēäyÄäyl iterable āřžēšāāŠNäyÄäylçZyārřāžTçŽD
Boolean ēĀL'æNl'āZlāžRāLŪā;IJäyžē;šāĚēāRČæTřāĀČ çDūāRŌē;šāGž
iterable āřžēšāy■āřžāžTēĀL'æNl'āZlāyž True çŽDāĚČçt'āāĀČ
ā;šā;āēIJĀēēAçTlāRēād' ŪäyÄäylçZyāĚšēĀTçŽDāžRāLŪāēlēēŁGæzd' æšRäylāžRāLŪçŽDæŪūāÄZrijNēŁZā
ærTāeĆijNāAĠāēČçŌřāIJlä;āēIJL'äyNēlčäyēd' āLŪæTřæ■ōijŽ

```
addresses = [
    '5412 N CLARK',
    '5148 N CLARK',
    '5800 E 58TH',
    '2122 N CLARK'
    '5645 N RAVENSWOOD',
    '1060 W ADDISON',
    '4801 N BROADWAY',
    '1039 W GRANVILLE',
]
counts = [ 0, 3, 10, 4, 1, 7, 6, 1]
```

çŌřāIJlä;āæČšārEēČčāžZārřāžT count āAijād' gāžŌ5çŽDāIJřāİĀāĚlēČlē;šāGžrijNēČčāžLā;āāRřāzēē

```
>>> from itertools import compress
>>> more5 = [n > 5 for n in counts]
>>> more5
[False, False, True, False, False, True, True, False]
>>> list(compress(addresses, more5))
['5800 E 58TH', '4801 N BROADWAY', '1039 W GRANVILLE']
>>>
```

ēŁZēGŇçŽDāĚšēTōçČžāIJläžŌāĚLāLZāžžäyÄäyl Boolean
āžRāLŪrijNāNĠçd'žāšāžZāĚČçt'āād'■āŘŁæİažzūāĀČ çDūāRŌ compress()
āĠ;æTřæžāæ■ōēŁZäylāžRāLŪāŌžēĀL'æNl'ē;šāGžārřāžTā;■ç;ōäyž True çŽDāĚČçt'āāĀČ

āŠN filter() āĠ;æTřçšžāijijijN compress() āžšæYřēŁTāZdçŽDäyÄäylēŁ■āžčāZlāĀČāZāæ■d'ij
ēČčāžLā;āēIJĀēēAā;ççTl list() ælēārEçžšædIJē;ñæ■čäyžāLŪēāłçšādNāĀČ

1.17 Creating a Dictionary from a List of Tuples

Problem

How to create a dictionary from a list of tuples, where the first element of each tuple is the key and the second element is the value.

Solution

There are several ways to create a dictionary from a list of tuples. The most common way is to use the `dict()` function.

```
prices = {
    'ACME': 45.23,
    'AAPL': 612.78,
    'IBM': 205.55,
    'HPQ': 37.20,
    'FB': 10.75
}

# Make a dictionary of all prices over 200
p1 = {key: value for key, value in prices.items() if value > 200}
# Make a dictionary of tech stocks
tech_names = {'AAPL', 'IBM', 'HPQ', 'MSFT'}
p2 = {key: value for key, value in prices.items() if key in tech_
     names}
```

Discussion

The `dict()` function is a simple way to create a dictionary from a list of tuples. However, it is not the most efficient way, especially for large lists. The `dict()` function creates a new dictionary by iterating over the list of tuples and adding each tuple to the dictionary. This can be slow for large lists.

```
p1 = dict((key, value) for key, value in prices.items() if value > 200)
```

Another way to create a dictionary from a list of tuples is to use the `dict()` function with a generator expression. This is a more efficient way to create a dictionary from a list of tuples, especially for large lists.

The `dict()` function is a simple way to create a dictionary from a list of tuples. However, it is not the most efficient way, especially for large lists. The `dict()` function creates a new dictionary by iterating over the list of tuples and adding each tuple to the dictionary. This can be slow for large lists.

```
# Make a dictionary of tech stocks
tech_names = {'AAPL', 'IBM', 'HPQ', 'MSFT'}
p2 = {key: prices[key] for key in prices.keys() & tech_names}
```

The `dict()` function is a simple way to create a dictionary from a list of tuples. However, it is not the most efficient way, especially for large lists. The `dict()` function creates a new dictionary by iterating over the list of tuples and adding each tuple to the dictionary. This can be slow for large lists.

1.18 namedtuple

Overview

namedtuple is a simple class that creates a tuple subclass that has readable attributes. Unlike a plain tuple, namedtuple instances are hashable (if all their fields are hashable) and can be used as dictionary keys. namedtuple instances can also be indexed like a regular tuple, but the extra attribute access is often more convenient and readable. This extends the simple tuple interface: the fields of a namedtuple are normally accessed with dot notation (instead of using tuple indexing).

Example

The following example shows how to create a namedtuple class and use it to create a subscriber object. The namedtuple class is created using the collections module. The namedtuple class is then used to create a subscriber object. The subscriber object is then used to access the fields of the namedtuple class.

```
>>> from collections import namedtuple
>>> Subscriber = namedtuple('Subscriber', ['addr', 'joined'])
>>> sub = Subscriber('jonesy@example.com', '2012-10-19')
>>> sub
Subscriber(addr='jonesy@example.com', joined='2012-10-19')
>>> sub.addr
'jonesy@example.com'
>>> sub.joined
'2012-10-19'
>>>
```

The namedtuple class is a subclass of tuple, so it has all the same methods and attributes as a tuple. However, it also has the ability to access fields by name, which is often more convenient and readable than using tuple indexing.

```
>>> len(sub)
2
>>> addr, joined = sub
>>> addr
'jonesy@example.com'
>>> joined
'2012-10-19'
>>>
```

The namedtuple class is a subclass of tuple, so it has all the same methods and attributes as a tuple. However, it also has the ability to access fields by name, which is often more convenient and readable than using tuple indexing. The namedtuple class is also hashable, which means it can be used as a dictionary key.

```
def compute_cost(records):
    total = 0.0
    for rec in records:
        total += rec[1] * rec[2]
    return total
```

Python Cookbook: Recipes for Python 2.0.0

```
from collections import namedtuple

Stock = namedtuple('Stock', ['name', 'shares', 'price'])
def compute_cost(records):
    total = 0.0
    for rec in records:
        s = Stock(*rec)
        total += s.shares * s.price
    return total
```

Example

Python Cookbook: Recipes for Python 2.0.0

```
>>> s = Stock('ACME', 100, 123.45)
>>> s
Stock(name='ACME', shares=100, price=123.45)
>>> s.shares = 75
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
AttributeError: can't set attribute
>>>
```

Python Cookbook: Recipes for Python 2.0.0

```
>>> s = s._replace(shares=75)
>>> s
Stock(name='ACME', shares=75, price=123.45)
>>>
```

Python Cookbook: Recipes for Python 2.0.0

```
from collections import namedtuple

Stock = namedtuple('Stock', ['name', 'shares', 'price', 'date',
    ↪ 'time'])

# Create a prototype instance
stock_prototype = Stock('', 0, 0.0, None, None)
```

```
# Function to convert a dictionary to a Stock
def dict_to_stock(s):
    return stock_prototype._replace(**s)
```

Example 19.19: Converting a dictionary to a Stock object

```
>>> a = {'name': 'ACME', 'shares': 100, 'price': 123.45}
>>> dict_to_stock(a)
Stock(name='ACME', shares=100, price=123.45, date=None, time=None)
>>> b = {'name': 'ACME', 'shares': 100, 'price': 123.45, 'date':
    ↪ '12/17/2012'}
>>> dict_to_stock(b)
Stock(name='ACME', shares=100, price=123.45, date='12/17/2012',
    ↪ time=None)
>>>
```

Example 19.19: Converting a dictionary to a Stock object

1.19 Converting a dictionary to a Stock object

Example 19.19

Example 19.19: Converting a dictionary to a Stock object

Example 19.19

Example 19.19: Converting a dictionary to a Stock object

```
nums = [1, 2, 3, 4, 5]
s = sum(x * x for x in nums)
```

Example 19.19: Converting a dictionary to a Stock object

```
# Determine if any .py files exist in a directory
import os
files = os.listdir('dirname')
if any(name.endswith('.py') for name in files):
    print('There be python!')
else:
    print('Sorry, no python.')
# Output a tuple as CSV
s = ('ACME', 50, 123.45)
```

```
print(', '.join(str(x) for x in s))
# Data reduction across fields of a data structure
portfolio = [
    {'name': 'GOOG', 'shares': 50},
    {'name': 'YHOO', 'shares': 75},
    {'name': 'AOL', 'shares': 20},
    {'name': 'SCOX', 'shares': 65}
]
min_shares = min(s['shares'] for s in portfolio)
```

Summary

The `min()` function can be used to find the minimum value of a sequence. In this case, we are finding the minimum number of shares across a list of stocks. The `for` loop iterates over each element in the `portfolio` list, and the `min()` function returns the minimum value found.

```
s = sum((x * x for x in nums)) #
# Alternative: Returns 20
s = sum(x * x for x in nums) #
# Alternative: Returns {'name': 'AOL', 'shares': 20}
```

The `sum()` function can be used to calculate the sum of a sequence. In this case, we are calculating the sum of the squares of the numbers in the `nums` list. The `for` loop iterates over each element in the `nums` list, and the `sum()` function returns the sum of all the values.

```
nums = [1, 2, 3, 4, 5]
s = sum([x * x for x in nums])
```

The `min()` function can be used to find the minimum value of a sequence. In this case, we are finding the minimum number of shares across a list of stocks. The `for` loop iterates over each element in the `portfolio` list, and the `min()` function returns the minimum value found.

The `min()` function can be used to find the minimum value of a sequence. In this case, we are finding the minimum number of shares across a list of stocks. The `for` loop iterates over each element in the `portfolio` list, and the `min()` function returns the minimum value found.

```
# Original: Returns 20
min_shares = min(s['shares'] for s in portfolio)
# Alternative: Returns {'name': 'AOL', 'shares': 20}
min_shares = min(portfolio, key=lambda s: s['shares'])
```

1.20 Finding the Minimum Value of a Sequence

Summary

The `min()` function can be used to find the minimum value of a sequence. In this case, we are finding the minimum number of shares across a list of stocks. The `for` loop iterates over each element in the `portfolio` list, and the `min()` function returns the minimum value found.

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```
a = {'x': 1, 'z': 3 }
b = {'y': 2, 'z': 4 }
```

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ChainMap çszæĖCæŕTæCijŽ

```
from collections import ChainMap
c = ChainMap(a,b)
print(c['x']) # Outputs 1 (from a)
print(c['y']) # Outputs 2 (from b)
print(c['z']) # Outputs 3 (from a)
```

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```
>>> len(c)
3
>>> list(c.keys())
['x', 'y', 'z']
>>> list(c.values())
[1, 2, 3]
>>>
```

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```
>>> c['z'] = 10
>>> c['w'] = 40
>>> del c['x']
>>> a
{'w': 40, 'z': 10}
>>> del c['y']
Traceback (most recent call last):
...
KeyError: "Key not found in the first mapping: 'y'"
>>>
```



```
>>> a = {'x': 1, 'z': 3 }
>>> b = {'y': 2, 'z': 4 }
>>> merged = ChainMap(a, b)
>>> merged['x']
1
>>> a['x'] = 42
>>> merged['x'] # Notice change to merged dicts
42
>>>
```

CHAPTER 4

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split()æŮzæşTiiijŽ

```
>>> line = 'asdf fjdk; afed, fjek, asdf, foo'
>>> import re
>>> re.split(r'[;,\s]\s*', line)
['asdf', 'fjdk', 'afed', 'fjek', 'asdf', 'foo']
```

2.0.0

re.split() splits a string by the specified pattern. The pattern is a regular expression. The string is split at each occurrence of the pattern. The resulting list of strings is returned.

re.split() splits a string by the specified pattern. The pattern is a regular expression. The string is split at each occurrence of the pattern. The resulting list of strings is returned.

```
>>> fields = re.split(r'(;|,|\s)\s*', line)
>>> fields
['asdf', ' ', 'fjdk', ';', 'afed', ',', 'fjek', ',', 'asdf', ',',
 'foo']
>>>
```

re.split() splits a string by the specified pattern. The pattern is a regular expression. The string is split at each occurrence of the pattern. The resulting list of strings is returned.

```
>>> values = fields[:2]
>>> delimiters = fields[1:2] + ['']
>>> values
['asdf', 'fjdk', 'afed', 'fjek', 'asdf', 'foo']
>>> delimiters
[' ', ';', ',', ' ', ' ', ' ', ' ', '']
>>> # Reform the line using the same delimiters
>>> ''.join(v+d for v,d in zip(values, delimiters))
'asdf fjdk;afed,fjek,asdf,foo'
>>>
```

re.split() splits a string by the specified pattern. The pattern is a regular expression. The string is split at each occurrence of the pattern. The resulting list of strings is returned.

```
>>> re.split(r'(?:,|;|\s)\s*', line)
['asdf', 'fjdk', 'afed', 'fjek', 'asdf', 'foo']
>>>
```

2.2 Splitting on a Regular Expression

2.2.1

re.split() splits a string by the specified pattern. The pattern is a regular expression. The string is split at each occurrence of the pattern. The resulting list of strings is returned.

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startswith() æĹŬĕĀĔæŸř str.endswith() æŬzæŷTăĀĈærTăĕĈiijŽ

```
>>> filename = 'spam.txt'
>>> filename.endswith('.txt')
True
>>> filename.startswith('file:')
False
>>> url = 'http://www.python.org'
>>> url.startswith('http:')
True
>>>
```

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ĉDăăRŌăiĭăçzŽ startswith() æĹŬĕĀĔ endswith() æŬzæŷTĭiijŽ

```
>>> import os
>>> filenames = os.listdir('.')
>>> filenames
[ 'Makefile', 'foo.c', 'bar.py', 'spam.c', 'spam.h' ]
>>> [name for name in filenames if name.endswith(('c', 'h')) ]
['foo.c', 'spam.c', 'spam.h']
>>> any(name.endswith('.py') for name in filenames)
True
>>>
```

äŷNĕĭĕæŸřăRĕäŷĀäylăĭNă■RĭiijŽ

```
from urllib.request import urlopen

def read_data(name):
    if name.startswith(('http:', 'https:', 'ftp:')):
        return urlopen(name).read()
    else:
        with open(name) as f:
            return f.read()
```

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ăĕĈădĪJăĭăæAřăŭğæĪJĹ'äŷĀäŷĭ list æĹŬĕĀĔ set ĉšzădNĉŽDĕĀĹ'æNĭ'ĕaqzĭiijN
ĕĕAĉăŭăĭăiĭăĕĀŠăRĈæTřăĹ■ăĔĕĕĈĉTĪ tuple() âřĒăĔĕĕĭnă■ĕäŷăăĔĈĉzDĉšzădNăĀĈærTăĕĈiijŽ

```
>>> choices = ['http:', 'ftp:']
>>> url = 'http://www.python.org'
>>> url.startswith(choices)
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
TypeError: startswith first arg must be str or a tuple of str, not list
>>> url.startswith(tuple(choices))
```

```
True
>>>
```

ěóěőž

`startswith()` `endswith()` `æŮzæŧæRŘä;ZäZĚäyÄäyléIdäyæŮzä;ŁçŽDæŮzäijRăŌzăAŽă`
`çszäijijçŽDæŧä;IJäzşăRřäzëä;ŁçŤlăĹĠçŁĠGăİăăđçŎřijNă;EăŸřäzçăAçIJNëŧăİăăşăæIJĹéCčăžĹäijŸé`

```
>>> filename = 'spam.txt'
>>> filename[-4:] == '.txt'
True
>>> url = 'http://www.python.org'
>>> url[:5] == 'http:' or url[:6] == 'https:' or url[:4] == 'ftp:'
True
>>>
```

`äjäăRřäzëč;èŁŸæČşă;ŁçŤlăčăĹZëăĹä;äijRăŌzăăđçŎřijNăŕŤăčĭijŽ`

```
>>> import re
>>> url = 'http://www.python.org'
>>> re.match('http:|https:|ftp:', url)
<_sre.SRE_Match object at 0x101253098>
>>>
```

`èŁŽçġæŮzäijRăzşăNă;ŮéĂŽijNă;EăŸřăzäZŎçăĂăŧçŽDăNzéĚăăđăIJăŸŕăæIJĹçCžăŕRăĭRăd'ġ`
`æIJăăŔŎæRŘăyÄäyNijNă;ŞăŞNăĚüăzŮæŧä;IJăŕŤăčCăZăéĂŽăŤŕăăŏèĂŽăŔĹçŽyçzŞăŔĹçŽDæŮ`
`startswith()` `ăŞN` `endswith()` `æŮzæŧæŸŕă;ĹäyăéŤŽçŽDăĂČ`
`ăŕŤăčĭijNăyNéİčèŁZäyléăŕĚăčĂăşăşŔăylăŮĠăzăăđ'zäyăŸŕăŔăăŸăIJăŇĠăăŏŽçŽDæŮĠăzăçşăđ`

```
if any(name.endswith(('.c', '.h'))) for name in listdir(dirname)):
    ...
```

2.3 çŤÍShelléĂŽéĚçņęăŇzéĚăŮçņęäyş

éŮőécŸ

`äjäăČşă;ŁçŤÍ Unix Shell äyăyçŤÍçŽDěĂŽéĚçņę(ăŕŤăč * .py , Dat[0-9] * .csv`
`çŁ)ăŌzăNzéĚăŮĠăIJăăŮçņęäyş`

èġcăEşæŮzæăĹ

`fnmatch` `ăĹăăİŮăRŘă;ZäZĚäyđ'äylăĠăŤŕăĂŤăĂŤ` `fnmatch()` `ăŞN`
`fnmatchcase()` `ijNăRřäzëçŤlăİăăđçŎřēŁZăăŭçŽDăNzéĚăĂČçŤlăşŤăčCăyNijŽ`

```
>>> from fnmatch import fnmatch, fnmatchcase
>>> fnmatch('foo.txt', '*.txt')
True
>>> fnmatch('foo.txt', '?oo.txt')
True
>>> fnmatch('Dat45.csv', 'Dat[0-9]*')
True
>>> names = ['Dat1.csv', 'Dat2.csv', 'config.ini', 'foo.py']
>>> [name for name in names if fnmatch(name, 'Dat*.csv')]
['Dat1.csv', 'Dat2.csv']
>>>
```

`fnmatch()` matches the filename against the pattern. The pattern can contain wildcards: `*` for any string, `?` for any single character, and `[0-9]` for any digit.

```
>>> # On OS X (Mac)
>>> fnmatch('foo.txt', '*.TXT')
False
>>> # On Windows
>>> fnmatch('foo.txt', '*.TXT')
True
>>>
```

`fnmatchcase()` is similar to `fnmatch()`, but it is case-sensitive. For example, on OS X (Mac), `fnmatch('foo.txt', '*.TXT')` returns `False`, while `fnmatchcase('foo.txt', '*.TXT')` returns `False`.

```
>>> fnmatchcase('foo.txt', '*.TXT')
False
>>>
```

For example, the following code uses `fnmatchcase()` to filter a list of addresses to only those that end in `ST`:

```
addresses = [
    '5412 N CLARK ST',
    '1060 W ADDISON ST',
    '1039 W GRANVILLE AVE',
    '2122 N CLARK ST',
    '4802 N BROADWAY',
]
```

The following code uses `fnmatchcase()` to filter the `addresses` list to only those that end in `ST`:

```
>>> from fnmatch import fnmatchcase
>>> [addr for addr in addresses if fnmatchcase(addr, '* ST')]
['5412 N CLARK ST', '1060 W ADDISON ST', '2122 N CLARK ST']
>>> [addr for addr in addresses if fnmatchcase(addr, '54[0-9][0-9]*CLARK*')]
['5412 N CLARK ST']
>>>
```

èóìèõž

`fnmatch()` aĜ;æTṛāNzéĚēČ;āLZāzNāžŌčōĀā■TčŽDā■ŮčņęäyśæŮzæsTāŠNāijžād'ğčŽDæ■čāLŽēā
 æĈædIJāIJāTṛæ■ōād'DčŘEæŠ■ä;IJäy■āRléIJĀēēAčōĀā■TčŽDēĀŽēĚ■čņęārśēČ;āōNæĹRčŽDæŮūāĀŽiij
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 ælāāIŮāĀČāRČēĀČ5.13ārRēLČāĀČ

2.4 ā■ŮčņęäyśāNzéĚ■āŠNæŘIJčt'ć

éŮóécŸ

ă;ăæČśāNzéĚē■æĹŮēĀĚæŘIJčt'ćčL'žāōŽælāāijRčŽDæŮĜæIJñ

èğčāEşşæŮzæāĹ

æĈædIJä;ăæČśāNzéĚē■čŽDæŸrā■ŮéĪcā■ŮčņęäyśiijNéCčázĹä;ăēĀŽăyŷāRléIJĀēēAēřČčTĪāšžæIJñā■Ů
 æřTāēČ str.find() , str.endswith() , str.startswith()
 æĹŮēĀĚčśăijijčŽDæŮzæsTijŽ

```
>>> text = 'yeah, but no, but yeah, but no, but yeah'
>>> # Exact match
>>> text == 'yeah'
False
>>> # Match at start or end
>>> text.startswith('yeah')
True
>>> text.endswith('no')
False
>>> # Search for the location of the first occurrence
>>> text.find('no')
10
>>>
```

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 äyžăžEğčēĜĹæ■čāLŽēālē;ă;ăijRčŽDăšžæIJñāŌšçŘEiijNăĀĜēō;ă;ăæČśāNzéĚē■æTṛā■ŮæăijăijRčŽDæŮēæ
 11/27/2012 iijNă;ăāRřăžēēĹŽæăūāĀŽiijŽ

```
>>> text1 = '11/27/2012'
>>> text2 = 'Nov 27, 2012'
>>>
>>> import re
>>> # Simple matching: \d+ means match one or more digits
>>> if re.match(r'\d+/\d+/\d+', text1):
...     print('yes')
... else:
```

```
... print('no')
...
yes
>>> if re.match(r'\d+/\d+/\d+', text2):
...     print('yes')
...     else:
...     print('no')
...
no
>>>
```

match() returns a match object if the pattern matches the string, otherwise it returns None.

```
>>> datepat = re.compile(r'\d+/\d+/\d+')
>>> if datepat.match(text1):
...     print('yes')
...     else:
...     print('no')
...
yes
>>> if datepat.match(text2):
...     print('yes')
...     else:
...     print('no')
...
no
>>>
```

findall() returns a list of all non-overlapping matches in the string.

```
>>> text = 'Today is 11/27/2012. PyCon starts 3/13/2013.'
>>> datepat.findall(text)
['11/27/2012', '3/13/2013']
>>>
```

group() returns the string of the match.

```
>>> datepat = re.compile(r'(\d+)/(\d+)/(\d+)')
>>>
```

group(0) returns the entire match.

```
>>> m = datepat.match('11/27/2012')
>>> m
<_sre.SRE_Match object at 0x1005d2750>
>>> # Extract the contents of each group
>>> m.group(0)
'11/27/2012'
>>> m.group(1)
'11'
```



```
'Today is 2012-11-27. PyCon starts 2013-3-13.'
>>>
```

sub() returns a match object if the pattern is found at the beginning of the string, otherwise it returns None.

re.sub(pattern, repl, string, count=0, flags=0)

```
>>> import re
>>> datepat = re.compile(r'(\d+)/(\d+)/(\d+)')
>>> datepat.sub(r'\3-\1-\2', text)
'Today is 2012-11-27. PyCon starts 2013-3-13.'
>>>
```

re.subn(pattern, repl, string, count=0, flags=0)

```
>>> from calendar import month_abbr
>>> def change_date(m):
...     mon_name = month_abbr[m.group(1)]
...     return '{} {} {}'.format(m.group(2), mon_name, m.group(3))
...
>>> datepat.sub(change_date, text)
'Today is 27 Nov 2012. PyCon starts 13 Mar 2013.'
>>>
```

match() returns a match object if the pattern is found at the beginning of the string, otherwise it returns None. find() returns a list of all matches found in the string.

re.subn(pattern, repl, string, count=0, flags=0)

```
>>> newtext, n = datepat.subn(r'\3-\1-\2', text)
>>> newtext
'Today is 2012-11-27. PyCon starts 2013-3-13.'
>>> n
2
>>>
```

4.5. 2.5

re.sub(pattern, repl, string, count=0, flags=0)

2.6 Finding and Replacing Case

Introduction

This recipe shows how to find and replace text in a string based on its case.

Example

The following code demonstrates how to find and replace text in a string based on its case. It uses the `re` module and the `re.IGNORECASE` flag.

```
>>> text = 'UPPER PYTHON, lower python, Mixed Python'
>>> re.findall('python', text, flags=re.IGNORECASE)
['PYTHON', 'python', 'Python']
>>> re.sub('python', 'snake', text, flags=re.IGNORECASE)
'UPPER snake, lower snake, Mixed snake'
>>>
```

The following code demonstrates how to find and replace text in a string based on its case. It uses the `re` module and the `re.IGNORECASE` flag.

```
def matchcase(word):
    def replace(m):
        text = m.group()
        if text.isupper():
            return word.upper()
        elif text.islower():
            return word.lower()
        elif text[0].isupper():
            return word.capitalize()
        else:
            return word
    return replace
```

The following code demonstrates how to find and replace text in a string based on its case. It uses the `re` module and the `re.IGNORECASE` flag.

```
>>> re.sub('python', matchcase('snake'), text, flags=re.IGNORECASE)
'UPPER SNAKE, lower snake, Mixed Snake'
>>>
```

The following code demonstrates how to find and replace text in a string based on its case. It uses the `re` module and the `re.IGNORECASE` flag.

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 re.IGNORECASE æāĠāŁŪāRĆæTřāřšāũščzRèűşād' şāžEāĀĆ
 ä;EæŸřéIJĀēēAæşĭæĐRçŽĐæŸřiiNēŁŽäyĭāřžäžŌæşŘāžŽéIJĀēēAāđ' gārRāEŽè;ñæ■ćçŽĐUnicodeāNžéĚ■ā
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2.7 æIJĀçš■āNžéĚ■æĭāiijŘ

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ä;āæ■čāIJĭēřTçĭĀçTĭæ■čāĹŽèāĭē;ĭāijŘāNžéĚ■æşŘäyĭæŪĠæIJñæĭāiijŘiiNä;EæŸřāōČæĹ;āĹřçŽĐæŸ
 èĀNä;āæČşāĭōæTžāōČāRŸæĹRæşēæĹ;æIJĀçš■çŽĐāRřèČ;āNžéĚ■āĀĆ

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 äyžāžEēřt' æŸŌæyĒæēŽiiNēĀČèŽŚāçCäyNçŽĐä;ĹNā■ŘiiJŽ

```
>>> str_pat = re.compile(r'\"(.*)\"')
>>> text1 = 'Computer says "no."'
>>> str_pat.findall(text1)
['no.']
>>> text2 = 'Computer says "no." Phone says "yes."'
>>> str_pat.findall(text2)
['no." Phone says "yes.']
>>>
```

āIJĭēŁŽäyĭä;Nā■Řäy■iiNæĭāiijŘ r'\"(.*)\"' çŽĐæĐRāŽ;æŸřāNžéĚ■ècñāRñāijTāRŭāNĒāRñçŽĹ
 ä;EæŸřāĪĭæ■čāĹŽèāĭē;ĭāijŘäy■*æş■ä;IJçñæŸřēřt'ĭāl'ĭçŽĐiiNāŽāæ■đ' āNžéĚ■æş■ä;IJāijŽæşēæĹ;æIJĀēř
 āžŌæŸřāĪĭçññāžNäyĭä;Nā■Řäy■æRIJçt'ć text2 çŽĐæŪŭāĀŽēŁTāŽđçzşæđIJāžŭäy■æŸřæĹŚāžñæČşēēAç

äyžāžEāĭōæ■çèŁŽäyĭéŬóécŸiiNāRřāžēāĪĭæĭāiijŘäy■çŽĐ*æş■ä;IJçñæāRŌéĭcāĹäyĭŁ?āĭōēēřçñēiiNā

```
>>> str_pat = re.compile(r'\"(.*)\"')
>>> str_pat.findall(text2)
['no.', 'yes.']
>>>
```

èŁŽæāũāřsä;ġā;ŪāNžéĚ■āRŸæĹRēĭđēřt'ĭāl'ĭæĭāiijŘiiNāžŌèĀNä;ŪāĹræIJĀçš■çŽĐāNžéĚ■iiNāžşāřsä

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 āĪĭäyÄäyĭæĭāiijŘā■Ŭçñæyşäy■iiNçČz(.)āNžéĚ■éŽđ' āžEæ■cēāNāđ' ŪçŽĐäžžä;Tā■ŪçñæĀĀĆ

čDúèĀñijŇæĆæđIJă;ăârĒçČz(.)ăRûæŤ;ăIJlăijĀăġŇăyŎçzŞæİşçņę(æŕŤæĈăijŤăRû)ăžŇéŮŕčŽĐæŮăĀŽ
 èĚZăăüéĀŽăyăijŽăŕijèĠŕăĹăd'Žăy■ēŮŕčŽĐèćŇăijĀăġŇăyŎçzŞæİşçņęăŇĚăŔŇčŽĐæŮĠæIJŇèćŇă;çŤă
 éĀŽèĚĠăIJĪ * æĹŮèĀĚ + èĚZăăüçŽĐæŞ■ă;IJçņęăŔŎéĬæŮăăĹăăyĀăyĪ ?
 âŔăžèăijžăĹăăŇzéĚ■çŎŮæşŤæŤzæĹŔăŕzæĹ;æIJăş■çŽĐăŔŕèĈ;ăŇzéĚ■ăĈ

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éŮŏécŸ

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èĚZăyĪéŮŏécŸăĹăĒyăđŇçŽĐăĠçŎŕăIJlă;ŞăjăçŤĪçČz(.)ăŎzăŇzéĚ■ăžzæĎŔă■ŮçņęçŽĐæŮăĀŽŇijŇ
 æŕŤæĈŇijŇăĀĠèŏ;ăjăæČşërŤçĪĂăŎzăŇzéĚ■Ĉër■èĪăĹĒăĹŤşçŽĐæşĹéĠŇijŽ

```
>>> comment = re.compile(r'/*(.*?)\*/')
>>> text1 = '/* this is a comment */'
>>> text2 = '''/* this is a
... multiline comment */
... '''
>>>
>>> comment.findall(text1)
[' this is a comment ']
>>> comment.findall(text2)
[]
>>>
```

ăyžăžĒăĚŏæ■čèĚZăyĪéŮŏécŸŇijŇă;ăăŔăžèăĚŏæŤzæĹăăijŔă■ŮçņęăyşŇijŇăčđăĹăăŕzæ■čèăŇçŽĐæŤŕæŇ

```
>>> comment = re.compile(r'/*((?:.|\\n)*)\*/')
>>> comment.findall(text2)
[' this is a\\n multiline comment ']
>>>
```

ăIJlèĚZăyĪæĹăăijŔăy■ŇijŇ (?:.|\\n) æŇĠăŏžăžĒăyĀăyĪéĬæ■ŤèŎŮçžĐ
 (ăžşăŕşæŸŕăŏĈăŏžăžĹăžĒăyĀăyĪăžĒăžĒçŤĪæĪăĀŽăŇzéĚ■ŇijŇèĀŇăy■èĈ;éĀŽèĚĠăŤçŇŇæ■ŤèŎŮæĹŮèĀ

èŏlèŏž

re.compile() äĠ;æŤŕæŎèăŔŮăyĀăyĪæăĠăŮăŔĈæŤŕăŔŇ re.DOTALL
 ŇijŇăIJlèĚŽéĠŇéĬăyăIJĹçŤĪăĈăŏĈăŔăžèèŏĹæ■čăĹŽèăĹè;ăijŔăy■çŽĐçČz(.)ăŇzéĚ■ăŇĒæŇŇæ■čèăŇ

```
>>> comment = re.compile(r'/*(.*?)*/', re.DOTALL)
>>> comment.findall(text2)
[' this is a\n multiline comment ']
```

re.DOTALL æġeõræRCæTŗæüæ;IJçŽĐă;Łă;ijN
 æġEæYŗæCæđIæłæijRēIdăyŷad'æIĆæLŪèĀĒæYŗăyžăžEæđĐéĀăăŪçņęăyšăzd'çL'NèĀŅârEăđ'Žăyłæłăă
 èfŽæŪŭăĀŽă;çTlèfŽăyłæăĠeõræRCæTŗărsăRrèC;ăĠççŌŗăyĀăžŽéŪóécYăĀĆ
 âċCæđIĵèŏl'ă;ăéĀL'æŅl'çŽĐèlĭijNæIJĀăç;èfYæYŗăŏŽăžL'èĠăŭşçŽĐæăčăŁŽèăłè;ăijRæłăăijRĭijNèfŽæăŭ

2.9 æġUnicodeæŪĠæIJăăĠăĠEăŅŪ

éŪóécY

ăġăăăčăIJłăđ'ĐçRĒUnicodeăŪçņęăyšĭijNéIJĀèċAçăŏăfĭăL'ĀăIJL'ăŪçņęăyšăIJłăžTăśĆăIJL'çŽyăRŅ

èġčăEşæŪzæăŁ

ăIJĬUnicodeăyŷĭijNæşŖăžŽăŪçņęèC;ăđ'şçTlăđ'ŽăyłăŖĬăşTçŽĐçijŪçăAăăłçđ'žăĀCăyžăžEġert'æYŌĭij

```
>>> s1 = 'Spicy Jalape\u00f1o'
>>> s2 = 'Spicy Jalapen\u0303o'
>>> s1
'Spicy JalapeÃso'
>>> s2
'Spicy JalapeÃso'
>>> s1 == s2
False
>>> len(s1)
14
>>> len(s2)
15
>>>
```

èfŽéĠŅçŽĐæŪĠæIJă'Spicy JalapeÃso'ă;ççTlăžEăyđ'çġăă;ăăijRæĬèăłçđ'žăĀĆ
 çňňăyĀçġăă;ççTlăT'ă;ŞăŪçņę'Āś'(U+00F1)ĭijNçňňăžŅçġăă;ççTlăŅL'ăyAăŪăŕă'n'ăŖŌéĬcèŭşăyĀăył

ăIJĬéIJĀèċAæŕTè;ČăŪçņęăyşçŽĐçĬŅăžRăyăă;ççTlăŪçņęçŽĐăđ'Žçġăăłçđ'žăijŽăžġçTşéŪóécYăĀĆ
 äyžăžEăfŏăăçèfŽăyłéŪóécYĭijNă;ăăŖăžăžă;ççTlUnicodeđăăłăŭăĒĬăŕEăŪĠæIJăăĠăĠEăŅŪĭijŽ

```
>>> import unicodedata
>>> t1 = unicodedata.normalize('NFC', s1)
>>> t2 = unicodedata.normalize('NFC', s2)
>>> t1 == t2
True
>>> print(ascii(t1))
'Spicy Jalape\xflor'
```

```
>>> t3 = unicodedata.normalize('NFD', s1)
>>> t4 = unicodedata.normalize('NFD', s2)
>>> t3 == t4
True
>>> print(ascii(t3))
'Spicy Jalapen\u0303o'
>>>
```

`normalize()` can be used to convert a string to a specific normalization form. The forms are: NFC (Canonical Decomposition and Composition), NFD (Canonical Decomposition), NFKC (Compatibility Decomposition and Composition), and NFKD (Compatibility Decomposition). The example above shows that `normalize('NFD', s1)` and `normalize('NFD', s2)` produce the same result, which is then printed as `'Spicy Jalapen\u0303o'`.

```
>>> s = '\ufb01' # A single character
>>> s
'iñA'
>>> unicodedata.normalize('NFD', s)
'iñA'
# Notice how the combined letters are broken apart here
>>> unicodedata.normalize('NFKD', s)
'fi'
>>> unicodedata.normalize('NFKC', s)
'fi'
>>>
```

Unicode Normalization

Unicode normalization is the process of converting a string to a specific form. The forms are: NFC (Canonical Decomposition and Composition), NFD (Canonical Decomposition), NFKC (Compatibility Decomposition and Composition), and NFKD (Compatibility Decomposition). The example above shows that `normalize('NFD', s1)` and `normalize('NFD', s2)` produce the same result, which is then printed as `'Spicy Jalapen\u0303o'`.

```
>>> t1 = unicodedata.normalize('NFD', s1)
>>> ''.join(c for c in t1 if not unicodedata.combining(c))
'Spicy Jalapeno'
>>>
```

The `unicodedata.combining()` function returns a boolean value indicating whether a character is a combining character. The example above shows that `unicodedata.combining(c)` returns `True` for the combining tilde character (`~`) and `False` for the other characters. The result is then printed as `'Spicy Jalapeno'`.

Unicode normalization is a process of converting a string to a specific form. The forms are: NFC (Canonical Decomposition and Composition), NFD (Canonical Decomposition), NFKC (Compatibility Decomposition and Composition), and NFKD (Compatibility Decomposition). The example above shows that `normalize('NFD', s1)` and `normalize('NFD', s2)` produce the same result, which is then printed as `'Spicy Jalapen\u0303o'`.

2.10 Matching Unicode

Overview

Unicode is a standard for representing text in computers. It defines a unique number for every character, no matter what language or script. This allows for the representation of text in a way that is independent of the underlying hardware or operating system.

Example

```
import re
code = '123'
num = re.compile(r'\d+')
num.match('123')
# ASCII digits
num.match('123')
# Arabic digits
num.match('١٢٣')
```

```
>>> import re
>>> num = re.compile('\d+')
>>> # ASCII digits
>>> num.match('123')
<sre.SRE_Match object at 0x1007d9ed0>
>>> # Arabic digits
>>> num.match('١٢٣')
<sre.SRE_Match object at 0x101234030>
>>>
```

Unicode also includes support for combining characters, which are used to modify the appearance of other characters. For example, the combining tilde character (~) can be used to modify the appearance of the letter 'a' to look like 'ã'.

```
>>> arabic = re.compile('[\u0600-\u06ff\u0750-\u07ff\u08a0-\u08ff]+')
>>>
```

Unicode also includes support for surrogate characters, which are used to represent characters that are not in the standard Unicode range. For example, the surrogate character U+D83D can be used to represent the character 'D'.

```
>>> pat = re.compile('stra\u00dfe', re.IGNORECASE)
>>> s = 'straße'
>>> pat.match(s) # Matches
<sre.SRE_Match object at 0x10069d370>
>>> pat.match(s.upper()) # Doesn't match
>>> s.upper() # Case folds
'STRASSE'
>>>
```

Conclusion

Unicode is a standard for representing text in computers. It defines a unique number for every character, no matter what language or script. This allows for the representation of text in a way that is independent of the underlying hardware or operating system.

2.11 Removing trailing whitespace

Problem

How do I remove trailing whitespace from a string?

Solution

The `strip()`, `rstrip()`, and `lstrip()` methods of the `str` class can be used to remove trailing whitespace from a string. The `strip()` method removes both leading and trailing whitespace. The `rstrip()` method removes only trailing whitespace. The `lstrip()` method removes only leading whitespace.

```
>>> # Whitespace stripping
>>> s = ' hello world \n'
>>> s.strip()
'hello world'
>>> s.lstrip()
'hello world \n'
>>> s.rstrip()
' hello world'
>>>
>>> # Character stripping
>>> t = '-----hello====='
>>> t.lstrip('-')
'hello====='
>>> t.strip('-=')
'hello'
>>>
```

Discussion

The `strip()`, `rstrip()`, and `lstrip()` methods of the `str` class can be used to remove trailing whitespace from a string. The `strip()` method removes both leading and trailing whitespace. The `rstrip()` method removes only trailing whitespace. The `lstrip()` method removes only leading whitespace.

How do I remove trailing whitespace from a string?

```
>>> s = ' hello world \n'
>>> s = s.strip()
>>> s
'hello world'
>>>
```

The `replace()` method of the `str` class can be used to replace trailing whitespace with an empty string. The `replace()` method replaces all occurrences of the specified substring with the specified replacement string.

translate() æÚæšTijŽ

```
>>> remap = {
...     ord('\t') : ' ',
...     ord('\f') : ' ',
...     ord('\r') : None # Deleted
... }
>>> a = s.translate(remap)
>>> a
'pÃ;tÄëÃúÃś is awesome\n'
>>>
```

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 äüşçŽŘècñéĜ■æŮræŸäârDāLřäyÄäylçl'žæäijäĀĆāŽđē;çä■ŮçņēçŽt' æŌëècñāLäéŽd' āĀĆ
 ä;äâRřäzëäzëēēŽäylēäļæäijäyžāšžçāÄēfŽäyÄæ■ædĐāžžæŽt'äd'ğçŽĐēāļæäijäĀĆærTāēČriijŇèol' æLŠä

```
>>> import unicodedata
>>> import sys
>>> cmb_chrs = dict.fromkeys(c for c in range(sys.maxunicode)
...                          if unicodedata.combining(chr(c)))
...
>>> b = unicodedata.normalize('NFD', a)
>>> b
'pÃ;tÄëÃúÃś is awesome\n'
>>> b.translate(cmb_chrs)
'python is awesome\n'
>>>
```

äyLéIcä;Ňā■Räy■ijŇéĀŽēfGä;ççTl dict.fromkeys()
 æŮæšTædĐēÄäyÄäylä■ŮäËyijŇærRäyUnicodeäŠŇéšçņēä;IJäyžēTōijŇärzäžŌçŽĐāĀijäĒléČlāyž
 None āĀĆ

çĐúāRŌä;ççTl unicodedata.normalize() äřEāŌšāğŇē;ŠāĒëæāGāĜEāŇŮäyžāLĒēğçā;çäijRā■
 çĐúāRŌäE■ērČçTl translate äĜ;æTrāLäéŽd' æL'ÄæIJL'éĜ■éšçņēāĀĆ
 äŖŇæäüçŽĐæL'ÄæIJrāzšāRřäzëècñçTlælēāLäéŽd' äËüäzŮçšzādŇçŽĐā■Ůçņē(ærTāēČæŌğāLūā■Ůçņēç■L)ä

ä;IJäyžāRēäyÄäylä;Ňā■RriijŇēfŽēĜŇædĐēÄäyÄäylärEäL'ÄæIJL'UnicodeæTrā■Ůä■ŮçņēæŸäârDāL

```
>>> digitmap = { c: ord('0') + unicodedata.digit(chr(c))
...             for c in range(sys.maxunicode)
...             if unicodedata.category(chr(c)) == 'Nd' }
...
>>> len(digitmap)
460
>>> # Arabic digits
>>> x = '\u0661\u0662\u0663'
>>> x.translate(digitmap)
'123'
>>>
```

Unicode strings can be converted to a byte string using the `encode()` method. The default encoding is `'utf-8'`. To convert a byte string back to a Unicode string, use the `decode()` method.

```
>>> a
'pÄ; tÄëÄüÄš is awesome\n'
>>> b = unicodedata.normalize('NFD', a)
>>> b.encode('ascii', 'ignore').decode('ascii')
'python is awesome\n'
>>>
```

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Unicode

Unicode strings can be converted to a byte string using the `encode()` method. The default encoding is `'utf-8'`. To convert a byte string back to a Unicode string, use the `decode()` method.

```
def clean_spaces(s):
    s = s.replace('\r', '')
    s = s.replace('\t', ' ')
    s = s.replace('\f', ' ')
    return s
```

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2.13 Unicode string normalization

Unicode

Unicode strings can be converted to a byte string using the `encode()` method. The default encoding is `'utf-8'`. To convert a byte string back to a Unicode string, use the `decode()` method.

Text Alignment

The `ljust()`, `rjust()`, and `center()` methods of the `str` class are used to align text.

```
>>> text = 'Hello World'
>>> text.ljust(20)
'Hello World          '
>>> text.rjust(20)
'          Hello World'
>>> text.center(20)
'    Hello World    '
>>>
```

The `ljust()`, `rjust()`, and `center()` methods of the `str` class are used to align text.

```
>>> text.rjust(20, '=')
'=====Hello World'
>>> text.center(20, '*')
'***Hello World***'
>>>
```

The `format()` method of the `str` class is used to format text.

```
>>> format(text, '>20')
'          Hello World'
>>> format(text, '<20')
'Hello World          '
>>> format(text, '^20')
'    Hello World    '
>>>
```

The `format()` method of the `str` class is used to format text.

```
>>> format(text, '=>20s')
'=====Hello World'
>>> format(text, '*^20s')
'***Hello World***'
>>>
```

The `format()` method of the `str` class is used to format text.

```
>>> '{:>10s} {:>10s}'.format('Hello', 'World')
'    Hello        World'
>>>
```

The `format()` method of the `str` class is used to format text.

```
>>> x = 1.2345
>>> format(x, '>10')
'    1.2345'
>>> format(x, '^10.2f')
'  1.23  '
>>>
```

Formatting

Python 2.6 introduced the `format()` function, which is a more powerful and flexible way to format strings than the old `str.format()` method. The `format()` function is a built-in function that takes a string and a list of arguments and returns a formatted string. The arguments are passed to the `format()` function as a list, and the string is formatted according to the format string. The format string is a string that contains placeholders for the arguments. The placeholders are replaced by the arguments, and the resulting string is returned. The `format()` function is a very powerful and flexible way to format strings, and it is recommended that you use it instead of the old `str.format()` method.

```
>>> '%-20s' % text
'Hello World          '
>>> '%20s' % text
'          Hello World'
>>>
```

The `format()` function is a very powerful and flexible way to format strings, and it is recommended that you use it instead of the old `str.format()` method. The `format()` function is a built-in function that takes a string and a list of arguments and returns a formatted string. The arguments are passed to the `format()` function as a list, and the string is formatted according to the format string. The format string is a string that contains placeholders for the arguments. The placeholders are replaced by the arguments, and the resulting string is returned. The `format()` function is a very powerful and flexible way to format strings, and it is recommended that you use it instead of the old `str.format()` method.

2.14 Formatting with the `format()` function

Formatting with the `format()` function

The `format()` function is a built-in function that takes a string and a list of arguments and returns a formatted string. The arguments are passed to the `format()` function as a list, and the string is formatted according to the format string. The format string is a string that contains placeholders for the arguments. The placeholders are replaced by the arguments, and the resulting string is returned. The `format()` function is a very powerful and flexible way to format strings, and it is recommended that you use it instead of the old `str.format()` method.

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```
>>> parts = ['Is', 'Chicago', 'Not', 'Chicago?']
>>> ' '.join(parts)
'Is Chicago Not Chicago?'
>>> ', '.join(parts)
'Is, Chicago, Not, Chicago?'
>>> ''.join(parts)
'IsChicagoNotChicago?'
```



```
>>> data = ['ACME', 50, 91.1]
>>> ','.join(str(d) for d in data)
'ACME,50,91.1'
>>>
```

Python Cookbook 2.0.0

```
print(a + ':' + b + ':' + c) # Ugly
print(':' .join([a, b, c])) # Still ugly
print(a, b, c, sep=':') # Better
```

Python Cookbook 2.0.0

```
# Version 1 (string concatenation)
f.write(chunk1 + chunk2)

# Version 2 (separate I/O operations)
f.write(chunk1)
f.write(chunk2)
```

Python Cookbook 2.0.0

Python Cookbook 2.0.0

```
def sample():
    yield 'Is'
    yield 'Chicago'
    yield 'Not'
    yield 'Chicago?'
```

Python Cookbook 2.0.0

```
text = ','.join(sample())
```

Python Cookbook 2.0.0

```
for part in sample():
    f.write(part)
```

Python Cookbook 2.0.0

```
def combine(source, maxsize):
    parts = []
    size = 0
    for part in source:
```

```

    parts.append(part)
    size += len(part)
    if size > maxsize:
        yield ''.join(parts)
        parts = []
        size = 0
    yield ''.join(parts)

# ççšăŕĹæŮĜăžŭæš■ä;IJ
with open('filename', 'w') as f:
    for part in combine(sample(), 32768):
        f.write(part)

```

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2.15 ō■Ůçņęäÿšăÿ■æŔŠăĚěăŔŸéĜŔ

éŮóécŸ

ăjăæÇşăĹZăžžăÿĂăÿĽăĚĚăŤŇăŔŸéĜŔçŽĎă■ŮçņęäÿšăÿŇăŔŸéĜŔèçăŏçŽĎăĬijæĹ'ĂèăĬçđ'žçŽĎă■Ů

èĝçăĚşæŮžæăĹ

PythonăžŭăşşæĬĹ'ăŕžăĬă■Ůçņęäÿšăÿ■çŏĂă■ŤæŽĚæ■çăŔŸéĜŔăĬijæŔŔă;ŽçŽŤ'æŎèçŽĎæŤŕæŇĂăĂăjĚæŸŕéĂŽèĽĜă;ŕçŤĬă■ŮçņęäÿšçŽĎ format() æŮžæşŤæĬèĝçăĚşèĽŽăÿĽéŮóécŸăĂĆæŕŤæĈijŽ

```

>>> s = '{name} has {n} messages.'
>>> s.format(name='Guido', n=37)
'Guido has 37 messages.'
>>>

```

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```

>>> name = 'Guido'
>>> n = 37
>>> s.format_map(vars())
'Guido has 37 messages.'
>>>

```

vars() èĽŸæĬĹ'ăÿĂăÿĽæĬĹ'æĎŔæĂĬçŽĎçĹ'žæĂĝăŕşæŸŕăŏçăžşéĂĆçŤĬăžŎăŕžèçăăŏđăĬŇăĂĆæŕŤă

```

>>> class Info:
...     def __init__(self, name, n):
...         self.name = name

```



```
s = "Look into my eyes, look into my eyes, the eyes, the eyes, \
the eyes, not around the eyes, don't look around the eyes, \
look into my eyes, you're under."
```

Using `textwrap` to format text

```
>>> import textwrap
>>> print(textwrap.fill(s, 70))
Look into my eyes, look into my eyes, the eyes, the eyes, the eyes,
not around the eyes, don't look around the eyes, look into my eyes,
you're under.

>>> print(textwrap.fill(s, 40))
Look into my eyes, look into my eyes,
the eyes, the eyes, the eyes, not around
the eyes, don't look around the eyes,
look into my eyes, you're under.

>>> print(textwrap.fill(s, 40, initial_indent='    '))
    Look into my eyes, look into my
eyes, the eyes, the eyes, the eyes, not
around the eyes, don't look around the
eyes, look into my eyes, you're under.

>>> print(textwrap.fill(s, 40, subsequent_indent='    '))
Look into my eyes, look into my eyes,
    the eyes, the eyes, the eyes, not
    around the eyes, don't look around
    the eyes, look into my eyes, you're
    under.
```

Using `textwrap` to format text

Using `textwrap` to format text

```
>>> import os
>>> os.get_terminal_size().columns
80
>>>
```

Using `textwrap` to format text

2.17 Escaping HTML and XML

Overview

When writing HTML or XML, certain characters must be escaped to avoid conflicts with the markup. For example, the less-than sign (<) is used to start a tag, so it must be escaped as < if it appears in the content. Similarly, the ampersand (&) is used to introduce an entity reference, so it must be escaped as &.

Example

The following example demonstrates how to escape HTML and XML entities using the `html.escape()` function from the `html` module.

```
>>> s = 'Elements are written as "<tag>text</tag>". '
>>> import html
>>> print(s)
Elements are written as "<tag>text</tag>".
>>> print(html.escape(s))
Elements are written as "&lt;tag&gt;text&lt;/tag&gt;&quot;;".

>>> # Disable escaping of quotes
>>> print(html.escape(s, quote=False))
Elements are written as "&lt;tag&gt;text&lt;/tag&gt;".
>>>
```

The following example demonstrates how to handle errors when encoding a string to ASCII using the `errors='xmlcharrefreplace'` option.

```
>>> s = 'Spicy Jalapeño'
>>> s.encode('ascii', errors='xmlcharrefreplace')
b'Spicy Jalape&#241;o'
>>>
```

The following example demonstrates how to parse HTML and XML using the `HTMLParser` class from the `html.parser` module.

The following example demonstrates how to parse HTML and XML using the `HTMLParser` class from the `html.parser` module.

```
>>> s = 'Spicy &quot;Jalape&#241;o&quot;.'
>>> from html.parser import HTMLParser
>>> p = HTMLParser()
>>> p.unescape(s)
'Spicy "Jalapeño".'
>>>
>>> t = 'The prompt is &gt;&gt;&gt;'
```



```
WS = r'(?P<WS>\s+)'

master_pat = re.compile(''.join([NAME, NUM, PLUS, TIMES, EQ, WS]))
```

Scanner is a class that provides a simple interface to the regular expression engine. It is a subclass of `re.Scanner` and is used to scan a string and return a list of tokens. The `scanner` object is created by calling the `scanner` method of the `master_pat` object. The `scanner` object has a `match` method that returns a `Match` object if the pattern matches the string, or `None` if it does not. The `Match` object has a `group` method that returns the matched string, and a `lastgroup` attribute that returns the last matched group.

```
>>> scanner = master_pat.scanner('foo = 42')
>>> scanner.match()
<_sre.SRE_Match object at 0x100677738>
>>> _.lastgroup, _.group()
('NAME', 'foo')
>>> scanner.match()
<_sre.SRE_Match object at 0x100677738>
>>> _.lastgroup, _.group()
('WS', ' ')
>>> scanner.match()
<_sre.SRE_Match object at 0x100677738>
>>> _.lastgroup, _.group()
('EQ', '=')
>>> scanner.match()
<_sre.SRE_Match object at 0x100677738>
>>> _.lastgroup, _.group()
('WS', ' ')
>>> scanner.match()
<_sre.SRE_Match object at 0x100677738>
>>> _.lastgroup, _.group()
('NUM', '42')
>>> scanner.match()
>>>
```

The `generate_tokens` function is a generator that yields a list of tokens for a given string. It is a simple wrapper around the `scanner` object and is used to generate a list of tokens for a given string.

```
def generate_tokens(pat, text):
    Token = namedtuple('Token', ['type', 'value'])
    scanner = pat.scanner(text)
    for m in iter(scanner.match, None):
        yield Token(m.lastgroup, m.group())

# Example use
for tok in generate_tokens(master_pat, 'foo = 42'):
    print(tok)

# Produces output
# Token(type='NAME', value='foo')
# Token(type='WS', value=' ')
# Token(type='EQ', value='=')
```

```
# Token(type='WS', value=' ')
# Token(type='NUM', value='42')
```

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```
tokens = (tok for tok in generate_tokens(master_pat, text)
           if tok.type != 'WS')
for tok in tokens:
    print(tok)
```

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äyžäzEä;fçTlâyLélcçŽDæL'náæRRæŮzæšTijNä;äeIJÄèeAèöřä;RèfŽéGNäyÄäžZeG■èeAçŽDäGäçCzāĀĆ
çñäyÄçCžārsæYřä;ääfÉéazçäöèöd'ä;ää;fçTlæ■cālZèaŕlè;ç;äijRæNĜäöZäzEæL'ÄæIJL'è;ŠäËäy■āRřèČ;āĜ
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```
LT = r'(?P<LT><)'
LE = r'(?P<LE><=)'
EQ = r'(?P<EQ>=)'

master_pat = re.compile('|'.join([LE, LT, EQ])) # Correct
# master_pat = re.compile('|'.join([LT, LE, EQ])) # Incorrect
```

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æIJāRŌijNä;äeIJÄèeAçTžæDRäyNā■Rā■Ůçñäyšä;çäijRçŽDæŕäijRāĀĆæfTæÇijNäAĜèö;ä;æIJL

```
PRINT = r'(?P<PRINT>print)'
NAME = r'(?P<NAME>[a-zA-Z_][a-zA-Z_0-9]*)'

master_pat = re.compile('|'.join([PRINT, NAME]))

for tok in generate_tokens(master_pat, 'printer'):
    print(tok)

# Outputs :
# Token(type='PRINT', value='print')
# Token(type='NAME', value='er')
```

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ing æL'ÛèÄË PLY āNĚāĀĆ äyÄäyŕèČçTÍPLYçŽDä;Nā■RāIJäyNäyÄèLČäijZæIJL'æijTçd'žāĀĆ


```

expr ::= NUM { (*|/) factor }* { (+|-) term }*
expr ::= NUM { (+|-) term }*
expr ::= NUM + term { (+|-) term }*
expr ::= NUM + factor { (*|/) factor }* { (+|-) term }*
expr ::= NUM + NUM { (*|/) factor }* { (+|-) term }*
expr ::= NUM + NUM * factor { (*|/) factor }* { (+|-) term }*
expr ::= NUM + NUM * NUM { (*|/) factor }* { (+|-) term }*
expr ::= NUM + NUM * NUM { (+|-) term }*
expr ::= NUM + NUM * NUM

```

The following code defines a regular expression for parsing arithmetic expressions. It uses the `re` module and the `collections` module. The code defines a regular expression for parsing arithmetic expressions. It uses the `re` module and the `collections` module. The code defines a regular expression for parsing arithmetic expressions. It uses the `re` module and the `collections` module.

```

#!/usr/bin/env python
# -*- encoding: utf-8 -*-
"""
Topic: äÿÑéíçŽëğçæđŘæ■ééld'âRřèČ;éIJĀēēAèŁśçĆzæŮúéŮr'âijDæŸŎçŽ;ïijNä;EæŸřăŏČăžňăČ
çňňäÿÄäÿłē;ŠăĚēăžd'çL'NæŸřNUMïijNăZăæ■d'æŽŁæ■céēŮăĚĹăijZăNžēĚ■ēČăÿłēČĹăĹĚăĀČ
äÿĀæŮēăNžēĚ■ăĹŘăŁšïijNăřsăijŽēŁZăĚăÿNăÿÄäÿłăžd'çL'N+ïijNăžēæ■d'çšzæŎĹăĀČ
ă;ŠăŭšçzŘçăŏăŏŽăÿ■ēČ;ăNžēĚ■ăÿNăÿÄäÿłăžd'çL'NçŽDæŮăăŽïijNăŘșē;žçŽDēČĹăĹĚ(æřŤăēČ
{ (*|/) factor }*)ăřsăijŽēčnăÿĚçRĚăŎĹăĀČăIJăÿÄäÿłăĹŘăŁšçŽDēğçæđŘăÿ■ïijNăŤřăÿłăŘșē;žç
æIJĹăžĒăĹ■ēłçŽDçšēēřĒēČNăŽřïijNăÿÑéíçŁŠăžňäÿ;äÿÄäÿłçŏĂă■Ťçd'žă;NăĹăšŤçd'žăēČă;Ťăēđ
"""
import re
import collections

# Token specification
NUM = r'(?P<NUM>\d+)'
PLUS = r'(?P<PLUS>\+)'
MINUS = r'(?P<MINUS>\-)'
TIMES = r'(?P<TIMES>\*)'
DIVIDE = r'(?P<DIVIDE>/)'
LPAREN = r'(?P<LPAREN>\()'
RPAREN = r'(?P<RPAREN>\))'
WS = r'(?P<WS>\s+)'

master_pat = re.compile(''.join([NUM, PLUS, MINUS, TIMES,
                                  DIVIDE, LPAREN, RPAREN, WS]))

# Tokenizer
Token = collections.namedtuple('Token', ['type', 'value'])

def generate_tokens(text):
    scanner = master_pat.scanner(text)
    for m in iter(scanner.match, None):
        tok = Token(m.lastgroup, m.group())
        if tok.type != 'WS':
            yield tok

```

```
# Parser
class ExpressionEvaluator:
    '''
    Implementation of a recursive descent parser. Each method
    implements a single grammar rule. Use the ._accept() method
    to test and accept the current lookahead token. Use the ._
    expect()
    method to exactly match and discard the next token on the
    input
    (or raise a SyntaxError if it doesn't match).
    '''

    def parse(self, text):
        self.tokens = generate_tokens(text)
        self.tok = None # Last symbol consumed
        self.nexttok = None # Next symbol tokenized
        self._advance() # Load first lookahead token
        return self.expr()

    def _advance(self):
        'Advance one token ahead'
        self.tok, self.nexttok = self.nexttok, next(self.tokens,
        None)

    def _accept(self, toktype):
        'Test and consume the next token if it matches toktype'
        if self.nexttok and self.nexttok.type == toktype:
            self._advance()
            return True
        else:
            return False

    def _expect(self, toktype):
        'Consume next token if it matches toktype or raise
        SyntaxError'
        if not self._accept(toktype):
            raise SyntaxError('Expected ' + toktype)

    # Grammar rules follow
    def expr(self):
        "expression ::= term { ('+'|'-') term }*"
        exprval = self.term()
        while self._accept('PLUS') or self._accept('MINUS'):
            op = self.tok.type
            right = self.term()
            if op == 'PLUS':
                exprval += right
            elif op == 'MINUS':
                exprval -= right
        return exprval
```

```

def term(self):
    "term ::= factor { ('*' | '/') factor }*"
    termval = self.factor()
    while self._accept('TIMES') or self._accept('DIVIDE'):
        op = self.tok.type
        right = self.factor()
        if op == 'TIMES':
            termval *= right
        elif op == 'DIVIDE':
            termval /= right
    return termval

def factor(self):
    "factor ::= NUM | ( expr )"
    if self._accept('NUM'):
        return int(self.tok.value)
    elif self._accept('LPAREN'):
        exprval = self.expr()
        self._expect('RPAREN')
        return exprval
    else:
        raise SyntaxError('Expected NUMBER or LPAREN')

def descent_parser():
    e = ExpressionEvaluator()
    print(e.parse('2'))
    print(e.parse('2 + 3'))
    print(e.parse('2 + 3 * 4'))
    print(e.parse('2 + (3 + 4) * 5'))
    # print(e.parse('2 + (3 + * 4)'))
    # Traceback (most recent call last):
    #   File "<stdin>", line 1, in <module>
    #   File "exprparse.py", line 40, in parse
    #   return self.expr()
    #   File "exprparse.py", line 67, in expr
    #   right = self.term()
    #   File "exprparse.py", line 77, in term
    #   termval = self.factor()
    #   File "exprparse.py", line 93, in factor
    #   exprval = self.expr()
    #   File "exprparse.py", line 67, in expr
    #   right = self.term()
    #   File "exprparse.py", line 77, in term
    #   termval = self.factor()
    #   File "exprparse.py", line 97, in factor
    #   raise SyntaxError("Expected NUMBER or LPAREN")
    # SyntaxError: Expected NUMBER or LPAREN

```

```
if __name__ == '__main__':
    descent_parser()
```

èóèöž

æŮGæIJnëgçædRæYräyÄäyġŁŁad'gçZDäyžécYrijN äyÄèĹnäijZā■āçTġā■ēçTšā■ēāzācijŮērSērçĹNæŮ
āēČædIJā;āāIJæLç;ārzaĒšāžŌēr■æsTrijNëgçædRçōŮæsTç■LçZyāĒšçZDēČNæZřçšēērEçZDērIrijNā;āāzTēr
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ārçōāēČæ■d'rijNçijŮāEŽäyÄäyġĀšā;ŠäyNéZ■ēgçædRāZĹçZDæTřā;ŠæĀĹeūræYrærTēçČçōĀā■TçZ
āijĀāgNçZDæŮŮāĀZrijNā;āāĒĹēŌŮāç;ŮæL'ĀæIJLçZDēr■æsTēgDāĹZrijNçDŮāRŌārEāĒēē;■næ■cäyžäyÄäy
āZāæ■d'āēČædIJā;āçZDēr■æsTçsžāijjēēZæāūrijZ

```
expr ::= term { ('+'|'-') term }*
term ::= factor { ('*'|'/') factor }*
factor ::= '(' expr ')'
        | NUM
```

ā;āāzTērēēçŮāĒĹārEāōČāzñē;■næ■cāĹRäyĀçzDāČRäyNéĹçēçZæāūçZDæŮžæsTrijZ

```
class ExpressionEvaluator:
    ...
    def expr(self):
    ...
    def term(self):
    ...
    def factor(self):
    ...
```

ærRäyġæŮžæsTēçAāōNæĹRçZDäzāāĹāçĹçōĀā■T - āōČāĒĒēāzāžŌāūēēGšāRšēA■āŌEēr■æsTēgDāĹZ
āžŌæšRçg■æDŘāZĹäyĹēōšrijNæŮžæsTçZDçZōçZDārsæYrēçAāzĹād'DçRĒāōNēr■æsTēgDāĹZrijNēçAāzĹ
äyžāžEēçZæāūāĀZrijNéIJāēGççTġäyNéĹççZDēçZāžZāōdçŌræŮžæsTrijZ

- āēČædIJēgDāĹZäy■çZDäyNäyġçñēārŮæYrāRēād'ŮäyÄäyġēr■æsTēgDāĹZçZDāR■ā■Ů(ærTāēČtermæ
ēçZārsæYrērēçōŮæsTäy■"äyNéZ■"çZDçTšæĹē - æŌgāĹŮäyNéZ■āĹrāRēäyÄäyġēr■æsTēgDāĹZäy■āŌ
æIJLæŮŮāĀZēgDāĹZāijZērČçTġāūšçzRæL'gēāNçZDæŮžæsT(ærTāēČrijNāIJĹ
factor ::= '('expr ')' äy■ārřexprçZDērČçTġ)āĀČ
ēçZārsæYrçōŮæsTäy■"ēĀšā;Š"çZDçTšæĹēāĀČ
- āēČædIJēgDāĹZäy■äyNäyÄäyġçñēārŮæYrāyġçĹZæōĹçñēārŮ(ærTāēČ())rijNā;āāç;ŮæšēæLçäyNäyÄäy
āēČædIJäy■āNžēĒ■rijNārsāžgçTšäyÄäyġēr■æsTēTžērrāĀČēçZäyĀēĹCäy■çZD
_expect() æŮžæsTārsæYrçTġāĹēāAžēçZäyĀæ■ēçZDāĀČ
- āēČædIJēgDāĹZäy■äyNäyÄäyġçñēārŮäyžäyĀāžZārRēČçZDēĀĹæNĹēāç(ærTāēČ +
æĹŮ-)rijNā;āāēĒēāçārsæRäyĀçg■ārRēČ;æČēĀEġāčĀæšēäyNäyÄäyġāzd'çĹNrijNāRġæIJLā;ŠāōČāN
ēçZāžšæYræIJnēĹČçd'žäçNäy■ _accept() æŮžæsTçZDçZōçZDāĀČ


```
# Ignored characters
t_ignore = ' \t\n'
# Token specifications (as regexs)
t_PLUS = r'\+'
t_MINUS = r'\-'
t_TIMES = r'\*'
t_DIVIDE = r'\/'
t_LPAREN = r'\('
t_RPAREN = r'\)'

# Token processing functions
def t_NUM(t):
    r'\d+'
    t.value = int(t.value)
    return t

# Error handler
def t_error(t):
    print('Bad character: {!r}'.format(t.value[0]))
    t.skip(1)

# Build the lexer
lexer = lex()

# Grammar rules and handler functions
def p_expr(p):
    '''
    expr : expr PLUS term
          | expr MINUS term
    '''
    if p[2] == '+':
        p[0] = p[1] + p[3]
    elif p[2] == '-':
        p[0] = p[1] - p[3]

def p_expr_term(p):
    '''
    expr : term
    '''
    p[0] = p[1]

def p_term(p):
    '''
    term : term TIMES factor
          | term DIVIDE factor
    '''
    if p[2] == '*':
        p[0] = p[1] * p[3]
```

```

elif p[2] == '/':
    p[0] = p[1] / p[3]

def p_term_factor(p):
    '''
    term : factor
    '''
    p[0] = p[1]

def p_factor(p):
    '''
    factor : NUM
    '''
    p[0] = p[1]

def p_factor_group(p):
    '''
    factor : LPAREN expr RPAREN
    '''
    p[0] = p[2]

def p_error(p):
    print('Syntax error')

parser = yacc()

```

Python 2.0.0

```

>>> parser.parse('2')
2
>>> parser.parse('2+3')
5
>>> parser.parse('2+(3+4)*5')
37
>>>

```

Python 2.0.0

2.20 Python Cookbook 2.0.0

2.20 Python Cookbook 2.0.0

Python 2.0.0

String Methods

Example: String methods

```
>>> data = b'Hello World'
>>> data[0:5]
b'Hello'
>>> data.startswith(b'Hello')
True
>>> data.split()
[b'Hello', b'World']
>>> data.replace(b'Hello', b'Hello Cruel')
b'Hello Cruel World'
>>>
```

Example: String methods

```
>>> data = bytearray(b'Hello World')
>>> data[0:5]
bytearray(b'Hello')
>>> data.startswith(b'Hello')
True
>>> data.split()
[bytearray(b'Hello'), bytearray(b'World')]
>>> data.replace(b'Hello', b'Hello Cruel')
bytearray(b'Hello Cruel World')
>>>
```

Example: String methods

```
>>>
>>> data = b'FOO:BAR, SPAM'
>>> import re
>>> re.split(':', data)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "/usr/local/lib/python3.3/re.py", line 191, in split
    return _compile(pattern, flags).split(string, maxsplit)
TypeError: can't use a string pattern on a bytes-like object
>>> re.split(b':', data) # Notice: pattern as bytes
[b'FOO', b'BAR', b'SPAM']
>>>
```

String Methods

Example: String methods

```
>>> a = 'Hello World' # Text string
>>> a[0]
'H'
>>> a[1]
'e'
>>> b = b'Hello World' # Byte string
>>> b[0]
72
>>> b[1]
101
>>>
```

Python Cookbook 2.0.0

```
>>> s = b'Hello World'
>>> print(s)
b'Hello World' # Observe b'...'
>>> print(s.decode('ascii'))
Hello World
>>>
```

Python Cookbook 2.0.0

```
>>> b'%10s %10d %10.2f' % (b'ACME', 100, 490.1)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: unsupported operand type(s) for %: 'bytes' and 'tuple'
>>> b'{} {} {}'.format(b'ACME', 100, 490.1)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
AttributeError: 'bytes' object has no attribute 'format'
>>>
```

Python Cookbook 2.0.0

```
>>> '{:10s} {:10d} {:10.2f}'.format('ACME', 100, 490.1).encode(
    ↪ 'ascii')
b'ACME 100 490.10'
>>>
```

Python Cookbook 2.0.0

```
>>> # Write a UTF-8 filename
>>> with open('jalape\xflo.txt', 'w') as f:
...     f.write('spicy')
...
>>> # Get a directory listing
>>> import os
```

```
>>> os.listdir('.') # Text string (names are decoded)
['jalapeño.txt']
>>> os.listdir(b'.') # Byte string (names left as bytes)
[b'jalapen\xcc\x83o.txt']
>>>
```

æşlæĐRä;Nā■Räy■çŽĐæIJĀāRŌéČlāLEçzŽçŽōā;TāR■äijäéĀŠäyĀäyġā■UèŁČā■ŪçņäyśæYŕæĀŌæāŭ
āIJlçŽōā;Tāy■çŽĐæŪĠäzūāR■āNĒāRnāŌšāgNçŽĐUTF-8çijŪçāAāĀĆ
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ār;çōāæŞ■ā;IJā■UèŁČā■ŪçņäyśçāōāōđāijŽæŕTæŪĠæIJnæŽt'āŁāénŸæŦĹ(āŽāāyžāđ'ĐçRĒæŪĠæIJnāŽžæI
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āzūāyTā;āēŁŸā;ŪæL'NāLlāđ'ĐçRĒæL'ĀæIJLçŽĐçijŪçāA/èġççāĀæŞ■ā;IJāĀĆ
āĪççŽ;èōšīijNāçČæđIJā;āāIJlāđ'ĐçRĒæŪĠæIJnçŽĐēŕīijNāŕşçŽt'æŌēāIJlçlNāzRäy■ā;ŁçŦlæŽōéĀŽçŽĐæŪĠ

CHAPTER 5

çñňäÿL'çnáïijŽæŦřá■ŮæŮěæIJšăŠŇæŮúéŮř

åIJÍPythonäÿ■æL'ğèqŇæŦř æŦřăŠŇæŦřôçĆzæŦřçŽDæŦřă■èèŦŦçôŮæŮúăĴŁçôĂă■ŦçŽDăĂĆ
årĴçôăăĆæ■d'ïijŇăăĆăđIJăĴăéIJĂèçAæL'ğèqŇăĴĒæŦřăĂAæŦřçzĐăĴŮèĂĒæŦřăŮěæIJšăŠŇæŮúéŮř çŽD
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3.1 æŦřă■ŮçŽĐăŽŽèĴ■ăžŦăĒě

éŮôéçŦ

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èğçăĒşæŮzæĴĴ

ărzăžŌçôĂă■ŦçŽĐèĴ■ăĒěèèŦŦçôŮïijŇăĴçŦĴăĒĒçĴçŽĐ round(value,
ndigits) âĴĴæŦřă■şăŦřăĂĆăřŦăçĆïijŽ

```
>>> round(1.23, 1)
1.2
>>> round(1.27, 1)
1.3
>>> round(-1.27, 1)
-1.3
>>> round(1.25361, 3)
1.254
>>>
```

round(
 a, ndigits) rounds the number a to ndigits after the decimal point.
 If ndigits is omitted or is None, it rounds to the nearest integer.
 If ndigits is less than zero, it rounds to the nearest multiple of 10 to the left of the decimal point.

```
>>> a = 1627731
>>> round(a, -1)
1627730
>>> round(a, -2)
1627700
>>> round(a, -3)
1628000
>>>
```

Formatting

format(
 value, format_spec) returns a string representing the value, formatted according to the format_spec.
 The format_spec is a string that may include a sign, a fill character, a width, a comma as a thousands separator, a precision, and a type code.
 The format_spec is a string that may include a sign, a fill character, a width, a comma as a thousands separator, a precision, and a type code.

```
>>> x = 1.23456
>>> format(x, '0.2f')
'1.23'
>>> format(x, '0.3f')
'1.235'
>>> 'value is {:.3f}'.format(x)
'value is 1.235'
>>>
```

round(
 value, ndigits) rounds the number value to ndigits after the decimal point.
 If ndigits is omitted or is None, it rounds to the nearest integer.
 If ndigits is less than zero, it rounds to the nearest multiple of 10 to the left of the decimal point.

```
>>> a = 2.1
>>> b = 4.2
>>> c = a + b
>>> c
6.300000000000001
>>> c = round(c, 2) # "Fix" result (???)
>>> c
6.3
>>>
```

decimal.
 The decimal module provides classes for decimal numbers and operations.
 The decimal module provides classes for decimal numbers and operations.
 The decimal module provides classes for decimal numbers and operations.

3.2 æL'gèaŃçşŁçąóçŻDæŁóçCzæŁřèŁŔçóŮ

éŮéćŸ

ä;äéIJÄèçAårzæŁóçCzæŁřæL'gèaŃçşŁçąóçŻDèóçóŮæŞ■ä;IJijŃázüäŸTäŸ■äŸŃæIJZæIJL'äzzä;ŁårRèřŮ

èğčâEşæÚzæaŁ

æŁóçCzæŁřçŻDäŸÄäŸŁæŻóéA■éŮéćŸæŸřáóCäznázüäŸ■èČ;çşŁçąóçŻDèaŁçd'ž■AèŁZáŁúæŁřäĂĆ
ázüäŸTijŃ■şä;ŁæŸřæIJÄçóĂ■ŁçŻDæŁř■èŁŔçóŮäzşäijZäžğçŁşårŔçŻDèřřaŮőijŃæřŁæĆřijZ

```
>>> a = 4.2
>>> b = 2.1
>>> a + b
6.3000000000000001
>>> (a + b) == 6.3
False
>>>
```

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ăĖĆăđIJă;ăæČşæZŁ'ăŁăçşŁçąó(ăzüèČ;ăđžăŁăŸăĂăđZçŻDæĂğèČ;æ■şèĂŮ)ijŃă;ăăŔřăžăä;ŁçŁř
decimal æŁaŁŮijZ

```
>>> from decimal import Decimal
>>> a = Decimal('4.2')
>>> b = Decimal('2.1')
>>> a + b
Decimal('6.3')
>>> print(a + b)
6.3
>>> (a + b) == Decimal('6.3')
True
```

ăŁİçIJŃèŁŮăĹëřijŃăŸŁéİççŻDăžççăĂăĖ;ăĆŔæIJL'çCzăĖĞæĂřijŃæřŁæĆăŁŞăžŃçŁřă■ŮçŋăŸşæİèèaŁç
çĐŮèĂŃijŃDecimal āržèşăăijZăĆŔæZóéĂZæŁóçCzæŁřăŸăæăŮçŻDăŮèă;IJ(æŁřæŃĂæL'ĂæIJL'çŻDăŸŸç'
ăĖĆăđIJă;ăæL'Şă■řăóCäznæŁŮèĂĖăIJă■ŮçŋăŸşæăijăĹăŃŮăĖ;æŁřăŸ■ă;ŁçŁřăŮCäznijŃçIJŃèŁŮăİèèŮşă

decimal æŁaŁŮŮçŻDäŸÄäŸŁæŸzèçAçŁ'žă;ĂæŸřăĖĂèôŸă;ăæŮğăŁŮèóçóŮçŻDæřŔăŸĂæŮzélçijŃăŃ
ăŸžăžĖĖŁZăăŮăĂZijŃă;ăăĖŁă;ŮăŁZăžžăŸĂăŸŁæIJăIJăŸŁăŸŃăŮĞăžŮæZŁ'æŁžăóČçŻDèóç;őijŃæřŁæĆ

```
>>> from decimal import localcontext
>>> a = Decimal('1.3')
>>> b = Decimal('1.7')
>>> print(a / b)
0.7647058823529411764705882353
>>> with localcontext() as ctx:
...     ctx.prec = 3
```

```
... print(a / b)
...
0.765
>>> with localcontext() as ctx:
...     ctx.prec = 50
...     print(a / b)
...
0.76470588235294117647058823529411764705882352941176
>>>
```

Decimal

decimal module provides a class, `Decimal`, for representing decimal numbers in a way that matches human intuition. It does not, however, provide the full range of operations that you would expect from a floating-point type. The `Decimal` class is designed to be used in a way that is similar to the `float` type, but with the following differences:

- `Decimal` objects are created from strings, not from numbers. This is to avoid the problems of floating-point arithmetic that arise from the way that numbers are represented in memory.
- `Decimal` objects are immutable. Once a `Decimal` object is created, its value cannot change.
- `Decimal` objects are not subject to rounding errors. The `Decimal` class uses a base-10 floating-point representation, which means that it can represent decimal numbers exactly.
- `Decimal` objects are not subject to overflow or underflow. The `Decimal` class can represent numbers of arbitrary magnitude.
- `Decimal` objects are not subject to loss of precision. The `Decimal` class can represent numbers with arbitrary precision.

The `Decimal` class is designed to be used in a way that is similar to the `float` type, but with the following differences:

```
>>> nums = [1.23e+18, 1, -1.23e+18]
>>> sum(nums) # Notice how 1 disappears
0.0
>>>
```

Using the `Decimal` class, you can avoid these problems and get the results you expect:

```
>>> import math
>>> math.fsum(nums)
1.0
>>>
```

The `Decimal` class is designed to be used in a way that is similar to the `float` type, but with the following differences:

- `Decimal` objects are created from strings, not from numbers. This is to avoid the problems of floating-point arithmetic that arise from the way that numbers are represented in memory.
- `Decimal` objects are immutable. Once a `Decimal` object is created, its value cannot change.
- `Decimal` objects are not subject to rounding errors. The `Decimal` class uses a base-10 floating-point representation, which means that it can represent decimal numbers exactly.
- `Decimal` objects are not subject to overflow or underflow. The `Decimal` class can represent numbers of arbitrary magnitude.
- `Decimal` objects are not subject to loss of precision. The `Decimal` class can represent numbers with arbitrary precision.

3.3 Formatting floating point numbers

Introduction

The following examples show how to format floating point numbers using the `format()` function.

Formatting with precision and alignment

The following examples show how to format floating point numbers using the `format()` function. The first example shows how to format a number with two decimal places of accuracy. The second example shows how to format a number right justified in 10 characters, with one digit of accuracy. The third example shows how to format a number left justified in 10 characters, with one digit of accuracy. The fourth example shows how to format a number centered in 10 characters, with one digit of accuracy. The fifth example shows how to format a number with a thousands separator.

```
>>> x = 1234.56789

>>> # Two decimal places of accuracy
>>> format(x, '0.2f')
'1234.57'

>>> # Right justified in 10 chars, one-digit accuracy
>>> format(x, '>10.1f')
'    1234.6'

>>> # Left justified
>>> format(x, '<10.1f')
'1234.6    '

>>> # Centered
>>> format(x, '^10.1f')
'  1234.6  '

>>> # Inclusion of thousands separator
>>> format(x, ',')
'1,234.56789'
>>> format(x, '0,.1f')
'1,234.6'
>>>
```

The following examples show how to format floating point numbers using the `format()` function. The first example shows how to format a number in scientific notation. The second example shows how to format a number in scientific notation with two decimal places of accuracy.

```
>>> format(x, 'e')
'1.234568e+03'
>>> format(x, '0.2E')
'1.23E+03'
>>>
```

The following examples show how to format floating point numbers using the `format()` function. The first example shows how to format a number with a specified width and precision. The second example shows how to format a number with a specified width and precision, and a thousands separator.

```
>>> 'The value is {:0,.2f}'.format(x)
'The value is 1,234.57'
>>>
```

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æTřã■ÛæäijâijRãÑŮë¿ŠãĜžéĀŽãÿÿæŸřæřTè¿ČçóĀã■TçŽĎãĀĆäÿŁéÍæijTçd'žçŽĎæŁĀæIJřãŘÑæŮ decimal æÍqâÍŮäÿ■çŽĎ Decimal æTřã■ŮärzèšqãĀĆ

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```
>>> x
1234.56789
>>> format(x, '0.1f')
'1234.6'
>>> format(-x, '0.1f')
'-1234.6'
>>>
```

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```
>>> swap_separators = { ord('.'): ',', ord(','): '.' }
>>> format(x, ',').translate(swap_separators)
'1.234,56789'
>>>
```

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```
>>> '%0.2f' % x
'1234.57'
>>> '%10.1f' % x
'      1234.6'
>>> '%-10.1f' % x
'1234.6      '
>>>
```

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3.4 Converting integers to and from different bases

Introduction

The `bin()`, `oct()`, and `hex()` functions convert integers to their binary, octal, and hexadecimal representations, respectively. The `format()` function can also be used to format integers in these bases.

Example

The following example demonstrates how to convert the integer 1234 to binary, octal, and hexadecimal using both the built-in functions and the `format()` function.

```
>>> x = 1234
>>> bin(x)
'0b10011010010'
>>> oct(x)
'0o2322'
>>> hex(x)
'0x4d2'
>>>
```

The `format()` function can be used to format integers in binary, octal, and hexadecimal. The format string `'b'` is used for binary, `'o'` for octal, and `'x'` for hexadecimal.

```
>>> format(x, 'b')
'10011010010'
>>> format(x, 'o')
'2322'
>>> format(x, 'x')
'4d2'
>>>
```

The `format()` function can also be used to format integers in binary, octal, and hexadecimal with a specified width and alignment.

```
>>> x = -1234
>>> format(x, 'b')
'-10011010010'
>>> format(x, 'x')
'-4d2'
>>>
```

The `format()` function can also be used to format integers in binary, octal, and hexadecimal with a specified width and alignment.

```
>>> x = -1234
>>> format(2**32 + x, 'b')
'1111111111111111111111111111111101100101110'
>>> format(2**32 + x, 'x')
'fffffb2e'
>>>
```



```
>>> x = 0x01020304
>>> x.to_bytes(4, 'big')
b'\x01\x02\x03\x04'
>>> x.to_bytes(4, 'little')
b'\x04\x03\x02\x01'
>>>
```

The `int.bit_length()` method returns the number of bits necessary to represent the integer in binary, excluding the sign and leading zeros. For example, `523` in binary is `1000001011`, so `int(523).bit_length()` returns `10`.

```

>>> x = 523 ** 23
>>> x
335381300113661875107536852714019056160355655333978849017944067
>>> x.to_bytes(16, 'little')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
OverflowError: int too big to convert
>>> x.bit_length()
208
>>> nbytes, rem = divmod(x.bit_length(), 8)
>>> if rem:
...     nbytes += 1
...
>>>
>>> x.to_bytes(nbytes, 'little')
b'\x03X\xf1\x82iT\x96\xac\xc7c\x16\xf3\xb9\xcf...\xd0'
>>>
    
```

3.6 Creating a bytearray from an integer

Problem

How can I convert a large integer to a bytearray?

Solution

The `int.to_bytes()` method can be used to convert an integer to a bytearray. It takes two arguments: the number of bytes to use and the byte order.

```

>>> a = complex(2, 4)
>>> b = 3 - 5j
>>> a
(2+4j)
>>> b
(3-5j)
>>>
    
```

The `complex` function can be used to create a complex number from two real numbers.

```

>>> a.real
2.0
    
```

```
>>> a.imag
4.0
>>> a.conjugate()
(2-4j)
>>>
```

Read the following example of a complex number.

```
>>> a + b
(5-1j)
>>> a * b
(26+2j)
>>> a / b
(-0.4117647058823529+0.6470588235294118j)
>>> abs(a)
4.47213595499958
>>>
```

Read the following example of a complex number. The following example shows how to use the `cmath` module.

```
>>> import cmath
>>> cmath.sin(a)
(24.83130584894638-11.356612711218174j)
>>> cmath.cos(a)
(-11.36423470640106-24.814651485634187j)
>>> cmath.exp(a)
(-4.829809383269385-5.5920560936409816j)
>>>
```

6.6

Python's `numpy` module provides a fast and efficient way to work with arrays of numbers. The following example shows how to use the `numpy` module.

```
>>> import numpy as np
>>> a = np.array([2+3j, 4+5j, 6-7j, 8+9j])
>>> a
array([ 2.+3.j,  4.+5.j,  6.-7.j,  8.+9.j])
>>> a + 2
array([ 4.+3.j,  6.+5.j,  8.-7.j, 10.+9.j])
>>> np.sin(a)
array([ 9.15449915 -4.16890696j, -56.16227422 -48.50245524j,
       -153.20827755-526.47684926j, 4008.42651446-589.49948373j])
>>>
```

Python's `numpy` module provides a fast and efficient way to work with arrays of numbers. The following example shows how to use the `numpy` module.

```
>>> import math
>>> math.sqrt(-1)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: math domain error
>>>
```

cmath module provides complex-valued square roots and other complex-valued functions.

```
>>> import cmath
>>> cmath.sqrt(-1)
1j
>>>
```

3.7 Floating-Point NaN

Introduction

Python's floating-point type, `float`, can represent NaN (Not a Number).

Creating NaN

Python's `float` type can represent NaN (Not a Number). The `float()` constructor can create NaN from the string `'nan'`.

```
>>> a = float('inf')
>>> b = float('-inf')
>>> c = float('nan')
>>> a
inf
>>> b
-inf
>>> c
nan
>>>
```

The `math` module provides functions to test for NaN: `math.isnan()` and `math.isinf()`.

```
>>> math.isinf(a)
True
>>> math.isnan(c)
True
>>>
```

Inf and NaN

Python has two special floating-point values: `float('inf')` and `float('nan')`. `inf` represents positive infinity, and `nan` represents "Not a Number".

```
>>> a = float('inf')
>>> a + 45
inf
>>> a * 10
inf
>>> 10 / a
0.0
>>>
```

Operations involving `inf` and `nan` follow specific rules. For example, `inf + nan` results in `nan`.

```
>>> a = float('inf')
>>> a/a
nan
>>> b = float('-inf')
>>> a + b
nan
>>>
```

`nan` is not equal to itself. This is why `nan == nan` returns `False`.

```
>>> c = float('nan')
>>> c + 23
nan
>>> c / 2
nan
>>> c * 2
nan
>>> math.sqrt(c)
nan
>>>
```

Python provides the `math.isnan()` function to check if a value is `nan`.

```
>>> c = float('nan')
>>> d = float('nan')
>>> c == d
False
>>> c is d
False
>>>
```

Use `math.isnan()` to check for `nan` values in your code.

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```
>>> # Python lists
>>> x = [1, 2, 3, 4]
>>> y = [5, 6, 7, 8]
>>> x * 2
[1, 2, 3, 4, 1, 2, 3, 4]
>>> x + 10
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: can only concatenate list (not "int") to list
>>> x + y
[1, 2, 3, 4, 5, 6, 7, 8]

>>> # Numpy arrays
>>> import numpy as np
>>> ax = np.array([1, 2, 3, 4])
>>> ay = np.array([5, 6, 7, 8])
>>> ax * 2
array([2, 4, 6, 8])
>>> ax + 10
array([11, 12, 13, 14])
>>> ax + ay
array([ 6,  8, 10, 12])
>>> ax * ay
array([ 5, 12, 21, 32])
>>>
```



```
[ 10., 10., 10., ..., 10., 10., 10.],
[ 10., 10., 10., ..., 10., 10., 10.],
[ 10., 10., 10., ..., 10., 10., 10.]])
>>> np.sin(grid)
array([[ -0.54402111, -0.54402111, -0.54402111, ..., -0.54402111,
        -0.54402111, -0.54402111],
       [ -0.54402111, -0.54402111, -0.54402111, ..., -0.54402111,
        -0.54402111, -0.54402111],
       [ -0.54402111, -0.54402111, -0.54402111, ..., -0.54402111,
        -0.54402111, -0.54402111],
       ...,
       [ -0.54402111, -0.54402111, -0.54402111, ..., -0.54402111,
        -0.54402111, -0.54402111],
       [ -0.54402111, -0.54402111, -0.54402111, ..., -0.54402111,
        -0.54402111, -0.54402111],
       [ -0.54402111, -0.54402111, -0.54402111, ..., -0.54402111,
        -0.54402111, -0.54402111]])
>>>
```

NumPy is a library for the Python programming language, adding support for large, multi-dimensional arrays and matrices, along with a large library of high-level mathematical functions to operate on these arrays.

```
>>> a = np.array([[1, 2, 3, 4], [5, 6, 7, 8], [9, 10, 11, 12]])
>>> a
array([[ 1,  2,  3,  4],
       [ 5,  6,  7,  8],
       [ 9, 10, 11, 12]])

>>> # Select row 1
>>> a[1]
array([5, 6, 7, 8])

>>> # Select column 1
>>> a[:,1]
array([ 2,  6, 10])

>>> # Select a subregion and change it
>>> a[1:3, 1:3]
array([[ 6,  7],
       [10, 11]])
>>> a[1:3, 1:3] += 10
>>> a
array([[ 1,  2,  3,  4],
       [ 5, 16, 17,  8],
       [ 9, 20, 21, 12]])

>>> # Broadcast a row vector across an operation on all rows
>>> a + [100, 101, 102, 103]
array([[101, 103, 105, 107],
       [105, 117, 119, 111],
       [109, 121, 123, 125]])
```

```
[109, 121, 123, 115]])
>>> a
array([[ 1,  2,  3,  4],
       [ 5, 16, 17,  8],
       [ 9, 20, 21, 12]])
>>> # Conditional assignment on an array
>>> np.where(a < 10, a, 10)
array([[ 1,  2,  3,  4],
       [ 5, 10, 10,  8],
       [ 9, 10, 10, 10]])
>>>
```

NumPy

NumPy is a Python library for numerical computing. It provides a high-performance multidimensional array object, and tools for working with these arrays. It is one of the most important libraries for scientific computing in Python.

To use NumPy, you first need to install it. You can do this using pip:

```
import numpy as np
```

NumPy is a powerful library for numerical computing. It provides a high-performance multidimensional array object, and tools for working with these arrays. It is one of the most important libraries for scientific computing in Python.

3.10 NumPy

NumPy

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NumPy is a powerful library for numerical computing. It provides a high-performance multidimensional array object, and tools for working with these arrays. It is one of the most important libraries for scientific computing in Python.

```
>>> import numpy as np
>>> m = np.matrix([[1, -2, 3], [0, 4, 5], [7, 8, -9]])
>>> m
matrix([[ 1, -2,  3],
        [ 0,  4,  5],
        [ 7,  8, -9]])
>>> # Return transpose
```

```
>>> m.T
matrix([[ 1,  0,  7],
        [-2,  4,  8],
        [ 3,  5, -9]])

>>> # Return inverse
>>> m.I
matrix([[ 0.33043478, -0.02608696,  0.09565217],
        [-0.15217391,  0.13043478,  0.02173913],
        [ 0.12173913,  0.09565217, -0.0173913 ]])

>>> # Create a vector and multiply
>>> v = np.matrix([[2],[3],[4]])
>>> v
matrix([[2],
        [3],
        [4]])
>>> m * v
matrix([[ 8],
        [32],
        [ 2]])
>>>
```

numpy.linalg

```
>>> import numpy.linalg

>>> # Determinant
>>> numpy.linalg.det(m)
-229.99999999999983

>>> # Eigenvalues
>>> numpy.linalg.eigvals(m)
array([-13.11474312,  2.75956154,  6.35518158])

>>> # Solve for x in mx = v
>>> x = numpy.linalg.solve(m, v)
>>> x
matrix([[ 0.96521739],
        [ 0.17391304],
        [ 0.46086957]])
>>> m * x
matrix([[ 2.],
        [ 3.],
        [ 4.]])
>>> v
matrix([[2],
        [3],
        [4]])
>>>
```


random.shuffle() `ij`

```
>>> random.shuffle(values)
>>> values
[2, 4, 6, 5, 3, 1]
>>> random.shuffle(values)
>>> values
[3, 5, 2, 1, 6, 4]
>>>
```

random.randint() `ij`

```
>>> random.randint(0,10)
2
>>> random.randint(0,10)
5
>>> random.randint(0,10)
0
>>> random.randint(0,10)
7
>>> random.randint(0,10)
10
>>> random.randint(0,10)
3
>>>
```

random.random() `ij`

```
>>> random.random()
0.9406677561675867
>>> random.random()
0.133129581343897
>>> random.random()
0.4144991136919316
>>>
```

random.getrandbits() `ij`

```
>>> random.getrandbits(200)
335837000776573622800628485064121869519521710558559406913275
>>>
```

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random.seed() `ij`

```
random.seed() # Seed based on system time or os.urandom()
random.seed(12345) # Seed based on integer given
random.seed(b'bytedata') # Seed based on byte data
```

random.uniform() random.gauss()

random.random() random.randn()

3.12 Random Number Generation

3.12.1 Random Number Generation

random.random() random.randn()

3.12.2 Random Number Generation

datetime.datetime.now() datetime.datetime.utcnow()

```
>>> from datetime import timedelta
>>> a = timedelta(days=2, hours=6)
>>> b = timedelta(hours=4.5)
>>> c = a + b
>>> c.days
2
>>> c.seconds
37800
>>> c.seconds / 3600
10.5
>>> c.total_seconds() / 3600
58.5
>>>
```

datetime.datetime.now() datetime.datetime.utcnow()

```
>>> from datetime import datetime
>>> a = datetime(2012, 9, 23)
>>> print(a + timedelta(days=10))
2012-10-03 00:00:00
```

```
>>>
>>> b = datetime(2012, 12, 21)
>>> d = b - a
>>> d.days
89
>>> now = datetime.today()
>>> print(now)
2012-12-21 14:54:43.094063
>>> print(now + timedelta(minutes=10))
2012-12-21 15:04:43.094063
>>>
```

datetime

```
>>> a = datetime(2012, 3, 1)
>>> b = datetime(2012, 2, 28)
>>> a - b
datetime.timedelta(2)
>>> (a - b).days
2
>>> c = datetime(2013, 3, 1)
>>> d = datetime(2013, 2, 28)
>>> (c - d).days
1
>>>
```

dateutil

datetime

dateutil.relativedelta()

```
>>> a = datetime(2012, 9, 23)
>>> a + timedelta(months=1)
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
TypeError: 'months' is an invalid keyword argument for this function
>>>
>>> from dateutil.relativedelta import relativedelta
>>> a + relativedelta(months=+1)
datetime.datetime(2012, 10, 23, 0, 0)
>>> a + relativedelta(months=+4)
datetime.datetime(2013, 1, 23, 0, 0)
>>>
>>> # Time between two dates
```

```
>>> b = datetime(2012, 12, 21)
>>> d = b - a
>>> d
datetime.timedelta(89)
>>> d = relativedelta(b, a)
>>> d
relativedelta(months=+2, days=+28)
>>> d.months
2
>>> d.days
28
>>>
```

3.13 Getting the Previous Occurrence of a Day of the Week

Example

Given a date and a day of the week, find the previous occurrence of that day of the week.

Python Solution

The `datetime` module provides a `datetime` class and a `timedelta` class. The `datetime` class represents a specific date and time, and the `timedelta` class represents a duration of time. The `datetime` class has a `weekday()` method that returns the day of the week as an integer (0 for Monday, 1 for Tuesday, ..., 6 for Sunday). The `timedelta` class has a `days` attribute that represents the number of days. The `datetime` class also has a `date` attribute that returns the date part of the datetime object.

```
#!/usr/bin/env python
# -*- encoding: utf-8 -*-
"""
Topic: Getting the Previous Occurrence of a Day of the Week
Desc :
"""
from datetime import datetime, timedelta

weekdays = ['Monday', 'Tuesday', 'Wednesday', 'Thursday',
             'Friday', 'Saturday', 'Sunday']

def get_previous_byday(dayname, start_date=None):
    if start_date is None:
        start_date = datetime.today()
    day_num = start_date.weekday()
    day_num_target = weekdays.index(dayname)
    days_ago = (7 + day_num - day_num_target) % 7
    if days_ago == 0:
        days_ago = 7
    target_date = start_date - timedelta(days=days_ago)
    return target_date
```

Getting the previous day

```
>>> datetime.datetime.today() # For reference
datetime.datetime(2012, 8, 28, 22, 4, 30, 263076)
>>> get_previous_byday('Monday')
datetime.datetime(2012, 8, 27, 22, 3, 57, 29045)
>>> get_previous_byday('Tuesday') # Previous week, not today
datetime.datetime(2012, 8, 21, 22, 4, 12, 629771)
>>> get_previous_byday('Friday')
datetime.datetime(2012, 8, 24, 22, 5, 9, 911393)
>>>
```

start_date datetime

```
>>> get_previous_byday('Sunday', datetime(2012, 12, 21))
datetime.datetime(2012, 12, 16, 0, 0)
>>>
```

Getting the previous day

Getting the previous day

```
>>> from datetime import datetime
>>> from dateutil.relativedelta import relativedelta
>>> from dateutil.rrule import *
>>> d = datetime.now()
>>> print(d)
2012-12-23 16:31:52.718111

>>> # Next Friday
>>> print(d + relativedelta(weekday=FR))
2012-12-28 16:31:52.718111
>>>

>>> # Last Friday
>>> print(d + relativedelta(weekday=FR(-1)))
2012-12-21 16:31:52.718111
>>>
```

3.14 Getting the first and last day of a month

Problem

Given a date, find the first and last day of the month it belongs to.

Solution

The `datetime` module provides the `datetime` and `timedelta` classes. The `datetime` class represents a specific date and time, and the `timedelta` class represents a duration of time.

The following code defines a function `get_month_range` that takes a `datetime` object as input and returns a tuple containing the first and last day of the month. The function uses the `datetime` module's `today` method to get the current date, and the `replace` method to set the day to 1. The `calendar` module's `monthrange` function is used to get the number of days in the month.

The function `get_month_range` is defined as follows:

```
from datetime import datetime, date, timedelta
import calendar

def get_month_range(start_date=None):
    if start_date is None:
        start_date = date.today().replace(day=1)
    _, days_in_month = calendar.monthrange(start_date.year, start_date.month)
    end_date = start_date + timedelta(days=days_in_month)
    return (start_date, end_date)
```

The following code demonstrates how to use the `get_month_range` function to find the first and last day of the month for a given date.

```
>>> a_day = timedelta(days=1)
>>> first_day, last_day = get_month_range()
>>> while first_day < last_day:
...     print(first_day)
...     first_day += a_day
...
2012-08-01
2012-08-02
2012-08-03
2012-08-04
2012-08-05
2012-08-06
2012-08-07
2012-08-08
2012-08-09
#... and so on...
```

5.14. 3.14

The following code defines a function `date_range` that generates a range of dates and times. It takes three arguments: `start`, `stop`, and `step`. The function uses a `while` loop to iterate from `start` to `stop` in increments of `step`. The `yield` statement is used to return each date and time object.

The function `date_range` is defined as follows:

```
def date_range(start, stop, step):
    while start < stop:
        yield start
        start += step
```

The function `date_range` is used to generate a range of dates and times. The following code snippet demonstrates how to use the function:

The code snippet below shows how to use the `date_range` function to generate a range of dates and times:

The code snippet below shows how to use the `date_range` function to generate a range of dates and times:

```
def date_range(start, stop, step):
    while start < stop:
        yield start
        start += step
```

The function `date_range` is used to generate a range of dates and times.

```
>>> for d in date_range(datetime(2012, 9, 1), datetime(2012, 10, 1),
...                       timedelta(hours=6)):
...     print(d)
...
2012-09-01 00:00:00
2012-09-01 06:00:00
2012-09-01 12:00:00
2012-09-01 18:00:00
2012-09-02 00:00:00
2012-09-02 06:00:00
...
>>>
```

The function `date_range` is used to generate a range of dates and times.

3.15 Converting a string to a datetime object

Example

The following code converts a string in the format 'YYYY-MM-DD' to a datetime object.

Code

The following code converts a string in the format 'YYYY-MM-DD' to a datetime object.

```
>>> from datetime import datetime
>>> text = '2012-09-20'
>>> y = datetime.strptime(text, '%Y-%m-%d')
>>> z = datetime.now()
>>> diff = z - y
>>> diff
datetime.timedelta(3, 77824, 177393)
>>>
```

Notes

The `datetime.strptime()` method is used to convert a string to a datetime object. The format string must match the string exactly. For example, the format string '%Y-%m-%d' matches the string '2012-09-20'.

```
>>> z
datetime.datetime(2012, 9, 23, 21, 37, 4, 177393)
>>> nice_z = datetime.strptime(z, '%A %B %d, %Y')
>>> nice_z
'Sunday September 23, 2012'
>>>
```

The `datetime.strptime()` method is used to convert a string to a datetime object. The format string must match the string exactly. For example, the format string '%Y-%m-%d' matches the string '2012-09-20'.

```
from datetime import datetime
def parse_ymd(s):
    year_s, mon_s, day_s = s.split('-')
    return datetime(int(year_s), int(mon_s), int(day_s))
```

Example 3.16: Converting a datetime object to a different time zone. The code below shows how to convert a datetime object to a different time zone using the `pytz` module.

3.16 Converting a datetime object to a different time zone

Example

The code below shows how to convert a datetime object to a different time zone using the `pytz` module. The code is as follows:

Example

```

import datetime
import pytz

# Create a datetime object for 2012-12-21 09:30:00
d = datetime.datetime(2012, 12, 21, 9, 30, 0)

# Localize the date for Chicago
central = pytz.timezone('US/Central')
loc_d = central.localize(d)

# Print the localized datetime object
print(loc_d)

```

```

>>> from datetime import datetime
>>> from pytz import timezone
>>> d = datetime(2012, 12, 21, 9, 30, 0)
>>> print(d)
2012-12-21 09:30:00
>>>

>>> # Localize the date for Chicago
>>> central = timezone('US/Central')
>>> loc_d = central.localize(d)
>>> print(loc_d)
2012-12-21 09:30:00-06:00
>>>

```

The code above shows how to convert a datetime object to a different time zone using the `pytz` module. The code is as follows:

```

>>> # Convert to Bangalore time
>>> bang_d = loc_d.astimezone(timezone('Asia/Kolkata'))
>>> print(bang_d)
2012-12-21 21:00:00+05:30
>>>

```

The code above shows how to convert a datetime object to a different time zone using the `pytz` module. The code is as follows:

```
>>> d = datetime(2013, 3, 10, 1, 45)
>>> loc_d = central.localize(d)
>>> print(loc_d)
2013-03-10 01:45:00-06:00
>>> later = loc_d + timedelta(minutes=30)
>>> print(later)
2013-03-10 02:15:00-06:00 # WRONG! WRONG!
>>>
```

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äyZäZÈäŕææçèfZäyſeTZeŕŕijNâRfäZëä;ſçTlæUúâNžârZèšq normalize()
æUzæſTâÄCærTæCrijZ

```
>>> from datetime import timedelta
>>> later = central.normalize(loc_d + timedelta(minutes=30))
>>> print(later)
2013-03-10 03:15:00-05:00
>>>
```

èöŕèöZ

äyZäZÈäyææŕ'ä;æèçnèfZäZäyIJäyIJâijDçZDæZTâd't'è;ñâRſrijNâd'DçRÈæIJnâIJŕâNŪæUèæIJšçZDèÄ
âZüçTlâöCæſæL'gèaŒæL'ÄæIJL'çZDäyæUŕ'âYâCſâŒæſæ;IJâÄCærTæCrijZ

```
>>> print(loc_d)
2013-03-10 01:45:00-06:00
>>> utc_d = loc_d.astimezone(pytz.utc)
>>> print(utc_d)
2013-03-10 07:45:00+00:00
>>>
```

äyÄæUèè;ñæçäyZUTCrijNä;ââršäyçTlâÖZæNèâſCèùšâd'RâZd'æUúçZyâÈšçZDèUöécYäZÈäÄ
âZäæd'rijNä;ââRfäZèèùšâZNâL'äyÄæâüæTçâſCçZDæL'gèaŒäyÿègAçZDæUèæIJšèöaçöUâÄC
â;Šâ;äæCšârÈè;ŠâGZâRÿäyZæIJnâIJŕæUúéUŕ'çZDæUúâÄZrijNä;ſçTlâRŒæÄCçZDæUúâNžâÖZè;ñæçäyNâ

```
>>> later_utc = utc_d + timedelta(minutes=30)
>>> print(later_utc.astimezone(central))
2013-03-10 03:15:00-05:00
>>>
```

â;ŠæUŒ'âRŒâŒŒæUúâNžæſæ;IJçZDæUúâÄZrijNæIJL'äyſeUöécYâršæYŕæŒSâznæCä;Tâ;UâŒŒæUúâN
ærTæCrijNâIJſeZäyſä;NâRäyrijNæŒSâznæCä;TçšèéAšâÄIAsia/KolkataâÄŒâršæYŕâſæſæârZâZTçZDæ
äyZäZÈäſèæL'rijNâRfäZëä;ſçTlâISO 3166âZ;âöüâZççâAä;IJäyZâÈšçTlâUâÖZæšèéYÈâUâËy
pytz.country_timezones äÄCærTæCrijZ

```
>>> pytz.country_timezones['IN']
['Asia/Kolkata']
>>>
```

```
from datetime import datetime, timedelta, timezone
from decimal import Decimal, getcontext
from fractions import Fraction
from io import StringIO
from itertools import chain, combinations, permutations, product
from json import dumps, loads
from math import sqrt, pi, e
from multiprocessing import Pool, Process, Manager
from operator import attrgetter, itemgetter, mul, add, sub, div
from random import randint, choice, shuffle, sample
from re import compile, match, findall, sub
from statistics import mean, median, mode, stdev
from string import ascii_letters, digits, punctuation
from sys import argv, stdout, stderr, exit, version_info
from threading import Lock, Semaphore, RLock, Thread
from time import sleep, time, localtime, gmtime
from urllib.parse import urlencode, urldecode, urlparse, urlunparse
from urllib.request import urlopen, Request
from uuid import uuid4, UUID
from xml.etree.ElementTree import Element, ElementTree, parse, fromstring
from xml.parsers.expat import ExpatError
```

CHAPTER 6

çñňăŽŽçñăiijŽè£■ăžčăŽlăyŎçŤşæĹŘăŽl

è£■ăžčæŸŕPythonæIJĂăijžăd'ğçŽĐăĹşèÇ;ăžNăyĂăĂCăĹIçIJNèŭæĹëriijNă;ăăŖŕèÇ;ăijŽçôĂă■ŤçŽĐèôçĐŭèĂŇiijŇçzĹéĹđăžĚăžĚăŕsæŸŕăçCæ■d'iijŇè£ŸæIJĹăĹĹăd'Žă;ăăŖŕèÇ;ăy■çşèéAşçŽĐiijŇæŕŤăçCăĹŽăžă;ăèĞĹăŭsçŽĐè£■ăžčăŽlăŕzèşăiijŇăIJĹitertoolsăĹăĹŮăy■ă;ŕçŤĹæIJĹçŤĹçŽĐè£■ăžčăĹăiijŖiijŇè£ŽăyĂçñăçŽôçŽĐăŕsæŸŕăŖŖă;ăăŕŤçd'žèŭşè£■ăžčæIJĹăĚşçŽĐăŖĐçğ■ăyŷèğAéŮóécŸăĂC

Contents:

4.1 æĹŇăĹléA■ăŎĚè£■ăžčăŽl

éŮóécŸ

ă;ăæČşéA■ăŎĚăyĂăyĹăŖŕè£■ăžčăŕzèşăy■çŽĐăĹĂæIJĹăĚČçŤ'ăiijŇă;EæŸŕă■ăy■ăçşă;ŕçŤĹforăĹçČ

èğčăĚşæŮžæăĹ

ăyžăžEæĹŇăĹĹçŽĐéA■ăŎĚăŖŕè£■ăžčăŕzèşăiijŇă;ŕçŤĹ
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æŕŤăçCŕiijNăyŇéĹççŽĐăĹNă■ŖăĹŇăĹĹŕzăŖŮăyĂăyĹăŮĞăžŭăy■çŽĐăĹĂæIJĹăăŇiijŽ

next()
StopIteration
ăijČăyŷăĂC

```
def manual_iter():  
    with open('/etc/passwd') as f:  
        try:  
            while True:  
                line = next(f)  
                print(line, end='')
```

```
except StopIteration:
    pass
```

éĀŽāyāēlèèōšīījŇ StopIteration ċŤlāēlēāŇĠġd'žèē■āzčċŽĎċzŠārġāĀĆ
 ċĎūēĀŇīījŇāēĆāđlĲā;āēL'ŇāLlā;ċŤlāyLēlċāījŤċd'žċŽĎ next()
 āĠ;āŤŕċŽĎērīījŇā;āēēYāŔŕāzēēĀŽēēĠēŤāŽđāyĀāyġāēŇĠāōŽāĀījāēlēāĠēōŕċzŠārġīījŇārŤāēĆ
 None āĀĆ āyŇēlċāYŕċd'žā;ŇīījŽ

```
with open('/etc/passwd') as f:
    while True:
        line = next(f, None)
        if line is None:
            break
        print(line, end='')
```

èöìèöž

ād'ġād'ŽāŤŕāĈĒāĒāyŇīījŇāēLŠāznāījŽā;ċŤl for ā;ġŕēŕ■āŔēċŤlāēlēā■āŌēāyĀāyġāŔŕēē■āzčāržē
 ā;ĒāYŕīījŇāĀūārŤāzšēlĲāēēĀāržēē■āzčāĀŽāŽŤ'āLāċšġċāōċŽĎāŌġāLūīījŇēēŽāŪūāĀŽāžĒēġčāžŤāsĈēē■
 āyŇēlċēŽĎāžd'āžŠċd'žā;ŇāŔŠāēLŠāznāījŤċd'žāžĒēē■āzčēāĲšēŪŕ'āēL'ĀāŔŠċŤšċŽĎāšžāĲŇċzĒēLĈīīj

```
>>> items = [1, 2, 3]
>>> # Get the iterator
>>> it = iter(items) # Invokes items.__iter__()
>>> # Run the iterator
>>> next(it) # Invokes it.__next__()
1
>>> next(it)
2
>>> next(it)
3
>>> next(it)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
StopIteration
>>>
```

āĲŇċŇāēŌēāyŇāēlēāĠāārŔēLĈāījŽāŽŤ'āūšāēēċŽĎēōšēġĈēē■āzčċŽyāĒšāēL'āēĲŕīījŇāL'■āēŔŔāēYŕā;ā
 āēL'Āāžēċāōāēlā;āāūšċzŔāēLēēŽċŇāċŽĎāĒēāōžċL'ċċL'ċēōŕāĲlāēĈāy■āĀĆ

len(s) gives the length of the string s. len() also works on other objects.

4.3 Iterating over a range in reverse

Example

range() , reversed() can be used to iterate over a range in reverse.

Implementation

The following function, frange(), is a simple implementation of a range iterator that can iterate over a range in reverse.

```
def frange(start, stop, increment):
    x = start
    while x < stop:
        yield x
        x += increment
```

The following code demonstrates the use of the frange() function to iterate over a range in reverse.

```
>>> for n in frange(0, 4, 0.5):
...     print(n)
...
0
0.5
1.0
1.5
2.0
2.5
3.0
3.5
>>> list(frange(0, 1, 0.125))
[0, 0.125, 0.25, 0.375, 0.5, 0.625, 0.75, 0.875]
>>>
```

Conclusion

The frange() function is a simple implementation of a range iterator that can iterate over a range in reverse. It is useful for iterating over a range in reverse when the range is not a simple integer range.

```
>>> def countdown(n):
...     print('Starting to count from', n)
...     while n > 0:
...         yield n
...         n -= 1
...     print('Done!')
...

>>> # Create the generator, notice no output appears
>>> c = countdown(3)
>>> c
<generator object countdown at 0x1006a0af0>

>>> # Run to first yield and emit a value
>>> next(c)
Starting to count from 3
3

>>> # Run to the next yield
>>> next(c)
2

>>> # Run to next yield
>>> next(c)
1

>>> # Run to next yield (iteration stops)
>>> next(c)
Done!
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
StopIteration
>>>
```

next æš■ä;IJäÄ äyÄæÜeçTšæLŘäZláG;æTřäyžèeAçL'zá;AæYřäöČäRřäijŽäZďäžTäIJléf■äzčäy■ä;ççTláLřçŽD

4.4 áóđčŮřè£■äzčäZlá■Řèőő

éÜőécŸ

ä;äæČšædDäzzäyÄäyLèČ;æTřæŇÄèf■äzčæš■ä;IJçŽDèGłäőŽázL'árzésäijŇäzúäyŇæIJZæL';äLřäyÄäyL

Recursion

This recipe shows how to implement a recursive function to calculate the depth of a tree. The tree is represented as a class with a value and a list of children. The function returns the depth of the tree, which is the number of nodes along the longest path from the root node to the farthest leaf node.

```
class Node:
    def __init__(self, value):
        self._value = value
        self._children = []

    def __repr__(self):
        return 'Node({!r})'.format(self._value)

    def add_child(self, node):
        self._children.append(node)

    def __iter__(self):
        return iter(self._children)

    def depth_first(self):
        yield self
        for c in self:
            yield from c.depth_first()

# Example
if __name__ == '__main__':
    root = Node(0)
    child1 = Node(1)
    child2 = Node(2)
    root.add_child(child1)
    root.add_child(child2)
    child1.add_child(Node(3))
    child1.add_child(Node(4))
    child2.add_child(Node(5))

    for ch in root.depth_first():
        print(ch)
    # Outputs Node(0), Node(1), Node(3), Node(4), Node(2), Node(5)
```

The function `depth_first()` is a generator that yields the nodes of the tree in a depth-first order. The function is called on the root node, and it yields the root node. Then, it iterates over the children of the root node, and for each child, it calls `depth_first()` again. This process repeats until all nodes in the tree have been visited.

Conclusion

Python's `yield` statement is a powerful tool for implementing recursive functions. It allows you to write a function that can be called multiple times, and it returns the results of the function calls. This is useful for implementing algorithms that involve recursion, such as the one shown in this recipe.

`__next__()` raises `StopIteration` if `__iter__` has been exhausted.
`depth_first()` returns a `DepthFirstIterator` object.

```
class Node2:
    def __init__(self, value):
        self._value = value
        self._children = []

    def __repr__(self):
        return 'Node({!r})'.format(self._value)

    def add_child(self, node):
        self._children.append(node)

    def __iter__(self):
        return iter(self._children)

    def depth_first(self):
        return DepthFirstIterator(self)


class DepthFirstIterator(object):
    '''
    Depth-first traversal
    '''

    def __init__(self, start_node):
        self._node = start_node
        self._children_iter = None
        self._child_iter = None

    def __iter__(self):
        return self

    def __next__(self):
        # Return myself if just started; create an iterator for
        # children
        if self._children_iter is None:
            self._children_iter = iter(self._node)
            return self._node
        # If processing a child, return its next item
        elif self._child_iter:
            try:
                nextchild = next(self._child_iter)
                return nextchild
            except StopIteration:
                self._child_iter = None
                return next(self)
        # Advance to the next child and start its iteration
        else:
            self._child_iter = None
            self._child_iter = iter(self._children_iter)
            return self._child_iter
```

```

        self._child_iter = next(self._children_iter).depth_
    first()
    return next(self)

```

DepthFirstIterator is a class that yields the nodes of a tree in depth-first order. The tree is represented as a list of nodes, where each node is a tuple containing the node's value and a list of its children. The iterator starts at the root node and traverses the tree by visiting each node's children in order, then returning to the parent node and visiting its next child, and so on, until all nodes have been visited.

4.5 Reversed

UoecY

ä;äæÇşâR■æŰzâRŠèf■äzçäyÄäyİâzRâLŰ

ëğçâEşæŰzæaL

ä;fçTİâEËç;öçZD reversed() äG;æTrijNærTæCrijZ

```

>>> a = [1, 2, 3, 4]
>>> for x in reversed(a):
...     print(x)
...
4
3
2
1

```

âR■âRŠèf■äzçäzËäzËä;ŞâržèşçZDâd' gârRâRrécDâĖLçaoăoZæLŰèĂĖâržèşçăođçÖräžE
 __reversed__() çZDçL'zæoLæŰzæşTæŰüæL■èC;çTşæTİLâĂC
 æÇædIJäy'd'èĂĖèC;äy■çņæâRLrijNéCçä;ääfĖéazâĖLârEâržèşçè;nä■cäyžäyÄäyİâLŰèaLæL■èaNrijNærTæCrijZ

```

# Print a file backwards
f = open('somefile')
for line in reversed(list(f)):
    print(line, end='')

```

èçAæşlæDRçZDæYræÇædIJârRèf■äzçâržèşçăĖČçt' äâ;Lâd' ZçZDèrrijNærEâĖüèçDâĖLè;nä■cäyžäyÄäyİâLŰèaLæL■èaNrijNærTæCrijZ

ëöİèöZ

â;Lâd'ZçINâzRâŞYâzŰäy■çşèéAŞâRräžèéĂžèfGâIJİèGİâoZâzL'çşzäyLâođçÖr
 __reversed__() æŰzæşTæİèaôđçÖrâR■âRŠèf■äzçâĂCærTæCrijZ


```

for lineno, line in enumerate(self.lines, 1):
    self.history.append((lineno, line))
    yield line

def clear(self):
    self.history.clear()

```

Example 6.6.1: A generator function that yields lines from a file, keeping a history of the last 10 lines. The function `linehistory` is defined in the previous example. The function `lines` is a generator that yields lines from a file, keeping a history of the last 10 lines. The function `clear` is defined in the previous example.

```

with open('somefile.txt') as f:
    lines = linehistory(f)
    for line in lines:
        if 'python' in line:
            for lineno, hline in lines.history:
                print('{}:{}'.format(lineno, hline), end='')

```

6.6.1

Example 6.6.1: A generator function that yields lines from a file, keeping a history of the last 10 lines. The function `linehistory` is defined in the previous example. The function `lines` is a generator that yields lines from a file, keeping a history of the last 10 lines. The function `clear` is defined in the previous example.

```

>>> f = open('somefile.txt')
>>> lines = linehistory(f)
>>> next(lines)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'linehistory' object is not an iterator

>>> # Call iter() first, then start iterating
>>> it = iter(lines)
>>> next(it)
'hello world\n'
>>> next(it)
'this is a test\n'
>>>

```

4.7 itertools.count() and itertools.islice()

Introduction

The `itertools.count()` function returns an iterator that produces values starting from a given number and increasing by a given step.

Example

The following code demonstrates the use of `itertools.count()` and `itertools.islice()` to generate a sequence of numbers.

```
>>> def count(n):
...     while True:
...         yield n
...         n += 1
...
>>> c = count(0)
>>> c[10:20]
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'generator' object is not subscriptable

>>> # Now using islice()
>>> import itertools
>>> for x in itertools.islice(c, 10, 20):
...     print(x)
...
10
11
12
13
14
15
16
17
18
19
>>>
```

Conclusion

The `itertools.count()` function is a simple and efficient way to generate a sequence of numbers. The `itertools.islice()` function is a more powerful tool that allows you to slice an iterator, just like you would slice a list.

The `itertools.islice()` function is a more powerful tool that allows you to slice an iterator, just like you would slice a list. The `itertools.islice()` function is a more powerful tool that allows you to slice an iterator, just like you would slice a list.

4.8 Filtering Lines from a File

Example

The following example reads a file and prints only the lines that start with a hash character (#).

Python Code

```
from itertools import dropwhile

with open('/etc/passwd') as f:
    for line in dropwhile(lambda line: line.startswith('#'), f):
        print(line, end='')

# User Database
#
# Note that this file is consulted directly only when the system is
# running
# in single-user mode. At other times, this information is provided
# by
# Open Directory.
...
nobody:*:-2:-2:Unprivileged User:/var/empty:/usr/bin/false
root:*:0:0:System Administrator:/var/root:/bin/sh
...
>>>
```

The following example reads a file and prints only the lines that start with a hash character (#).

```
>>> with open('/etc/passwd') as f:
...     for line in f:
...         print(line, end='')
...
##
# User Database
#
# Note that this file is consulted directly only when the system is
# running
# in single-user mode. At other times, this information is provided
# by
# Open Directory.
...
##
nobody:*:-2:-2:Unprivileged User:/var/empty:/usr/bin/false
root:*:0:0:System Administrator:/var/root:/bin/sh
...
>>>
```

The following example reads a file and prints only the lines that start with a hash character (#).

```
>>> from itertools import dropwhile
>>> with open('/etc/passwd') as f:
...     for line in dropwhile(lambda line: line.startswith('#'), f):
...         print(line, end='')
...
nobody:*:-2:-2:Unprivileged User:/var/empty:/usr/bin/false
root:*:0:0:System Administrator:/var/root:/bin/sh
...
>>>
```

The following example reads a file and prints only the lines that start with a hash character (#).

```
>>> from itertools import islice
>>> items = ['a', 'b', 'c', 1, 4, 10, 15]
>>> for x in islice(items, 3, None):
...     print(x)
...
1
4
10
15
>>>
```

Python 3.0: `islice(items, 3, None)` returns an iterator that yields the items from the sequence `items` starting at the third element (index 2) and continuing until the end of the sequence. The `None` argument indicates that the iteration should continue until the end of the sequence.

Example

Python 3.0: `dropwhile()` and `islice()` can be used together to skip a portion of a sequence and then process the remaining elements.

```
with open('/etc/passwd') as f:
    # Skip over initial comments
    while True:
        line = next(f, '')
        if not line.startswith('#'):
            break

    # Process remaining lines
    while line:
        # Replace with useful processing
        print(line, end='')
        line = next(f, None)
```

Python 2.7: `dropwhile()` and `islice()` can be used together to skip a portion of a sequence and then process the remaining elements.

```
with open('/etc/passwd') as f:
    lines = (line for line in f if not line.startswith('#'))
    for line in lines:
        print(line, end='')
```

Python 2.7: `dropwhile()` and `islice()` can be used together to skip a portion of a sequence and then process the remaining elements.

Python 2.7: `dropwhile()` and `islice()` can be used together to skip a portion of a sequence and then process the remaining elements.

4.9 itertools.permutations()

Učes

itertools.permutations() returns an iterator over all possible permutations of the elements in the iterable.

Example

The following code demonstrates the use of `itertools.permutations()` to generate all possible permutations of the elements in the list `['a', 'b', 'c']`.

```
>>> items = ['a', 'b', 'c']
>>> from itertools import permutations
>>> for p in permutations(items):
...     print(p)
...
('a', 'b', 'c')
('a', 'c', 'b')
('b', 'a', 'c')
('b', 'c', 'a')
('c', 'a', 'b')
('c', 'b', 'a')
>>>
```

The following code demonstrates the use of `itertools.permutations()` to generate all possible permutations of the elements in the list `['a', 'b']`, with a maximum of 2 elements per permutation.

```
>>> for p in permutations(items, 2):
...     print(p)
...
('a', 'b')
('a', 'c')
('b', 'a')
('b', 'c')
('c', 'a')
('c', 'b')
>>>
```

The following code demonstrates the use of `itertools.combinations()` to generate all possible combinations of the elements in the list `['a', 'b', 'c']`, with a maximum of 3 elements per combination.

```
>>> from itertools import combinations
>>> for c in combinations(items, 3):
...     print(c)
...
('a', 'b', 'c')

>>> for c in combinations(items, 2):
```

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 itertools.combinations_with_replacement()
 äEÄèöyãRÑäyÄäyIäÈÇçt' æècnéÄL' æÑI' äd' ŽæñaiijNærTæCïijŽ

```
>>> for c in combinations_with_replacement(items, 3):
...     print(c)
...
('a', 'a', 'a')
('a', 'a', 'b')
('a', 'a', 'c')
('a', 'b', 'b')
('a', 'b', 'c')
('a', 'c', 'c')
('b', 'b', 'b')
('b', 'b', 'c')
('b', 'c', 'c')
('c', 'c', 'c')
>>>
```

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 āj;ŚæŁŚāznççŕāŁŕçIJŅāyŁāŌžæIJŁāžŽad■æiĆçŽĐēf■āžçēŮōēcŸæŮüijŅæIJĀāē;āŔfrazēāĖŁāŌžçIJŅçIJŅī
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4.10 Enumerate

Example

Enumerate is a built-in function that returns an enumerate object. This object is an iterable that yields tuples containing a counter and a value from the iterable.

Usage

The enumerate function is used to iterate over a list and return the index and value of each element.

```
>>> my_list = ['a', 'b', 'c']
>>> for idx, val in enumerate(my_list):
...     print(idx, val)
...
0 a
1 b
2 c
```

The enumerate function is also useful for iterating over a list and returning the index and value of each element, starting from a specific index.

```
>>> my_list = ['a', 'b', 'c']
>>> for idx, val in enumerate(my_list, 1):
...     print(idx, val)
...
1 a
2 b
3 c
```

The enumerate function is also useful for iterating over a list and returning the index and value of each element, starting from a specific index.

```
def parse_data(filename):
    with open(filename, 'rt') as f:
        for lineno, line in enumerate(f, 1):
            fields = line.split()
            try:
                count = int(fields[1])
                ...
            except ValueError as e:
                print('Line {}: Parse error: {}'.format(lineno, e))
```

The enumerate function is also useful for iterating over a list and returning the index and value of each element, starting from a specific index.

```
word_summary = defaultdict(list)

with open('myfile.txt', 'r') as f:
    lines = f.readlines()
```

```
for idx, line in enumerate(lines):
    # Create a list of words in current line
    words = [w.strip().lower() for w in line.split()]
    for word in words:
        word_summary[word].append(idx)
```

word_summary
defaultdict
key
key
word_summary

enumerate()

enumerate() returns an iterator that yields pairs of (index, value) from the iterable.

```
lineno = 1
for line in f:
    # Process line
    ...
    lineno += 1
```

enumerate() returns an iterator that yields pairs of (index, value) from the iterable.

```
for lineno, line in enumerate(f):
    # Process line
    ...
```

enumerate() returns an iterator that yields pairs of (index, value) from the iterable.

enumerate() returns an iterator that yields pairs of (index, value) from the iterable.

```
data = [ (1, 2), (3, 4), (5, 6), (7, 8) ]

# Correct!
for n, (x, y) in enumerate(data):
    ...

# Error!
for n, x, y in enumerate(data):
    ...
```

4.11 āRŇæŮúèŁ■ăžčăd'ŽăŷłăžRăLŮ

éŮóéČŸ

ăĵăæČšăRŇæŮúèŁ■ăžčăd'ŽăŷłăžRăLŮiĵŇæŕRăŇăăLĒăLŇăžŎăŷĀăŷłăžRăLŮăŷ■ăRŮăŷĀăŷłăĒČčŕ'ăăĀ

èğčăĒşæŮzæąŁ

ăŷžăžĒăRŇæŮúèŁ■ăžčăd'ŽăŷłăžRăLŮiĵŇăĴçŦĪ zip() āĢĵæŦŕăĀĈæŕŦăĉĈiĵŽ

```
>>> xpts = [1, 5, 4, 2, 10, 7]
>>> ypts = [101, 78, 37, 15, 62, 99]
>>> for x, y in zip(xpts, ypts):
...     print(x, y)
...
1 101
5 78
4 37
2 15
10 62
7 99
>>>
```

zip(a, b) āĵŽçŦşæLŔăŷĀăŷłăŕŕèŦŦăŽďăĒČçzď (x, y)
çŽďĒēŁ■ăžčăŽĪiĵŇăĒŮăŷ■xăĪēēĢĪiĵŇăŷĪēēĢĪăĀĈăŷĀăŮĉăĒŮăŷ■ăşŔăŷłăžRăLŮăĀĪŕăžŦçzşăŕçiĵŇèŁ■ăž
ăŽăăď'ēŁ■ăžčēŦŦăžçēŮşăŔĈæŦŕăŷ■ăĪăşş■ăžRăLŮēŦŦăžçăŷĀēĢŦăĀĈ

```
>>> a = [1, 2, 3]
>>> b = ['w', 'x', 'y', 'z']
>>> for i in zip(a,b):
...     print(i)
...
(1, 'w')
(2, 'x')
(3, 'y')
>>>
```

ăĉĈăďĪĒēŁŽăŷłăŷ■ăŸŕăĵăæČşēĒĀçŽďăŦĪăďĪiĵŇēĈčăžĪēŦŸăŕŕăžēăĴçŦĪ
itertools.zip_longest() āĢĵæŦŕăĪēăžčăŽŦăĀĈæŕŦăĉĈiĵŽ

```
>>> from itertools import zip_longest
>>> for i in zip_longest(a,b):
...     print(i)
...
(1, 'w')
(2, 'x')
(3, 'y')
(None, 'z')
```

```
>>> for i in zip_longest(a, b, fillvalue=0):
...     print(i)
...
(1, 'w')
(2, 'x')
(3, 'y')
(0, 'z')
>>>
```

ěóěőž

āīšāīāēčšēlŕāzād'đčřēæŧŕæőčžđæŰūāž zip()
āĠæŧŕæŸŕāĹæIJL'čŧĹčžđāč æŧŕæčŕijŇāĠēōĹāīāđ't'āĹŰēāĹāšŇāyĀāyĹāĀijāĹŰēāĹijŇāŕsāčŕāyŇéĹ

```
headers = ['name', 'shares', 'price']
values = ['ACME', 100, 490.1]
```

äĲčŧĹzip()āŕŕāzēēōŧäīāāŕēāōčāznæL'šāŇēāžŭčŧšæĹŕāyĀāyĹāŰāĒyijž

```
s = dict(zip(headers, values))
```

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```
for name, val in zip(headers, values):
    print(name, '=', val)
```

ēžĲčđūāyāyēēĠijŇāĲēŸŕ zip() āŕŕāzēæōēāŕŰād'žāžōāyđ'āyĲčžđāžŕāĹŰčžđāŕčæŧŕāč
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```
>>> a = [1, 2, 3]
>>> b = [10, 11, 12]
>>> c = ['x', 'y', 'z']
>>> for i in zip(a, b, c):
...     print(i)
...
(1, 10, 'x')
(2, 11, 'y')
(3, 12, 'z')
>>>
```

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āēčæđIJāīāēIJāēēāāŕēčžšāŕčžžđāījāŸāčĹāIJāĹŰēāĹāyīijŇēēāāĲčŧĹ list()
āĠæŧŕāčæŧŕæčŕijž

```
>>> zip(a, b)
<zip object at 0x1007001b8>
>>> list(zip(a, b))
```

```
[ (1, 10), (2, 11), (3, 12) ]
>>>
```

4.12 itertools.chain()

Example

The following example demonstrates how to use `itertools.chain()` to iterate over multiple iterables.

Code

```
itertools.chain()
# Iterate over multiple iterables
# Example: Iterate over a list of numbers and a list of letters
a = [1, 2, 3, 4]
b = ['x', 'y', 'z']
for x in chain(a, b):
    print(x)
```

```
>>> from itertools import chain
>>> a = [1, 2, 3, 4]
>>> b = ['x', 'y', 'z']
>>> for x in chain(a, b):
...     print(x)
...
1
2
3
4
x
y
z
>>>
```

The following example demonstrates how to use `itertools.chain()` to iterate over multiple iterables.

```
# Various working sets of items
active_items = set()
inactive_items = set()

# Iterate over all items
for item in chain(active_items, inactive_items):
    # Process item
```

The following example demonstrates how to use `itertools.chain()` to iterate over multiple iterables.

```
for item in active_items:
    # Process item
    ...
```



```
...
access-log-022008
```

Access log for the web server

```
124.115.6.12 - - [10/Jul/2012:00:18:50 -0500] "GET /robots.txt ..."
→200 71
210.212.209.67 - - [10/Jul/2012:00:18:51 -0500] "GET /ply/ ..." 200
→11875
210.212.209.67 - - [10/Jul/2012:00:18:51 -0500] "GET /favicon.ico ..
→." 404 369
61.135.216.105 - - [10/Jul/2012:00:20:04 -0500] "GET /blog/atom.xml
→..." 304 -
...
```

Access log for the web server

```
import os
import fnmatch
import gzip
import bz2
import re

def gen_find(filepat, top):
    '''
    Find all filenames in a directory tree that match a shell
    →wildcard pattern
    '''
    for path, dirlist, filelist in os.walk(top):
        for name in fnmatch.filter(filelist, filepat):
            yield os.path.join(path, name)

def gen_opener(filenames):
    '''
    Open a sequence of filenames one at a time producing a file
    →object.
    The file is closed immediately when proceeding to the next
    →iteration.
    '''
    for filename in filenames:
        if filename.endswith('.gz'):
            f = gzip.open(filename, 'rt')
        elif filename.endswith('.bz2'):
            f = bz2.open(filename, 'rt')
        else:
            f = open(filename, 'rt')
        yield f
        f.close()

def gen_concatenate(iterators):
    '''
```

```

Chain a sequence of iterators together into a single sequence.
'''
for it in iterators:
    yield from it

def gen_grep(pattern, lines):
    '''
    Look for a regex pattern in a sequence of lines
    '''
    pat = re.compile(pattern)
    for line in lines:
        if pat.search(line):
            yield line
    
```

Example: Find all lines containing 'python' in a log file.

```

lognames = gen_find('access-log*', 'www')
files = gen_opener(lognames)
lines = gen_concatenate(files)
pylines = gen_grep('(?i)python', lines)
for line in pylines:
    print(line)
    
```

Example: Count the number of lines containing 'python' in a log file.

```

lognames = gen_find('access-log*', 'www')
files = gen_opener(lognames)
lines = gen_concatenate(files)
pylines = gen_grep('(?i)python', lines)
bytecolumn = (line.rsplit(None, 1)[1] for line in pylines)
bytes = (int(x) for x in bytecolumn if x != '-')
print('Total', sum(bytes))
    
```

yield from

The `yield from` statement is a shorthand for the following code:

```

def gen_grep(pattern, lines):
    for it in iterators:
        yield from it
    
```

Example: Find all lines containing 'python' in a log file.

```

lognames = gen_find('access-log*', 'www')
files = gen_opener(lognames)
lines = gen_concatenate(files)
pylines = gen_grep('(?i)python', lines)
for line in pylines:
    print(line)
    
```

Example: Count the number of lines containing 'python' in a log file.

```

lognames = gen_find('access-log*', 'www')
files = gen_opener(lognames)
lines = gen_concatenate(files)
pylines = gen_grep('(?i)python', lines)
bytecolumn = (line.rsplit(None, 1)[1] for line in pylines)
bytes = (int(x) for x in bytecolumn if x != '-')
print('Total', sum(bytes))
    
```

For example, to concatenate a list of iterables, you can use the following code:

```
def gen_concatenate(iterables):
    for iterable in iterables:
        for item in iterable:
            yield item

# Example usage:
files = ['file1.txt', 'file2.txt', 'file3.txt']
for line in gen_concatenate(files):
    print(line)
```

The `gen_concatenate` function takes an iterable of iterables and yields items from each of them in sequence.

David Beazley, "Generator Tricks for Systems Programmers"

4.14 Flattening a list of lists

Example

For example, to flatten a list of lists, you can use the following code:

Flattening a list of lists

The following code defines a function `flatten` that takes a list of iterables and yields items from each of them in sequence.

```
from collections import Iterable

def flatten(items, ignore_types=(str, bytes)):
    for x in items:
        if isinstance(x, Iterable) and not isinstance(x, ignore_types):
            yield from flatten(x)
        else:
            yield x

items = [1, 2, [3, 4, [5, 6], 7], 8]
# Produces 1 2 3 4 5 6 7 8
for x in flatten(items):
    print(x)
```

```

def flatten(items, ignore_types=(str, bytes)):
    for x in items:
        if isinstance(x, Iterable) and not isinstance(x, ignore_types):
            yield from flatten(x, ignore_types)
        else:
            yield x

```

```

>>> items = ['Dave', 'Paula', ['Thomas', 'Lewis']]
>>> for x in flatten(items):
...     print(x)
...
Dave
Paula
Thomas
Lewis
>>>

```

Flattening

The `flatten` function is a generator that yields items from an iterable, recursively flattening any nested iterables (lists, tuples, etc.) that are not of the types specified in `ignore_types` (by default, `str` and `bytes`).

```

def flatten(items, ignore_types=(str, bytes)):
    for x in items:
        if isinstance(x, Iterable) and not isinstance(x, ignore_types):
            yield from flatten(x, ignore_types)
        else:
            yield x

```

The `flatten` function is a generator that yields items from an iterable, recursively flattening any nested iterables (lists, tuples, etc.) that are not of the types specified in `ignore_types` (by default, `str` and `bytes`).

The `flatten` function is a generator that yields items from an iterable, recursively flattening any nested iterables (lists, tuples, etc.) that are not of the types specified in `ignore_types` (by default, `str` and `bytes`).

The `flatten` function is a generator that yields items from an iterable, recursively flattening any nested iterables (lists, tuples, etc.) that are not of the types specified in `ignore_types` (by default, `str` and `bytes`).

4.15 Merging two sorted lists

Example

The following code merges two sorted lists into a single sorted list.

Python

`heapq.merge()` returns an iterator that yields the elements of the two sorted lists in sorted order.

```
>>> import heapq
>>> a = [1, 4, 7, 10]
>>> b = [2, 5, 6, 11]
>>> for c in heapq.merge(a, b):
...     print(c)
...
1
2
4
5
6
7
10
11
```

Notes

`heapq.merge()` returns an iterator that yields the elements of the two sorted lists in sorted order. The iterator is efficient because it only needs to keep track of the current element in each list.

```
with open('sorted_file_1', 'rt') as file1, \
     open('sorted_file_2', 'rt') as file2, \
     open('merged_file', 'wt') as outf:

    for line in heapq.merge(file1, file2):
        outf.write(line)
```

The following code merges two sorted lists into a single sorted list and writes the result to a file.

4.16 Reading from a file using while

Example

The following code reads a file line by line using a while loop. It prints each line to the console.

Code

The code defines a function `reader` that takes a file object `s` as input and returns an iterator that yields lines from the file.

```
CHUNKSIZE = 8192

def reader(s):
    while True:
        data = s.recv(CHUNKSIZE)
        if data == b'':
            break
        process_data(data)
```

The code also defines a function `iter` that takes a file object `s` as input and returns an iterator that yields lines from the file.

```
def reader2(s):
    for chunk in iter(lambda: s.recv(CHUNKSIZE), b''):
        pass
    # process_data(data)
```

The code also defines a function `iter` that takes a file object `s` as input and returns an iterator that yields lines from the file.

```
>>> import sys
>>> f = open('/etc/passwd')
>>> for chunk in iter(lambda: f.read(10), ''):
...     n = sys.stdout.write(chunk)
...
nobody:*:-2:-2:Unprivileged User:/var/empty:/usr/bin/false
root:*:0:0:System Administrator:/var/root:/bin/sh
daemon:*:1:1:System Services:/var/root:/usr/bin/false
_uucp:*:4:4:Unix to Unix Copy Protocol:/var/spool/uucp:/usr/sbin/
↪uucico
...
>>>
```

Notes

The `iter` function is a callable that takes a file object `s` as input and returns an iterator that yields lines from the file.

čšžäijijčŽĎñijŇäyžžāEāEŽāĚčäyÄäyġæŮĠæIJñæŮĠžžüñijŇä;čŤlāyęæIJL' wt
æġāijRčŽĎ open() āĠæTŕñijŇ æČæĎIJāžŇāL■æŮĠžžüāEĚāōžā■ŸāIJāLŽäyĚčŽd' āžžęęEčŽŮæŮL'āĀČ

```
# Write chunks of text data
with open('somefile.txt', 'wt') as f:
    f.write(text1)
    f.write(text2)
    ...

# Redirected print statement
with open('somefile.txt', 'wt') as f:
    print(line1, file=f)
    print(line2, file=f)
    ...
```

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open() āĠæTŕñāĀČ

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sys.getdefaultencoding() æġā;ŮāLŕāĀČ āIJāĎ'ġāĎ'ŽæTŕæIJžāŽlāyġēġēČ;æŸŕut-
8čijŮčāAāĀČæČæĎIJā;āāščžRčšēēAšā;āēēAŕžāEŽčŽĎæŮĠæIJñæŸŕāEūāžŮčijŮčāAæŮžāijRñijŇ
éČčāžLāRŕāžēēĀŽēġāijjāēĀŠäyÄäyġāRŕēĀL'čŽĎ encoding
āRČæTŕčžŽopen()āĠæTŕñāĀČæČäyŇāL'ĀčĎ'žñijŽ

```
with open('somefile.txt', 'rt', encoding='latin-1') as f:
    ...
```

PythonæTŕæŇAēĪdāyŷāĎ'ŽčŽĎæŮĠæIJñçijŮčāAāĀČāĠāyġāyŷęęAčŽĎçijŮčāAæŸŕascii,
latin-1, utf-8āŠŇut-16āĀČ āIJlwebāžTčŤlčŇāžRäy■ēĀŽāyŷēČ;ā;čŤlčŽĎæŸŕUTF-8āĀČ
asciifŕžāžTāžŮU+0000āLŕU+007FēŇČāŽt āEĚčŽĎ7ā;■āŮčñęāĀČ latin-1æŸŕāŮēĹČ0-
255āLŕU+0000ēĠšU+00FFēŇČāŽt āEĚUnicodeāŮčñęčŽĎčŽt æŮēæŸāārDāĀČ
ā;šŕžāRŮäyÄäyġæIJčščçijŮčāAčŽĎæŮĠæIJñæŮūā;čŤllatin-
1çijŮčāAæŕŷēġIJäy■āijŽāžġčŤšēġčçāAēTŽŕŕāĀČ ā;čŤllatin-
1çijŮčāAŕžāRŮäyÄäyġæŮĠžžüčŽĎæŮūāĀŽāžšēōŷäy■ēČ;āžġčŤšāōŇāĒġā■čçāōčŽĎæŮĠæIJñēġčçāAæTŕ
ā;EæŸŕāōČāžšēČ;āžŮäy■æRŕāRŮāĠžžüšāĎ'šāĎ'ŽčŽĎæIJL'čŤlæTŕæ■ōāĀČāRŇæŮñijŇāēČæĎIJā;āāžŇāR

èöġēōž

ēržāEŽæŮĠæIJñæŮĠžžüāyĀēĹŇāġēēōšæŸŕæŕTē;ČčōĀā■TčŽĎāĀČā;EæŸŕāžšāĠāčČzæŸŕēIJĀēēAæš
ēēŮāĒĹijŇāIJlā;Ňā■RčŇāžRäy■čŽĎwithēr■āRēčžŽēčñā;čŤlāLŕčŽĎæŮĠžžüāLŽāžžāžEäyÄäyġāyġāyŇæ
ā;E with æŮġāLūāĪŮčžšæġšæŮñijŇæŮĠžžüāijŽēĠāLlāEšēŮ■āĀČā;āāžšāRŕāžēäy■ā;čŤl
with ēŕ■āRēñijŇä;EæŸŕēġZæŮūāĀŽā;āāršāġĒēāžēōŕā;ŮæLŇāLlāĒšēŮ■æŮĠžžüñijŽ

```
f = open('somefile.txt', 'rt')
data = f.read()
f.close()
```

āRēāĎ'ŮäyÄäyġæŮŮēčŸæŸŕāEšāžŮā■čēāŇčñęčŽĎŕEāĹŇēŮŮēčŸñijŇāIJlUnixāŠŇWindowsäy■æŸŕäy
ēžŸēōd' æČĒāEġāyŇñijŇPythonāijŽāžčžšäyĀæġāijRāĎ'ĎčREæ■čēāŇčñęāĀČ

When you open a file, you can specify the mode and the encoding. The default mode is 'r' (read) and the default encoding is 'utf-8'. If you want to read a file that contains text in a different encoding, you can specify the encoding when you open the file. For example, to read a file that contains text in the 'latin-1' encoding, you can use the following code:

```
# Read with disabled newline translation
with open('somefile.txt', 'rt', newline='') as f:
    ...
```

When you write to a file, you can also specify the mode and the encoding. The default mode is 'w' (write) and the default encoding is 'utf-8'. If you want to write to a file that contains text in a different encoding, you can specify the encoding when you open the file. For example, to write to a file that contains text in the 'latin-1' encoding, you can use the following code:

```
>>> # Newline translation enabled (the default)
>>> f = open('hello.txt', 'rt')
>>> f.read()
'hello world!\n'

>>> # Newline translation disabled
>>> g = open('hello.txt', 'rt', newline='')
>>> g.read()
'hello world!\r\n'
>>>
```

When you open a file, you can also specify the mode and the encoding. The default mode is 'r' (read) and the default encoding is 'utf-8'. If you want to read a file that contains text in a different encoding, you can specify the encoding when you open the file. For example, to read a file that contains text in the 'latin-1' encoding, you can use the following code:

```
>>> f = open('sample.txt', 'rt', encoding='ascii')
>>> f.read()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "/usr/local/lib/python3.3/encodings/ascii.py", line 26, in _
    decode
    return codecs.ascii_decode(input, self.errors)[0]
UnicodeDecodeError: 'ascii' codec can't decode byte 0xc3 in position
12: ordinal not in range(128)
>>>
```

When you write to a file, you can also specify the mode and the encoding. The default mode is 'w' (write) and the default encoding is 'utf-8'. If you want to write to a file that contains text in a different encoding, you can specify the encoding when you open the file. For example, to write to a file that contains text in the 'latin-1' encoding, you can use the following code:

```
>>> # Replace bad chars with Unicode U+fffd replacement char
>>> f = open('sample.txt', 'rt', encoding='ascii', errors='replace')
>>> f.read()
'Spicy Jalapeño!'

>>> # Ignore bad chars entirely
>>> g = open('sample.txt', 'rt', encoding='ascii', errors='ignore')
>>> g.read()
'Spicy Jalapeo!'
```

```
>>>
```

aeCædIJä;äçzRäyÿä;£çTÍ errors aRCæTÿæIæad'DçRÆçijÚçäAéT'ZèfrijNäRrèC;äijZèol'ä;äçZDçT\$æt
årzäZÖæÚGæIJnäd'DçRÆçZDèçÚèçAäÓšäLZæYřçäöä£Iä;äæÄzæYřä;£çTÍçZDæYřæ■ççäöçijÚçäAäÄCä;Ša
8)äÄC

5.2 æL'Sä■rèçŠäGžèGšæÚGäzúäy■

éUóécY

ä;äæČšärE print() äG;æTÿçZDèçŠäGžèG■äöZäRŠäLræYÄyæÚGäzúäy■äÖzäÄC

èğčäEšæÚzæaŁ

äIJÍ print() äG;æTÿäy■æNĞäöZ file äĚšéTöa■UäRCæTÿrijNäČRäyNéíçè£ZæäüijZ

```
with open('d:/work/test.txt', 'wt') as f:
    print('Hello World!', file=f)
```

èóIèöž

äĚšäZÖèçŠäGžèG■äöZäRŠäLræÚGäzúäy■äršè£ZäZžäZäEäÄCä;EæYřæIJL'äyÄçCžèçAæšlæDRçZDäršæ
äçCædIJæÚGäzúäYřäZNè£ZäLúæIäaijRçZDèfrijNæLŠä■řäšäijZäGžéTŽäÄC

5.3 ä;£çTÍäĚÜäZÚäLÉéŽTçņæLÚèaŃçzLæ■ćçņæL'Sä■ř

éUóécY

ä;äæČšä;£çTÍ print() äG;æTÿrèçŠäGžæTÿæ■öijNä;EæYřæČšæTžäRÝézYèød'çZDäLÉéŽTçņæLÚè.

èğčäEšæÚzæaŁ

ärřäZèä;£çTÍäIJÍ print() äG;æTÿäy■ä;£çTÍ sep äŠŃ end
äĚšéTöa■UäRCæTÿrijNäZèä;äæČšèçAçZDæÚžäijRèçŠäGžäÄCærTäçČrijZ

```
>>> print('ACME', 50, 91.5)
ACME 50 91.5
>>> print('ACME', 50, 91.5, sep=',')
ACME,50,91.5
>>> print('ACME', 50, 91.5, sep=',', end='!!\n')
```


5.4 Reading and Writing Binary Data

Overview

Python provides a simple and efficient way to read and write binary data using the `open()` function with the appropriate mode.

Example

The following code demonstrates how to read a binary file and write binary data to a file.

```
# Read the entire file as a single byte string
with open('somefile.bin', 'rb') as f:
    data = f.read()

# Write binary data to a file
with open('somefile.bin', 'wb') as f:
    f.write(b'Hello World')
```

The code above shows how to read a binary file into a byte string and how to write a byte string to a binary file. The `rb` mode is used for reading binary data, and the `wb` mode is used for writing binary data.

Conclusion

Python makes it easy to work with binary data. By using the `open()` function with the appropriate mode, you can read and write binary data efficiently.

```
>>> # Text string
>>> t = 'Hello World'
>>> t[0]
'H'
>>> for c in t:
...     print(c)
...
H
e
l
l
o

>>> # Byte string
>>> b = b'Hello World'
>>> b[0]
72
>>> for c in b:
...     print(c)
...
```

```
72
101
108
108
111
...
>>>
```

æCædIä;äæCšzäÖäzÑæfZäLüæÍaäijRçZDæŮGäzäyæérzäRŮæLŮäEzäEæŮGæIñæTṛæörijNäfEæ

```
with open('somefile.bin', 'rb') as f:
    data = f.read(16)
    text = data.decode('utf-8')

with open('somefile.bin', 'wb') as f:
    text = 'Hello World'
    f.write(text.encode('utf-8'))
```

äzÑæfZäLüI/OæfYæIJL'äyÄäylésIJäyZäzçšçZDçL'zæÄgärsæYṛæTṛçzDäŠNÇçzŠædDä;ŠçszädNèÇ;ç

```
import array
nums = array.array('i', [1, 2, 3, 4])
with open('data.bin', 'wb') as f:
    f.write(nums)
```

èfZäyléÄCçTlāzÖāzä;TāōđçÖrāzEēcñçgrāzNāyZ”çijŠāEšæÖēāRc”çZDärzèsäijNæfZçgæärzèsäijZçZt
äzÑæfZäLüæTṛæöçZDäEzäEæärsæYṛæfZçszæšæ;IJäzNäyÄäÄC

ä;Lād'ZärzèsæfYäEÄèöyéÄZæfGä;fçTlæŮGäzäŮärzèsæçZD readinto()
æŮzæšTçZt'æÖèérzäRŮäzÑæfZäLüæTṛæöäLräEüäzTäsCçZDäEäæYäyæäÖzäÄCærTäçCijZ

```
>>> import array
>>> a = array.array('i', [0, 0, 0, 0, 0, 0, 0, 0])
>>> with open('data.bin', 'rb') as f:
...     f.readinto(a)
...
16
>>> a
array('i', [1, 2, 3, 4, 0, 0, 0, 0])
>>>
```

ä;EæYṛä;fçTlæfZçgæLÄæIJçZDæŮüäÄZéIJÄèçAæäijäd'ŮärRäfCrijNäZäyZäöCéÄZäyYäEüæIJL'áz
ärfräzæšççIJN5.9ärRèLÇäyæRæad'ŮäyÄäylérzäRŮäzÑæfZäLüæTṛæöäLräRfäföæTzçijŠāEšäNzçZDä;Nä

5.5 æŮĜäzúäy■å■ŸåJíæL'■èĈ;åĖZåĖĖ

éŮóécŸ

ä;ääĈşåĈRäyÄäyLæŮĜäzúäy■åĖZåĖĖæŤræ■ōijNä;ĖæŸrål'■æRRåĖĖéazæŸræĖZäyLæŮĜäzúåJíæŮĜäzşårşæŸræy■åĖAèöyèĖĖĖZŮåşå■ŸåJíĉZDæŮĜäzúåĖĖåózáĈ

èĝĉåĖşæŮzæqL

åräzèåJí open() åĖJæŤræy■ä;ĖĈŤl x ælāāijRælēäzĉæZĖ w
ælāāijRĉZDæŮzæşŤælēèĝĉåĖşæĖZäyLéŮóécŸāĈæŤæĈijZ

```
>>> with open('somefile', 'wt') as f:
...     f.write('Hello\n')
...
>>> with open('somefile', 'xt') as f:
...     f.write('Hello\n')
...
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
FileExistsError: [Errno 17] File exists: 'somefile'
>>>
```

æĖĈædJæŮĜäzúæŸræZNèĖZåLūĉZDijNä;ĖĈŤl xb ælēäzĉæZĖ xt

èŮléŮZ

ĖĖZäyÄårRèLĈæijŤĉd'zäZåJíåĖZæŮĜäzúæŮŮéÅZäyāijZéAĖåLrĉZDäyÄäyLæŮóécŸĉZDåŮNĉ;ŮèĝäyÄäyLæZĖäzĉæŮzæqLæŸrålæĖĖNèŤræĖZäyLæŮĜäzúæŸrålĖå■ŸåJíijNäĈRäyNéíĉĖZæåūijZ

```
>>> import os
>>> if not os.path.exists('somefile'):
...     with open('somefile', 'wt') as f:
...         f.write('Hello\n')
... else:
...     print('File already exists!')
...
File already exists!
>>>
```

æŸ;èĀNæŸŞèĝAijNä;ĖĈŤlæŮĜäzúælāāijRæZŤ åŁăĉŮĀå■ŤāĈĖĖAæşlæDRĉZDæŸrxælāāijRæŸræy
open() åĖJæŤrĖL'zæJLĉZDæLŤåşŤāĈ åJíPythonĉZDæŮĝĖL'ŁæJíæLŮèĀĖæŸŤPythonåŮđĉŮĖĉZDăZŤ

5.6 Reading/Writing to a File

Example

The following example demonstrates how to read and write to a file using the `io` module.

Code

The following code snippet shows how to create a `StringIO` object and write to it.

```
>>> s = io.StringIO()
>>> s.write('Hello World\n')
12
>>> print('This is a test', file=s)
15
>>> # Get all of the data written so far
>>> s.getvalue()
'Hello World\nThis is a test\n'
>>>

>>> # Wrap a file interface around an existing string
>>> s = io.StringIO('Hello\nWorld\n')
>>> s.read(4)
'Hell'
>>> s.read()
'o\nWorld\n'
>>>
```

The following code snippet shows how to create a `BytesIO` object and write to it.

```
>>> s = io.BytesIO()
>>> s.write(b'binary data')
>>> s.getvalue()
b'binary data'
>>>
```

Notes

The `io` module provides a flexible interface for working with files. The `StringIO` and `BytesIO` classes are used to create in-memory file objects. The `StringIO` class is used for text data, and the `BytesIO` class is used for binary data. The `StringIO` class also supports the `write` and `read` methods, which can be used to write and read data from the file object.

The `StringIO` class also supports the `getvalue` method, which can be used to retrieve the data written to the file object. The `BytesIO` class also supports the `getvalue` method, which can be used to retrieve the data written to the file object.

5.7. 5.7 erzaEzaONcijl'aeUGazu

5.7 erzaEzaONcijl'aeUGazu

5.7.1 erzaEzaONcijl'aeUGazu

5.7.1. 5.7.1 erzaEzaONcijl'aeUGazu

5.7.1.1 erzaEzaONcijl'aeUGazu

5.7.1.1. 5.7.1.1 erzaEzaONcijl'aeUGazu

```
# gzip compression
import gzip
with gzip.open('somefile.gz', 'rt') as f:
    text = f.read()

# bz2 compression
import bz2
with bz2.open('somefile.bz2', 'rt') as f:
    text = f.read()
```

5.7.1.1.1 5.7.1.1.1 erzaEzaONcijl'aeUGazu

```
# gzip compression
import gzip
with gzip.open('somefile.gz', 'wt') as f:
    f.write(text)

# bz2 compression
import bz2
with bz2.open('somefile.bz2', 'wt') as f:
    f.write(text)
```

5.7.1.1.1.1 5.7.1.1.1.1 erzaEzaONcijl'aeUGazu

5.7.1.1.1.1 erzaEzaONcijl'aeUGazu

5.7.1.1.1.1.1 5.7.1.1.1.1.1 erzaEzaONcijl'aeUGazu

encoding errors newline

compresslevel

```
with gzip.open('somefile.gz', 'wt', compresslevel=5) as f:
    f.write(text)
```

gzip.open() bz2.open()

```
import gzip
f = open('somefile.gz', 'rb')
with gzip.open(f, 'rt') as g:
    text = g.read()
```

gzip bz2

5.8

éÜóéŸ

iter

èġcâEşæÚzæqĹ

iter

```
from functools import partial

RECORD_SIZE = 32

with open('somefile.data', 'rb') as f:
    records = iter(partial(f.read, RECORD_SIZE), b'')
    for r in records:
        ...
```

iter


```
11
>>>
```

ěóěőž

æŮĜäzŭärzèšaqŽD readinto() æŮzæsŤeČ;ècñčŤlæİëäyžécDāĒĹāĹēĒ■āĒĒ■ŸčŽDæŤřčzDāāñāĒ
array æĹāāĹŮæĹŮ numpy āžšāĹZāžžčŽDæŤřčzDāĀČ āšŤæŽóéĀŽ read()
æŮzæsŤäy■āŤŤčŽDæŤřčzDāĀČ readinto() āāñāĒĒāšā■ŸāĹĹčŽDčijšāĒšāŤžēĀŤäy■æŤřäyžæŤřärzèšaqē
āŽāæ■d'rijŤä;āāŤřäzēä;ĚčŤĹāōČæĹēēĀāĒ■ād'ģēĜŤčŽDāĒĒ■ŸāĹēēĒ■æš■ā;ĪĀĀČ
æŤŤæČrijŤäēČædĪĪä;æēržāŤŮäyĀäyĹčŤščŽyāŤŤād'ģārŤčŽDēōřā;ŤčzDāĹŤčŽDāžŤēēZāĹŮæŮĜäzŮæŮŤŤ

```
record_size = 32 # Size of each record (adjust value)

buf = bytearray(record_size)
with open('somefile', 'rb') as f:
    while True:
        n = f.readinto(buf)
        if n < record_size:
            break
        # Use the contents of buf
    ...
```

āŤēād'ŮæĪĹäyĀäyĹæĪĹēŮččĹ'zæĀģāršæŤř memoryview ĩijŤ
āōČāŤřäzēēĀŽēĚģēŽŮād'■āĹŮčŽDæŮžāijŤāržāšā■ŸāĹĹčŽDčijšāĒšāŤžēĀŤäy■æš■ā;ĪĪijŤčŤŽ

```
>>> buf
bytearray(b'Hello World')
>>> m1 = memoryview(buf)
>>> m2 = m1[-5:]
>>> m2
<memory at 0x100681390>
>>> m2[:] = b'WORLD'
>>> buf
bytearray(b'Hello WORLD')
>>>
```

ä;ĚčŤĹ f.readinto() æŮŮēĪĀēēĀæšāĒŤŤčŽDæŤřčzDāĀČ;āāĒĒēāzæčĀæšēāōČčŽDēĚŤāŽdāĪijrijŤä
āēČædĪĪā■ŮēĹČæŤřärŤäžŮčijšāĒšāŤžēāđ'ģārŤrijŤēāĹæŤřæŤřæ■ōēcñčæĹæŮ■æĹŮēĀĒēcñčāt'āĪŤäžĒ
æĪĪāŤŤŮrijŤčŤŽāĹČēģČāršāĒŮāžŮāĜ;æŤřäžšāšŤæĹāāĹŮäy■āšŤ into
čŽyāĒščŽDāĜ;æŤř(æŤŤæČ recv_into() ĩijŤ pack_into() č■Ĺ)āĀČ
PythončŽDā;Ĺād'ŽāĒŮāžŮēČĹāĹēāšščzŤŤč;æŤřæŤŤčŽt'æŮēčŽDĪ/OæĹŮæŤřæ■ōēōĚēŮōæš■ā;ĪĪijŤēēŽā
āĒšāžŮēģčædŤäžŤēēZāĹŮčzšædDāšŤ memoryviews
ä;ĚčŤĹæŮzæsŤčŽDæŽt'énŸčžģä;Ťā■ŤrijŤēŤŮāŤČēĀČ6.12ārŤēĹČāĀČ

5.10 mmap module

Example

Example code for the mmap module.

Code

Example code for the mmap module.

```
import os
import mmap

def memory_map(filename, access=mmap.ACCESS_WRITE):
    size = os.path.getsize(filename)
    fd = os.open(filename, os.O_RDWR)
    return mmap.mmap(fd, size, access=access)
```

Example code for the mmap module.

```
>>> size = 1000000
>>> with open('data', 'wb') as f:
...     f.seek(size-1)
...     f.write(b'\x00')
...
>>>
```

Example code for the mmap module.

```
>>> m = memory_map('data')
>>> len(m)
1000000
>>> m[0:10]
b'\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00'
>>> m[0]
0
>>> # Reassign a slice
>>> m[0:11] = b'Hello World'
>>> m.close()

>>> # Verify that changes were made
>>> with open('data', 'rb') as f:
...     print(f.read(11))
...
b'Hello World'
>>>
```

`mmap()` returns a memory-mapped file object. The object is a subclass of `file` and can be used like a regular file object. The object is created by passing the filename and the access mode to `mmap()`.

```
>>> with memory_map('data') as m:
...     print(len(m))
...     print(m[0:10])
...
1000000
b'Hello World'
>>> m.closed
True
>>>
```

The `mmap()` function returns a memory-mapped file object. The object is a subclass of `file` and can be used like a regular file object. The object is created by passing the filename and the access mode to `mmap()`. The access mode can be `mmap.ACCESS_READ` or `mmap.ACCESS_WRITE`.

```
m = memory_map(filename, mmap.ACCESS_READ)
```

The `mmap()` function returns a memory-mapped file object. The object is a subclass of `file` and can be used like a regular file object. The object is created by passing the filename and the access mode to `mmap()`. The access mode can be `mmap.ACCESS_READ` or `mmap.ACCESS_WRITE`.

```
m = memory_map(filename, mmap.ACCESS_COPY)
```

Example

The `mmap()` function returns a memory-mapped file object. The object is a subclass of `file` and can be used like a regular file object. The object is created by passing the filename and the access mode to `mmap()`. The access mode can be `mmap.ACCESS_READ` or `mmap.ACCESS_WRITE`.

The `mmap()` function returns a memory-mapped file object. The object is a subclass of `file` and can be used like a regular file object. The object is created by passing the filename and the access mode to `mmap()`. The access mode can be `mmap.ACCESS_READ` or `mmap.ACCESS_WRITE`.

```
>>> m = memory_map('data')
>>> # Memoryview of unsigned integers
>>> v = memoryview(m).cast('I')
>>> v[0] = 7
>>> m[0:4]
b'\x07\x00\x00\x00'
>>> m[0:4] = b'\x07\x01\x00\x00'
>>> v[0]
263
>>>
```

The `mmap()` function returns a memory-mapped file object. The object is a subclass of `file` and can be used like a regular file object. The object is created by passing the filename and the access mode to `mmap()`. The access mode can be `mmap.ACCESS_READ` or `mmap.ACCESS_WRITE`.

Python 2.0.0

Python 2.0.0

5.11

éUóécY

Python 2.0.0

èġcàEşæÚzæaŁ

Python 2.0.0

```
>>> import os
>>> path = '/Users/beazley/Data/data.csv'

>>> # Get the last component of the path
>>> os.path.basename(path)
'data.csv'

>>> # Get the directory name
>>> os.path.dirname(path)
'/Users/beazley/Data'

>>> # Join path components together
>>> os.path.join('tmp', 'data', os.path.basename(path))
'tmp/data/data.csv'

>>> # Expand the user's home directory
>>> path = '~/Data/data.csv'
>>> os.path.expanduser(path)
'/Users/beazley/Data/data.csv'

>>> # Split the file extension
>>> os.path.splitext(path)
```

```
('~/Data/data', '.csv')
>>>
```

èóìèöž

ärzäžÖäzzä;TçŽDæŮGäzúāR■çŽDæS■ä;IJiijNä;äéÇ;āžTèrēā;£çTl os.path
ælaāIŮiijNēĀNäy■æYrä;£çTlæāGāGEā■ŮçñēäySæS■ä;IJæIēædĎéĀæĠlāūsçŽDäzççāAāĀĆ
çL'zāLñæYräyžāzEāRrcgžæd'■æĀgēĀĆèŽSçŽDæŮūāĀZæŽt'āžTāēCæ■d'iijN āZāyž os.
path ælaāIŮçšēēAŞUnixāŠNWindowsçšçzçžāzNéŮt'çŽDāūōāijCāzūāyTēC;ād'šāRféIāāIJrād'ĎçREçsžāijij
Data/data.csv āŠN Data\data.csv è£ZæāūçŽDæŮGäzúāR■āĀĆ
āĒŮāñāijNä;āçIJšçŽDäy■āžTèrēāēt'èt'zæŮūēŮt'āŌzéG■ād'■éĀāē;ōā■RāĀĆéĀZāyÿæIJĀāē;æYrcŽt'æŌēā;t
è£AæšlæĎRçŽDæYr os.path è£YæIJL'æŽt'ād'ŽçŽDāLšèÇ;āIJlè£ZéĠNāzūæšæIJL'āLŮāy;āGžæIēā
āRfäzēæšēēYĒāōYæŮzæŮGæāçæIēēŌūāRŮæŽt'ād'ŽāyŌæŮGäzūætNērTijNçñēāRūēS;æŌēç■L'çŽyāĒšçŽ

5.12 ætNērTæŮGäzúæYráRēā■YāIJl

éŮóéçY

ä;āæČšætNērTäyĀäyIæŮGäzúæLŮçZōā;TæYráRēā■YāIJlāĀĆ

èğçāEşæŮzæāL

ä;£çTl os.path ælaāIŮæIēætNērTäyĀäyIæŮGäzúæLŮçZōā;TæYráRēā■YāIJlāĀĆærTāēCiiž

```
>>> import os
>>> os.path.exists('/etc/passwd')
True
>>> os.path.exists('/tmp/spam')
False
>>>
```

ä;āē£YēÇ;è£ZäyĀæ■ætNērTē£ZäyIæŮGäzúæŮūāzĀāzLçšzādNçŽDāĀĆ
āIJlāyNéIçē£ZāžZætNērTäy■iijNāēCædIJætNērTçŽDæŮGäzūāy■ā■YāIJlçŽDæŮūāĀZiijNçzšædIJéÇ;āijZè

```
>>> # Is a regular file
>>> os.path.isfile('/etc/passwd')
True

>>> # Is a directory
>>> os.path.isdir('/etc/passwd')
False

>>> # Is a symbolic link
```

```
>>> os.path.islink('/usr/local/bin/python3')
True

>>> # Get the file linked to
>>> os.path.realpath('/usr/local/bin/python3')
'/usr/local/bin/python3.3'
>>>
```

æÇædIJææfYæÇsèŌuåRŪåĖČæTṛæő(æŕTæČæŮĜäzúád'ġårRæLŮèĀĖæYŕäŁæTzæŮæIJ§)ijNáz
os.path ælāāIŮæIèèġčāEşijŽ

```
>>> os.path.getsize('/etc/passwd')
3669
>>> os.path.getmtime('/etc/passwd')
1272478234.0
>>> import time
>>> time.ctime(os.path.getmtime('/etc/passwd'))
'Wed Apr 28 13:10:34 2010'
>>>
```

èŋlèöž

ä;ŁçTÍ os.path æIèèfZèaŊæŮĜäzúætNèŕTæYŕä;ŁçŏĀā■TçŽDāĀĆ
āIJlāEŻefZāžZeDŽæIJnæŮüijNāRèČ;āTŕäYĀéIJĀèeAæşlæDŖçŽDāŕsæYŕä;æéIJĀèeAèĀČèZŚæŮĜäzúæIČ

```
>>> os.path.getsize('/Users/guido/Desktop/foo.txt')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "/usr/local/lib/python3.3/genericpath.py", line 49, in _
↳ getsize
    return os.stat(filename).st_size
PermissionError: [Errno 13] Permission denied: '/Users/guido/
↳ Desktop/foo.txt'
>>>
```

5.13 èŌuåRŪæŮĜäzúád'zäy■çŽDæŮĜäzúåLŮèāÍ

éŮŏécY

ä;āæÇsèŌuåRŪæŮĜäzúçzçzşäy■æşRäylçZŏā;TäyNçŽDæL'ĀæIJL'æŮĜäzúåLŮèāÍāĀĆ

èġčāEşæŮzæāÍ

ä;ŁçTÍ os.listdir() åĜ;æTṛæIèèŌuåRŪæşRäylçZŏā;Täy■çŽDæŮĜäzúåLŮèāÍijŽ

```
import os
names = os.listdir('somedir')
```

čzŠædIJäijŽèŁŤāZđçŽōā;Täy■æL'ÄæIJL'æŮĠāzūāLŮèāliijNāNĚæNnæL'ÄæIJL'æŮĠāzūijNā■RçŽōā;Täy■āčĆædIJä;äēIJÄēAēĀŽēŁĠæŮzāijRēŁĠæzd'æTŕæ■ōijNāRřāzēēĀČēŽŚçzŚāRL
os.path āzŠäy■çŽDäyĀāzŽāĠ;æTŕælēā;ŁçŤlāLŮèāŁāri jāĀČærŤæČiijŽ

```
import os.path

# Get all regular files
names = [name for name in os.listdir('somedir')
         if os.path.isfile(os.path.join('somedir', name))]

# Get all dirs
dirnames = [name for name in os.listdir('somedir')
            if os.path.isdir(os.path.join('somedir', name))]
```

ā■ŮçņēäyšçŽD startswith() āŠN endswith()
æŮzāçTāŕzāzŮēŁĠæzd'äyĀāyŁçŽōā;TçŽDāĒēāōzāzšæYŕā;LæIJLçŤlçŽDāĀČærŤæČiijŽ

```
pyfiles = [name for name in os.listdir('somedir')
           if name.endswith('.py')]
```

ārzāzŮæŮĠāzūāR■çŽDāNzéĒ■ijNā;āāRŕēČ;āijŽēĀČēŽŚā;ŁçŤl glob æLŮ fnmatch
ælāāIŮāĀČærŤæČiijŽ

```
import glob
pyfiles = glob.glob('somedir/*.py')

from fnmatch import fnmatch
pyfiles = [name for name in os.listdir('somedir')
           if fnmatch(name, '*.py')]
```

èŌlèŌž

èŌūāRŮçŽōā;Täy■çŽDāLŮèāŁæYŕā;LāōzæYŠçŽDriijNā;EæYŕāĒūēŁŤāZđçzŠædIJāRlæYŕçŽōā;Täy■āč
æČædIJä;äēŁYæČšèŌūāRŮāĒūāzŮçŽDāĒČāŁæAŕiijNærŤæČæŮĠāzūād'gārRiijNāŁōæŤzæŮūēŮt'ç■Lç■
ā;āāLŮēōyēŁYēIJÄēēAā;ŁçŤlāLŕ os.path ælāāIŮäy■çŽDāĠ;æTŕæLŮçIÄ os.stat()
āĠ;æTŕælēāŤūēZEæTŕæ■ōāĀČærŤæČiijŽ

```
# Example of getting a directory listing

import os
import os.path
import glob

pyfiles = glob.glob('*.py')
```

```
# Get file sizes and modification dates
name_sz_date = [(name, os.path.getsize(name), os.path.
    getmtime(name))
    for name in pyfiles]
for name, size, mtime in name_sz_date:
    print(name, size, mtime)

# Alternative: Get file metadata
file_metadata = [(name, os.stat(name)) for name in pyfiles]
for name, meta in file_metadata:
    print(name, meta.st_size, meta.st_mtime)
```

æIJĀāŔŌēſŸæIJL'äyÄçCZèçAæşlæĐŔçŽĐārsæŸriijNæIJL'æŪūāĀZāIJlād'ĐçŔEæŪŖGāzūāŔ■çijŪçăAé
 éĀŽāyŷæİēēōšijNāĠ;æŦŕ os.listdir() èſŦāŽđçŽĐāōđä;ŞāLŪēāſāijŽæāzæ■ōçşzçzşézŸēōd'çŽĐæŪŖGā
 äjEæŸŕæIJL'æŪūāĀZāzşāijŽççŕāſŕāyĀāzŽāy■èÇ;æ■cāyŷēğççăAçŽĐæŪŖGāzūāŔ■āĀC
 āĖşāzŌæŪŖGāzūāŔ■çŽĐād'ĐçŔEçŪōēçŸriijNāIJĬ5.14āŖŦ5.15ārŔèŁCæIJL'æŽŦ'èŕççzEçŽĐēōşēğçăĀC

5.14 æſçŦēæŪŖGāzūāŔ■çijŪçăA

éŪōēçŸ

äjăæČşä;ſçŦſāŌşāğNæŪŖGāzūāŔ■æL'ğēāNæŪŖGāzūçŽĐI/OæŞ■äjIJriijNāzşāŕsæŸŕèŦ'æŪŖGāzūāŔ■āzūæ

èğçăEşæŪzæāſ

ézŸēōd'æČĖāEſäyNriijNæL'ĀæIJL'çŽĐæŪŖGāzūāŔ■ēÇ;äijŽæāzæ■ō sys.
 getfilesystemencoding() èſŦāŽđçŽĐæŪŖGæIJñçijŪçăAæİēçijŪçăAæLŪēğççăAāĀCærŦāçĈijŽ

```
>>> sys.getfilesystemencoding()
'utf-8'
>>>
```

æçĈæđIJāZāyŷæşŔçğ■āŌşāZāäjăæČşāſçŦēēſŽçğ■çijŪçăAriijNāŕŕāzēä;ſçŦſāyĀāyſāŌşāğNā■ŪèŁCā

```
>>> # Write a file using a unicode filename
>>> with open('jalape\xflo.txt', 'w') as f:
...     f.write('Spicy!')
...
6
>>> # Directory listing (decoded)
>>> import os
>>> os.listdir('.')
['jalapeĀso.txt']

>>> # Directory listing (raw)
>>> os.listdir(b'.') # Note: byte string
```

```
[b'jalapen\xcc\x83o.txt']

>>> # Open file with raw filename
>>> with open(b'jalapen\xcc\x83o.txt') as f:
...     print(f.read())
...
Spicy!
>>>
```

æ■čæĆä;äæĹĀëġAĭijŃăIJlæIJĀăŔŎäŸd'äŸlæŒ■ä;IJäŸ■ĭijŃă;Œä;ăçzŹæŮĠăžŮçŹŸăĔŒăĠ;æŦŕăĈ
open() ãŒŃ os.listdir() äĭjăĕĂŒăŮĒĹĈă■ŮçñęäŸŒæŮŮĭijŃæŮĠăžŮăŔ■çŹĎăd'ĎçŖĒæŮŹăĭjŖăĭjŹçĹ

èőłëőž

éĂŹăŸŸæĹëðőŸĭijŃă;ăäŸ■éIJĀëĕAæŃĕăĈæŮĠăžŮăŔ■çŹĎçijŮçăAăŒŃëġççăAĭijŃæŹőĕĂŹçŹĎæŮĠăžŮă
ä;ĒæŸŦĭijŃæIJĹ'ăžŹæŒ■ä;IJçŸžçžŒăĔAĕőŸçŦĹæĹŮăĂŹĕĠĠăŮçĎŮăĹŮæAŮăĎŖæŮŹăĭjŖăŔŎăĹŹăžŹăŔ■ă■
ĕĹŹăžŹæŮĠăžŮăŔ■ăŖĕĈ;äĭjŹçĕĎġŸăIJŖăŸ■æŮ■ĕĈăžŹĕIJĀëĕAăd'ĎçŖĒăd'ġĕĠŖæŮĠăžŮçŹĎPythonçĹŃ

ĕŖzăŖŮŮçŹŎă;ŦăžŮăĂŹĕĠĠăŮçŒăĠŮăŒŮæIJĕġççăAæŮŹăĭjŖăd'ĎçŖĒæŮĠăžŮăŔ■ăŖăžĕæIJĹæŦĹçŹĎĕAĕă
ăŖ;çőăĕĹŹæăŮăĭjŹăŸæĹĕäŸĂăőŹçŹĎçijŮçĹŃĕŹĭăžĕăĂĈ

ăĔŒăžŎæĹŒă■ŖăŸ■ăŖĕġççăAçŹĎæŮĠăžŮăŔ■ĭijŃĕŖŮăŖĈĕĂĈ5.15ăŖŖĕĹĈăĂĈ

5.15 æĹŒă■ŖăŸ■ăŖĹæŸŦçŹĎæŮĠăžŮăŔ■

éŮőĕćŸ

ă;ăçŹĎçĹŃăžŖĕŎăŖŮăžĒăŸăäŸĹçŹŎă;ŦăŸ■çŹĎæŮĠăžŮăŔ■ăĹŮĕăĹĭijŃă;ĒæŸŖă;ŒăőĈĕŖŦçĹĂăŎžæĹŒ
ăĠžçŎŖăžĒ UnicodeEncodeError äĭjĈăŸŸăŒŸăĒăĹăĕĠæĂĹçŹĎæŮĹæAŖăĂŦăĂŦ
surrogates not allowedăĂĈ

ĕġçăĔŒæŮŹæĹĹ

ă;ŒæĹŒă■ŖăIJĹçŸĕçŹĎæŮĠăžŮăŔ■æŮŮĭijŃă;ĹçŦĹăŸŃĕĹçŹĎæŮŹæŸŦăŖăžĕĕAĕăĔ■ĕĹŹæăŮçŹĎĕŦŹĕ

```
def bad_filename(filename):
    return repr(filename)[1:-1]

try:
    print(filename)
except UnicodeEncodeError:
    print(bad_filename(filename))
```

7.15

efZayAarReLCeoleozcZDaeYraIJciyUaEzafeEazad'DcReaUGazuucszczscZDclNazRaUuayAaylayad
 ezYeod'aCEaEjayNriPythonaAgaZaeL'AeIJL'aeUGazuuaRneCjauzczRaazao
 sys.getfilesystemencoding() cZDaAijcijUcaAefGazEaAC
 ajEaeYriiNaeIJL'ayAazZaeUGazuucszczsaZuaesaeIJL'ajzaLuueAaesCefZaeauaAZriiNazaa'd'aEAeyalZazza
 efZcgaeCEaEjayad'laiyegAriiNajEaeYraeZaijZaeIJL'azZcTlaLuESeZl'efZaeauaAZaeLUeAaeYraeUaeL
 arReCjaeYraIJlayAaylaeIJL'cijzeZucZDazccaAayczZ open()
 agjaTrijaeAsazEayAaylayarLegDeNCcZDaeUGazuuaRnaAC

ajSaeLgeaNcszaiij os.listdir() efZaeauucZDaGjaTriaUriiNefZazZayarLegDeNCcZDaeUGazu
 ayAaeUzeIciNaoCayneCj;azEazEaRlaeYrayaijCefZazZayarLaaijZDaRnaUaACeANaReayAaeUzeIciij
 PythonarfzeZayleUoeCYcZDegecaEsaUzaeLaYrazOaeUGazuuaRnaeOuaRUaeIJlegecaAczDdaUeLcaAijae
 \xhh azuaEaoCaYaarDaeLRUnicodeaUcne \udchh ealcd'zczDaeL'AerScZD'azccaRecijUcaA'aAC
 ayNeIcayAayla;NaRaeiTcd'zazEaj;SayAaylayarLaaijZda;TalaUealayarRnaeIJL'ayAaylaeUGazuuaRnaayzt
 leANayaeYfUTF-8cijUcaA)aeUucZDaeauaRriiZ

```
>>> import os
>>> files = os.listdir('.')
>>> files
['spam.py', 'b\udce4d.txt', 'foo.txt']
>>>
```

aeCadIJajaaeIJL'azccaAeIJaeAaeSajIaeUGazuuaRnaeLUeAearEaeUGazuuaRnaiaaeAszcz
 open() efZaeauucZDaGjaTrijNayAaLGecjeCjaeayyauea;IJaAC
 arlaeIJL'aj;SajaCseaeCj;SaGzaeUGazuuaRnaeUaeLnaizccraLrazZeZcCj(aeTaeCaL'Sa're;SaGzaLrasRaz
 cL'zaLnccZriiNaj;SajaCsaL'Sa'rayLeIccZDaeUGazuuaRnaLUealaeUriiNaj;aczDclNazRaarsaijZat'aeZcijZ

```
>>> for name in files:
...     print(name)
...
spam.py
Traceback (most recent call last):
  File "<stdin>", line 2, in <module>
UnicodeEncodeError: 'utf-8' codec can't encode character '\udce4' in
position 1: surrogates not allowed
>>>
```

clNazRat'l'azCczDdaOsaZaarsaeYraUcne \udce4 aeYrayAayleIdaesTczDUni-
 codeaUcneAAC aocCaEuaoadaYrayAaylecnegrayzazccaReaUcnearfzczDaRNnaUcnezczDaRLczDdaROaLeC
 cTsazOcijzarSaZeal'naLeClaleijNazaa'd'aocCaYrayleIdaesTczDUnicodeAAC
 aeL'AazriiNaeTrayAeCjaeLRaLse;SaGzczDaeUzaeSaraeYra;SeAGaLrayarLaesTaeUGazuuaRnaeUueGgar
 aeTaeCaRrazeaeYayLeFrazccaAafOaeTzaeCayNriiZ

```
>>> for name in files:
...     try:
...         print(name)
...     except UnicodeEncodeError:
...         print(bad_filename(name))
...
>>>
```

```
spam.py
b\udce4d.txt
foo.txt
>>>
```

āIJĻ bad_filename() āĠ;æTřäy■æĀŌæuāđ'Ďč;ōāRŪāEšāžŌā;æĠāūsāĀČ
āRēāđ'ŪäyĀäyġēĀĻ'æŇĪ'āřsæŸřēĀŽēġæšRčg■æŪzāijRēĠ■æŪřcijŪčāAġijŇčđ'žāĠNāēČāyŇġijŽ

```
def bad_filename(filename):
    temp = filename.encode(sys.getfilesystemencoding(), errors=
    ↳ 'surrogateescape')
    return temp.decode('latin-1')
```

ērŠēĀĒæšĻ:

```
surrogateescape:
ēġŽčg■æŸrPythonāIJĻčziāđ'ġēČĻāĻēēīcāRŠOSčŽĎAPIäy■æĻ'Āā;ġčĹĻčŽĎēĹŽērāđ'ĎčRēāžĹīi
āōČēČ;āzēäyĀčg■āijŸēŽĒčŽĎæŪzāijRāđ'ĎčRēčĹšæš■ā;IJčšžčžSæRŘā;žčŽĎæřā■ōčŽĎcijŪčāAē
āIJĻēġččāAāĠžēĹŽæŪūāijŽāřEāĠžēĹŽā■ŪēĻČā■ŸāČĻāĻřāyĀäyġā;ĻāřSēčnā;ġčĹĻāĻčŽĎUnicode
āIJĻčijŪčāAēŪūāřēČčāžžēŽRēŪRāĀijāRĻēĻŸāŌSāžđāŌSāĒĹēġččāAāđ'sēt'ēčŽĎā■ŪēĻČāžRāĻŪ
āōČäy■āzĒāržāžŌOS_
↳ APIēīđāyŸāIJĻ'čĹĹīijŇāžSēČ;ā;ĻāōžæŸščŽĎāđ'ĎčRēāĒūāžŪēČĒāĒäyŇčŽĎcijŪčāAēĹŽērā
```

ā;ġčĹĻēŽāyġčĹĻāIJñāžġčĹščŽĎē;šāĠžāēČāyŇġijŽ

```
>>> for name in files:
...     try:
...         print(name)
...     except UnicodeEncodeError:
...         print(bad_filename(name))
...
spam.py
bĀđ'd.txt
foo.txt
>>>
```

ēġŽāyĀārRēĻČāyžēčŸāRřēČ;āijŽēčnāđ'ġēČĻāĻēēřzēĀĒæĻ'Āāġ;čĹēāĀČā;EæŸřāēČāđIJā;āāIJĻčijŪāE
āřsāġĒēāzā;ŪēĀČēŽSāĻrēġŽāyġāĀČāRēāĻŽā;āāRřēČ;āijŽāIJāšRāyġāŚĻāIJñēčnāRñāĻāĻāđāĒñāōđ'āŌžērČ

5.16 āčđāĻāæĻŪæĹžāRŸāũšæĻ'ŠāijĀæŪĠāžūčŽĎcijŪčāA

ēŪŌēčŸ

ā;āæČšāIJāy■āĒšēŪ■āyĀäyġāūsæĻ'ŠāijĀčŽĎæŪĠāžūāĻ■æRŘāyŇāčđāĻāæĻŪæĹžāRŸāōČčŽĎUnicode

Example 7.16: Writing to a file with a different encoding. The following code demonstrates how to write to a file using a different encoding than the default UTF-8.

```
>>> f
<_io.TextIOWrapper name='sample.txt' mode='w' encoding='UTF-8'>
>>> f = io.TextIOWrapper(f.buffer, encoding='latin-1')
>>> f
<_io.TextIOWrapper name='sample.txt' encoding='latin-1'>
>>> f.write('Hello')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: I/O operation on closed file.
>>>
```

The following code demonstrates how to write to a file using a different encoding than the default UTF-8. The code uses the `detach()` method to detach the underlying buffer from the `TextIOWrapper` object.

```
>>> f = open('sample.txt', 'w')
>>> f
<_io.TextIOWrapper name='sample.txt' mode='w' encoding='UTF-8'>
>>> b = f.detach()
>>> b
<_io.BufferedWriter name='sample.txt'>
>>> b.write('hello')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: underlying buffer has been detached
>>>
```

The following code demonstrates how to write to a file using a different encoding than the default UTF-8. The code uses the `detach()` method to detach the underlying buffer from the `TextIOWrapper` object.

```
>>> f = io.TextIOWrapper(b, encoding='latin-1')
>>> f
<_io.TextIOWrapper name='sample.txt' encoding='latin-1'>
>>>
```

Example 7.16: Writing to a file with a different encoding. The following code demonstrates how to write to a file using a different encoding than the default UTF-8.

```
>>> sys.stdout = io.TextIOWrapper(sys.stdout.detach(), encoding=
    'ascii',
    errors='xmlcharrefreplace')
...
>>> print('Jalape\u00f1o')
Jalape&#241;o
>>>
```

The following code demonstrates how to write to a file using a different encoding than the default UTF-8. The code uses the `detach()` method to detach the underlying buffer from the `TextIOWrapper` object.

5.17 Writing to stdout

Problem

How can I write to `stdout` in a way that is compatible with both Python 2 and Python 3?

Solution

The following code defines a function `write` that can be used to write to `stdout` in a way that is compatible with both Python 2 and Python 3.

```
>>> import sys
>>> sys.stdout.write(b'Hello\n')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: must be str, not bytes
>>> sys.stdout.buffer.write(b'Hello\n')
Hello
5
>>>
```

The `write` method of `sys.stdout` is used to write to `stdout` in a way that is compatible with both Python 2 and Python 3. The `buffer` attribute of `sys.stdout` is used to write to `stdout` in a way that is compatible with both Python 2 and Python 3.

Discussion

The `write` method of `sys.stdout` is used to write to `stdout` in a way that is compatible with both Python 2 and Python 3. The `buffer` attribute of `sys.stdout` is used to write to `stdout` in a way that is compatible with both Python 2 and Python 3. The `write` method of `sys.stdout` is used to write to `stdout` in a way that is compatible with both Python 2 and Python 3. The `buffer` attribute of `sys.stdout` is used to write to `stdout` in a way that is compatible with both Python 2 and Python 3.

5.18 Writing to stderr

Problem

How can I write to `stderr` in a way that is compatible with both Python 2 and Python 3?

File Wrappers

Python provides a high-level interface to files through the `open()` function. However, for low-level file operations, you may need to use the `os` module's `open()` function. This example shows how to create a file object that wraps a low-level file descriptor.

```
# Open a low-level file descriptor
import os
fd = os.open('somefile.txt', os.O_WRONLY | os.O_CREAT)

# Turn into a proper file
f = open(fd, 'wt')
f.write('hello world\n')
f.close()
```

The `open()` function in the `os` module returns a file descriptor. You can use this descriptor to create a file object using the `open()` function. The `closefd` parameter is set to `False` to prevent the file object from closing the underlying file descriptor.

```
# Create a file object, but don't close underlying fd when done
f = open(fd, 'wt', closefd=False)
...
```

File Wrappers

This example shows how to create a file object that wraps a low-level file descriptor. The `open()` function in the `os` module returns a file descriptor. You can use this descriptor to create a file object using the `open()` function. The `closefd` parameter is set to `False` to prevent the file object from closing the underlying file descriptor.

```
from socket import socket, AF_INET, SOCK_STREAM

def echo_client(client_sock, addr):
    print('Got connection from', addr)

    # Make text-mode file wrappers for socket reading/writing
    client_in = open(client_sock.fileno(), 'rt', encoding='latin-1',
                     closefd=False)

    client_out = open(client_sock.fileno(), 'wt', encoding='latin-1',
                      closefd=False)

    # Echo lines back to the client using file I/O
    for line in client_in:
        client_out.write(line)
        client_out.flush()

    client_sock.close()
```

```
def echo_server(address):
    sock = socket(AF_INET, SOCK_STREAM)
    sock.bind(address)
    sock.listen(1)
    while True:
        client, addr = sock.accept()
        echo_client(client, addr)
```

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```
import sys
# Create a binary-mode file for stdout
bstdout = open(sys.stdout.fileno(), 'wb', closefd=False)
bstdout.write(b'Hello World\n')
bstdout.flush()
```

ār;çōāāRřāzēā;ĖäyÄäyŁāūsā■YāIJŁçŽDæŪGāzūāēRŘēŁřçñēāNĖēēĖæLŘāyÄäyŁæ■čāyçŽDæŪGāzūāřzē
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TemporaryFile ĩijŽ

```
from tempfile import TemporaryFile

with TemporaryFile('w+t') as f:
    # Read/write to the file
```

```
f = TemporaryFile('w+t')
# Use the temporary file
...
f.close()
# File is destroyed
```

```
with TemporaryFile('w+t', encoding='utf-8', errors='ignore') as f:
    ...
```

```
from tempfile import NamedTemporaryFile

with NamedTemporaryFile('w+t') as f:
    print('filename is:', f.name)
    ...

# File automatically destroyed
```

```
with NamedTemporaryFile('w+t', delete=False) as f:
    print('filename is:', f.name)
    ...
```

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```
from tempfile import TemporaryDirectory

with TemporaryDirectory() as dirname:
    print('dirname is:', dirname)
    # Use the directory
    ...
# Directory and all contents destroyed
```

Example

TemporaryFile() NamedTemporaryFile() TemporaryDirectory()

mkstemp() makedirs()

```
>>> import tempfile
>>> tempdir = tempfile.mkdtemp()
(3, '/var/folders/7W/7WZl5sfZEF0pljrEB1UMWE+++TI/-Tmp-/tmp7fefhv')
>>> tempdir = tempfile.mkstemp()
('/var/folders/7W/7WZl5sfZEF0pljrEB1UMWE+++TI/-Tmp-/tmp5wvcv6')
>>>
```

TemporaryFile() NamedTemporaryFile() TemporaryDirectory()

mkstemp() makedirs()

tempfile.gettempdir()

```
>>> tempfile.gettempdir()
'/var/folders/7W/7WZl5sfZEF0pljrEB1UMWE+++TI/-Tmp-'
>>>
```

TemporaryFile() NamedTemporaryFile() TemporaryDirectory()

mkstemp() makedirs()

```
>>> f = NamedTemporaryFile(prefix='mytemp', suffix='.txt', dir='/tmp')
>>> f.name
'/tmp/mytemp8ee899.txt'
>>>
```

TemporaryFile() NamedTemporaryFile() TemporaryDirectory()

mkstemp() makedirs()

5.20 Connecting to a serial port

Overview

This recipe shows how to connect to a serial port using the `serial` module.

Example

The following code snippet shows how to connect to a serial port using the `serial` module. It opens the port, sets the baud rate, and reads data from the port.

```
import serial
ser = serial.Serial('/dev/tty.usbmodem641', # Device name varies
                    baudrate=9600,
                    bytesize=8,
                    parity='N',
                    stopbits=1)
```

The code snippet shows how to connect to a serial port using the `serial` module. It opens the port, sets the baud rate, and reads data from the port. The `read()` method is used to read data from the port, and the `write()` method is used to write data to the port.

```
ser.write(b'G1 X50 Y50\r\n')
resp = ser.readline()
```

The code snippet shows how to connect to a serial port using the `serial` module. It opens the port, sets the baud rate, and reads data from the port. The `read()` method is used to read data from the port, and the `write()` method is used to write data to the port.

Notes

The `serial` module is a standard library module in Python. It provides a simple interface to the serial port. The `Serial` class is used to create a serial port object. The `read()` method is used to read data from the port, and the `write()` method is used to write data to the port.

The `serial` module is a standard library module in Python. It provides a simple interface to the serial port. The `Serial` class is used to create a serial port object. The `read()` method is used to read data from the port, and the `write()` method is used to write data to the port.

5.21 Pickling Python Objects

Overview

The `pickle` module provides a way to serialize Python objects into a byte stream, which can then be saved to a file or transmitted over a network. The `pickle` module is part of the standard library.

Example

The following example demonstrates how to pickle a Python object and then load it back into memory.

```
import pickle
```

```
data = ... # Some Python object
f = open('somefile', 'wb')
pickle.dump(data, f)
```

The following example demonstrates how to load a pickled object from a file.

```
s = pickle.dumps(data)
```

The following example demonstrates how to load a pickled object from a string.

```
# Restore from a file
f = open('somefile', 'rb')
data = pickle.load(f)

# Restore from a string
data = pickle.loads(s)
```

Notes

The `pickle` module provides a way to serialize Python objects into a byte stream, which can then be saved to a file or transmitted over a network. The `pickle` module is part of the standard library. The `pickle` module provides a way to serialize Python objects into a byte stream, which can then be saved to a file or transmitted over a network. The `pickle` module is part of the standard library. The `pickle` module provides a way to serialize Python objects into a byte stream, which can then be saved to a file or transmitted over a network. The `pickle` module is part of the standard library.

```
>>> import math
>>> import pickle.
>>> pickle.dumps(math.cos)
b'\x80\x03cmath\ncos\nq\x00.'
>>>
```

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```
# countdown.py
import time
import threading

class Countdown:
    def __init__(
        self, n =
```

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CHAPTER 8

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èĚŽăyĂçňăăyžèĚAèóĚóžă;ĚçŤĪPythonăd'ĐçŘĚăRĐçğ■ăy■ăRŇăŮžăijRçijŮçăAçŽĐæŤræ■óijŇăfŤăĚăŠŇăŤræ■óçzŠăđĐéČăyĂçňăăy■ăRŇçŽĐæŸriijŇèĚŽçňăăy■ăijŽèóĚóžçL'žăóĚçŽĐçóŮăşŤéŮóécŸriijŇè

Contents:

6.1 èrżăĚŽCSVæŤræ■ó

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csvăžŠăĂĆăĹŇăĚČriijŽăĂĠèó;ăjăăĪĹăyĂăyĪăR■ăRŇstocks.csvăŮĠăžŮăy■ăĪĹăyĂăžŽèČăçĹăyČăĪŹăŤ

```
Symbol,Price,Date,Time,Change,Volume
"AA",39.48,"6/11/2007","9:36am",-0.18,181800
"AIQ",71.38,"6/11/2007","9:36am",-0.15,195500
"AXP",62.58,"6/11/2007","9:36am",-0.46,935000
"BA",98.31,"6/11/2007","9:36am",+0.12,104800
"C",53.08,"6/11/2007","9:36am",-0.25,360900
"CAT",78.29,"6/11/2007","9:36am",-0.23,225400
```

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```
import csv
with open('stocks.csv') as f:
    f_csv = csv.reader(f)
    headers = next(f_csv)
    for row in f_csv:
        # Process row
    ...
```

row[0] is the symbol and row[4] is the change

row[0] is the symbol and row[4] is the change

```
from collections import namedtuple
with open('stock.csv') as f:
    f_csv = csv.reader(f)
    headings = next(f_csv)
    Row = namedtuple('Row', headings)
    for r in f_csv:
        row = Row(*r)
        # Process row
    ...
```

row.Symbol is the symbol and row.Change is the change

row.Symbol is the symbol and row.Change is the change

```
import csv
with open('stocks.csv') as f:
    f_csv = csv.DictReader(f)
    for row in f_csv:
        # process row
    ...
```

row['Change'] is the change

writer.writerow(row) writes the row

```
headers = ['Symbol', 'Price', 'Date', 'Time', 'Change', 'Volume']
rows = [
    ('AA', 39.48, '6/11/2007', '9:36am', -0.18, 181800),
    ('AIG', 71.38, '6/11/2007', '9:36am', -0.15, 195500),
    ('AXP', 62.58, '6/11/2007', '9:36am', -0.46, 935000),
]

with open('stocks.csv', 'w') as f:
    f_csv = csv.writer(f)
    f_csv.writerow(headers)
    f_csv.writerows(rows)
```

Example 1: Writing a CSV file with stock data

```
headers = ['Symbol', 'Price', 'Date', 'Time', 'Change', 'Volume']
rows = [{ 'Symbol': 'AA', 'Price': 39.48, 'Date': '6/11/2007',
          'Time': '9:36am', 'Change': -0.18, 'Volume': 181800 },
        { 'Symbol': 'AIG', 'Price': 71.38, 'Date': '6/11/2007',
          'Time': '9:36am', 'Change': -0.15, 'Volume': 195500 },
        { 'Symbol': 'AXP', 'Price': 62.58, 'Date': '6/11/2007',
          'Time': '9:36am', 'Change': -0.46, 'Volume': 935000 },
        ]

with open('stocks.csv', 'w') as f:
    f_csv = csv.DictWriter(f, headers)
    f_csv.writeheader()
    f_csv.writerows(rows)
```

Example 2: Reading a CSV file

Example 2: Reading a CSV file

```
with open('stocks.csv') as f:
    for line in f:
        row = line.split(',')
        # process row
    ...
```

Example 3: Reading a CSV file with a specific delimiter

Example 3: Reading a CSV file with a specific delimiter

```
# Example of reading tab-separated values
with open('stock.tsv') as f:
    f_tsv = csv.reader(f, delimiter='\t')
    for row in f_tsv:
        # Process row
    ...
```

Example 4: Reading a CSV file with a specific delimiter

```
StreetAddress,Num-Premises,Latitude,Longitude 5412 ANA CLARK,10,
→41.980262,-87.668452
```

ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.

```
import re
with open('stock.csv') as f:
    f_csv = csv.reader(f)
    headers = [ re.sub('[^a-zA-Z_]', '_', h) for h in next(f_csv) ]
    Row = namedtuple('Row', headers)
    for r in f_csv:
        row = Row(*r)
        # Process row
    ...
```

ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.

```
col_types = [str, float, str, str, float, int]
with open('stocks.csv') as f:
    f_csv = csv.reader(f)
    headers = next(f_csv)
    for row in f_csv:
        # Apply conversions to the row items
        row = tuple(convert(value) for convert, value in zip(col_
types, row))
    ...
```

ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.

```
print('Reading as dicts with type conversion')
field_types = [ ('Price', float),
                 ('Change', float),
                 ('Volume', int) ]

with open('stocks.csv') as f:
    for row in csv.DictReader(f):
        row.update((key, conversion(row[key]))
                    for key, conversion in field_types)
        print(row)
```

ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.

ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.
 ValueError: 'set' is not a valid Python object.

6.2 JSON

Uč

JSON (JavaScript Object Notation) je univerzální formát pro ukládání a přenos dat.

Uč

JSON je formát pro ukládání a přenos dat. Je to textový formát, který je čitelný pro lidi a strojově zpracovatelný. V Pythonu lze JSON pracovat pomocí knihovny `json`.

```
import json

data = {
    'name': 'ACME',
    'shares': 100,
    'price': 542.23
}

json_str = json.dumps(data)
```

JSON je formát pro ukládání a přenos dat. Je to textový formát, který je čitelný pro lidi a strojově zpracovatelný. V Pythonu lze JSON pracovat pomocí knihovny `json`.

```
data = json.loads(json_str)
```

JSON je formát pro ukládání a přenos dat. Je to textový formát, který je čitelný pro lidi a strojově zpracovatelný. V Pythonu lze JSON pracovat pomocí knihovny `json`.

```
# Writing JSON data
with open('data.json', 'w') as f:
    json.dump(data, f)

# Reading data back
with open('data.json', 'r') as f:
    data = json.load(f)
```

Uč

JSON je formát pro ukládání a přenos dat. Je to textový formát, který je čitelný pro lidi a strojově zpracovatelný. V Pythonu lze JSON pracovat pomocí knihovny `json`.


```
'since_id_str': '0'}
>>>
```

JSON 2.0.0

```
>>> s = '{"name": "ACME", "shares": 50, "price": 490.1}'
>>> from collections import OrderedDict
>>> data = json.loads(s, object_pairs_hook=OrderedDict)
>>> data
OrderedDict([('name', 'ACME'), ('shares', 50), ('price', 490.1)])
>>>
```

JSON 2.0.0

```
>>> class JSONObject:
...     def __init__(self, d):
...         self.__dict__ = d
...
>>>
>>> data = json.loads(s, object_hook=JSONObject)
>>> data.name
'ACME'
>>> data.shares
50
>>> data.price
490.1
>>>
```

JSON 2.0.0

JSON 2.0.0

```
>>> print(json.dumps(data))
{"price": 542.23, "name": "ACME", "shares": 100}
>>> print(json.dumps(data, indent=4))
{
    "price": 542.23,
    "name": "ACME",
    "shares": 100
}
>>>
```

JSON 2.0.0

```
>>> class Point:
...     def __init__(self, x, y):
...         self.x = x
...         self.y = y
...
>>> p = Point(2, 3)
>>> json.dumps(p)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "/usr/local/lib/python3.3/json/__init__.py", line 226, in _
    dumps
    return _default_encoder.encode(obj)
  File "/usr/local/lib/python3.3/json/encoder.py", line 187, in _
    encode
    chunks = self.iterencode(o, _one_shot=True)
  File "/usr/local/lib/python3.3/json/encoder.py", line 245, in _
    iterencode
    return _iterencode(o, 0)
  File "/usr/local/lib/python3.3/json/encoder.py", line 169, in _
    default
    raise TypeError(repr(o) + " is not JSON serializable")
TypeError: <__main__.Point object at 0x1006f2650> is not JSON_
    serializable
>>>
```

æŒCædIJä;äæČšāžRāLŪāNŪāržèšāāōdā;NīijNā;āāRřāžèæRŘä;ZäyÄäylāG;æTřriijNāóČčŽDè;ŠāĚěæYř

```
def serialize_instance(obj):
    d = { '__classname__' : type(obj).__name__ }
    d.update(vars(obj))
    return d
```

æŒCædIJä;äæČšāR■ēfGæĪēēŌuāRŪēfZäyĪāōdā;NīijNāRřāžèèēfZæāuāAŽriijŽ

```
# Dictionary mapping names to known classes
classes = {
    'Point' : Point
}

def unserialize_object(d):
    clsname = d.pop('__classname__', None)
    if clsname:
        cls = classes[clsname]
        obj = cls.__new__(cls) # Make instance without calling __
    ↪__init__
        for key, value in d.items():
            setattr(obj, key, value)
        return obj
    else:
        return d
```



```
<link>http://holdenweb.blogspot.com/...-data-analysis.
</link>
<description>...</description>
<pubDate>Mon, 19 Nov 2012 02:13:51 +0000</pubDate>
</item>
<item>
<title>Vasudev Ram: The Python Data model (for v2 and
v3)</title>
<guid>http://jugad2.blogspot.com/...-data-model.html</
guid>
<link>http://jugad2.blogspot.com/...-data-model.html</
link>
<description>...</description>
<pubDate>Sun, 18 Nov 2012 22:06:47 +0000</pubDate>
</item>
<item>
<title>Python Diary: Been playing around with Object
Databases</title>
<guid>http://www.pythondiary.com/...-object-databases.
html</guid>
<link>http://www.pythondiary.com/...-object-databases.
html</link>
<description>...</description>
<pubDate>Sun, 18 Nov 2012 20:40:29 +0000</pubDate>
</item>
...
</channel>
</rss>
```

```
xml.etree.ElementTree.parse()
find()
iterfind()
findtext()
channel/
item
title
```

```
doc.iterfind('channel/item')
item
title
doc.findtext()
item
```

```
ElementTree
tag
get()
```

```
>>> doc
<xml.etree.ElementTree.ElementTree object at 0x101339510>
>>> e = doc.find('channel/title')
```



```
elem_stack.pop()
except IndexError:
    pass
```

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 éŽäyÿä;ääRräzēāIJæTfāzIJç;ŠçñZæLŮāĖñāĖŚæTṛæ■ōç;ŠçñZäyLæL;āLrēfZæāūçZÐæŮGäzúäÄĆ
 ä;NāçCrijNä;ääRräzēäyNē;XMLæaijāijRçZÐēLīāLāāŠēāšŌäyCéAŠèurāīSæt'ijæTṛæ■ōāzŠāÄĆ
 āIJlāEŽēfZæIJnāzēçZÐæŮūāÄZijNäyNē;æŮGäzúāūçzRāNĖāRñēūĖēfG100,000ēāNæTṛæ■ōijNçijŮçāA

```
<response>
  <row>
    <row ...>
      <creation_date>2012-11-18T00:00:00</creation_date>
      <status>Completed</status>
      <completion_date>2012-11-18T00:00:00</completion_date>
      <service_request_number>12-01906549</service_request_
→number>
      <type_of_service_request>Pot Hole in Street</type_of_
→service_request>
      <current_activity>Final Outcome</current_activity>
      <most_recent_action>CDOT Street Cut ... Outcome</most_
→recent_action>
      <street_address>4714 S TALMAN AVE</street_address>
      <zip>60632</zip>
      <x_coordinate>1159494.68618856</x_coordinate>
      <y_coordinate>1873313.83503384</y_coordinate>
      <ward>14</ward>
      <police_district>9</police_district>
      <community_area>58</community_area>
      <latitude>41.808090232127896</latitude>
      <longitude>-87.69053684711305</longitude>
      <location latitude="41.808090232127896"
      longitude="-87.69053684711305" />
    </row>
    <row ...>
      <creation_date>2012-11-18T00:00:00</creation_date>
      <status>Completed</status>
      <completion_date>2012-11-18T00:00:00</completion_date>
      <service_request_number>12-01906695</service_request_
→number>
      <type_of_service_request>Pot Hole in Street</type_of_
→service_request>
      <current_activity>Final Outcome</current_activity>
      <most_recent_action>CDOT Street Cut ... Outcome</most_
→recent_action>
      <street_address>3510 W NORTH AVE</street_address>
      <zip>60647</zip>
      <x_coordinate>1152732.14127696</x_coordinate>
      <y_coordinate>1910409.38979075</y_coordinate>
      <ward>26</ward>
```

```
<police_district>14</police_district>
<community_area>23</community_area>
<latitude>41.91002084292946</latitude>
<longitude>-87.71435952353961</longitude>
<location latitude="41.91002084292946"
longitude="-87.71435952353961" />
</row>
</row>
</response>
```

Python 2.7.10

```
from xml.etree.ElementTree import parse
from collections import Counter

potholes_by_zip = Counter()

doc = parse('potholes.xml')
for pothole in doc.iterfind('row/row'):
    potholes_by_zip[pothole.findtext('zip')] += 1
for zipcode, num in potholes_by_zip.most_common():
    print(zipcode, num)
```

Python 2.7.10

```
from collections import Counter

potholes_by_zip = Counter()

data = parse_and_remove('potholes.xml', 'row/row')
for pothole in data:
    potholes_by_zip[pothole.findtext('zip')] += 1
for zipcode, num in potholes_by_zip.most_common():
    print(zipcode, num)
```

Python 2.7.10

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Python 2.7.10

```
>>> data = iterparse('potholes.xml', ('start', 'end'))
>>> next(data)
('start', <Element 'response' at 0x100771d60>)
>>> next(data)
('start', <Element 'row' at 0x100771e68>)
>>> next(data)
('start', <Element 'row' at 0x100771fc8>)
>>> next(data)
('start', <Element 'creation_date' at 0x100771f18>)
>>> next(data)
('end', <Element 'creation_date' at 0x100771f18>)
>>> next(data)
('start', <Element 'status' at 0x1006a7f18>)
>>> next(data)
('end', <Element 'status' at 0x1006a7f18>)
>>>
```

start azNazuaiJla\$RyilaECct' acnnayAanaecnalZazzaazuayTefYasaeIJL'ecnarSaEcaEuazUaTtrae
 eAN end azNazuaiJla\$RyilaECct' aausczRaonLaRaeUuecnalZazzaAC
 ar;coasaeIJLaiJla;NaRaeaijTcd'zaijN start-ns aSN end-ns
 azNazuuecnlTlaEad'DcREXMLaeUGaacaS;ar'zeU'cZDaTraeYOaAC

efZaeIJneLCa;NaRaeaijN start aSN end azNazuuecnlTlaEad'DcREXMLaeUGaacaS;ar'zeU'cZDaTraeYOaAC
 aeLaZcealazEaeUGaacecnegcedRaUucZDasCaenaczSedDaijN
 efYecnlTlaEad'DcRaeaijTcd'zaijN start-ns aSN end-ns
 parse_and_remove() cZDeura;DaAC aeCaedIJaNzeEaijNarsaLi'cti yield
 erRaRaeSercTleAEefTaZdeZaylaECct'aaAC

aiJ yield azNaROcZDaiyNeicefZaylerRaRaLaeYra;fa;UcINazRaacTlaedAarsaEaYcZDElemen

```
elem_stack[-2].remove(elem)
```

efZaylerRaRa;fa;UazNaL'cTs yield azgcTsZDaECct' aazOaoCZDcLueLCcZayalaeZd' aeOLa
 aAGeo;auuszRaasaeIJL'aEuaoCZDaIJraUzaijTcTleZaylaECct' aazEaijNecCaZLeZaylaECct' aarseneTAe

arzeLCcZcZDDe;azcaijRegcadRaSNalaeZd'cZDaIJaczLaTlaedIJarsaeYrayAaylaIJlaUGaacaYLenY
 aeUGaacaS;ar'zeU'cZDaIJraUzaijTcTleZaylaECct' aazEaijNecCaZLeZaylaECct' aarseneTAe

efZcgaUzaeLcZDaiyzeAaijzeZuarsaeYraoCZDDeRaeNaAgc;azEaAC
 aeLSeghausaenertcZDcZSedIJaeYriiNerzaRUaeT'aylaeUGaacaLraEaYaycZDcL'LaIJncZDeRaeNaA
 ajeaeYraoCa'aj;fcTlaZEaeEaGaROeAE60aAaZDaEaYaaAC
 aZaa'd'ijNaecCaedIJajaeZt'aeSaafCaEaYaj;fcTleGRcZDderiijNecCaZLaeddeGRaijRcZDcL'LaIJnaoNeCIJ

6.5 arEaUaEye;naecayzXML

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ajaaCsaj;fcTlayAayPythonaUaEyaYacIaeTtraeaijNazuaraEaoCenaeaeLRXMLaeaijajRaAC

Chapter 8.5: XML

Example: Converting a dictionary to an XML tree.

```
from xml.etree.ElementTree import Element

def dict_to_xml(tag, d):
    '''
    Turn a simple dict of key/value pairs into XML
    '''
    elem = Element(tag)
    for key, val in d.items():
        child = Element(key)
        child.text = str(val)
        elem.append(child)
    return elem
```

Example: Using the dict_to_xml function.

```
>>> s = { 'name': 'GOOG', 'shares': 100, 'price': 490.1 }
>>> e = dict_to_xml('stock', s)
>>> e
<Element 'stock' at 0x1004b64c8>
>>>
```

Example: Converting an XML tree to a string.

```
>>> from xml.etree.ElementTree import tostring
>>> tostring(e)
b'<stock><price>490.1</price><shares>100</shares><name>GOOG</name></stock>'
>>>
```

Example: Setting an attribute on an XML element.

```
>>> e.set('_id', '1234')
>>> tostring(e)
b'<stock _id="1234"><price>490.1</price><shares>100</shares><name>GOOG</name></stock>'
>>>
```

Example: Converting an XML tree to a dictionary.

8.5.5 Creating XML

Example 8-5: Creating XML

```
def dict_to_xml_str(tag, d):
    '''
    Turn a simple dict of key/value pairs into XML
    '''
    parts = ['<{}>'.format(tag)]
    for key, val in d.items():
        parts.append('<{}>{}</{}>'.format(key, val))
    parts.append('</{}>'.format(tag))
    return ''.join(parts)
```

Example 8-6: Creating XML with escaping

```
>>> d = { 'name' : '<spam>' }

>>> # String creation
>>> dict_to_xml_str('item',d)
'<item><name><spam></name></item>'

>>> # Proper XML creation
>>> e = dict_to_xml('item',d)
>>> tostring(e)
b'<item><name>&lt;spam&gt;</name></item>'
>>>
```

Example 8-7: Creating XML with escaping (continued)

```
from xml.sax.saxutils import escape, unescape

# Create an XML element
element = Element('item')
element.text = '<spam>'

# Create an XML element with escaped text
element = Element('item')
element.text = escape('<spam>')
```

```
>>> from xml.sax.saxutils import escape, unescape
>>> escape('<spam>')
'&lt;spam&gt;'
>>> unescape(_)
'<spam>'
>>>
```

Example 8-8: Creating XML with escaping (continued)

6.6 Parsing XML

Example

Example: Parsing XML

Example

Example: Parsing XML

```
<?xml version="1.0"?>
<stop>
  <id>14791</id>
  <nm>Clark & Balmoral</nm>
  <sri>
    <rt>22</rt>
    <d>North Bound</d>
    <dd>North Bound</dd>
  </sri>
  <cr>22</cr>
  <pre>
    <pt>5 MIN</pt>
    <fd>Howard</fd>
    <v>1378</v>
    <rn>22</rn>
  </pre>
  <pre>
    <pt>15 MIN</pt>
    <fd>Howard</fd>
    <v>1867</v>
    <rn>22</rn>
  </pre>
</stop>
```

Example: Parsing XML

```
>>> from xml.etree.ElementTree import parse, Element
>>> doc = parse('pred.xml')
>>> root = doc.getroot()
>>> root
<Element 'stop' at 0x100770cb0>

>>> # Remove a few elements
>>> root.remove(root.find('sri'))
>>> root.remove(root.find('cr'))
>>> # Insert a new element after <nm>...</nm>
```

```
>>> root.getchildren().index(root.find('nm'))
1
>>> e = Element('spam')
>>> e.text = 'This is a test'
>>> root.insert(2, e)

>>> # Write back to a file
>>> doc.write('newpred.xml', xml_declaration=True)
>>>
```

ad'DcRÆçzŞædIJæYřäYÄäylåČRäyNéÍcèŁZæüæŮřčŽĐXMLæŮĞäzűijŽ

```
<?xml version='1.0' encoding='us-ascii'?>
<stop>
  <id>14791</id>
  <nm>Clark &amp; Balmoral</nm>
  <spam>This is a test</spam>
  <pre>
    <pt>5 MIN</pt>
    <fd>Howard</fd>
    <v>1378</v>
    <rn>22</rn>
  </pre>
  <pre>
    <pt>15 MIN</pt>
    <fd>Howard</fd>
    <v>1867</v>
    <rn>22</rn>
  </pre>
</stop>
```

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æŁæTžäYÄäyXMLæŮĞæççzŞædDæYřåŁåóžæYŞçŽĐűijNä;EæYřä;ääŁÉéazçŁ'cèõřčŽĐæYřæŁ'ÄæŁ
 ärEåőČä;IJäyžäYÄäylåŁŮèalæIèad'DcRÆãÄČä;NæČűijNæČædIJä;ääŁæéZd'æŞRäyłåĚČçť'äűijNéÄŽèŁĞërČ
 remove() æŮzæŞTäzŌåőČçŽĐçZť æŌčŁűèŁČçČzäy■åŁæéZd'äÄČ
 æČædIJä;äæRŠåĚæŁŮåćdåŁæŮřčŽĐæĚČçť'äűijNä;ääRNæüä;ŁçTłŁűèŁČçČzäĚČçť'äçŽĐ
 insert() åŠŇ append() æŮzæŞTäÄČ èŁYèČ;årzåĚČçť'ää;ŁçTłŁű'ćäijTäŠNåŁĞçŁ'GæŞ■ä;IJűijNæřTäč
 element[i] æŁŮ element[i:j]

æČædIJä;æIJÄèæAåŁZåžæŮřčŽĐæĚČçť'äűijNäRřäžèä;ŁçTłæIJñèŁČæŮzæāŁäy■äijTçd'žçŽĐ
 Element çşzåÄČæŁSäžñåIJÍ6.5årRèŁČäűşçzRèřçzEèóìèőžèŁĞäžEäÄČ

6.7 Parsing XML Documents

Example

Example: Parsing an XML document and extracting the author's name.

XML Document

XML Document: A simple XML document with a root element 'top' containing an 'author' element and a 'content' element.

```
<?xml version="1.0" encoding="utf-8"?>
<top>
  <author>David Beazley</author>
  <content>
    <html xmlns="http://www.w3.org/1999/xhtml">
      <head>
        <title>Hello World</title>
      </head>
      <body>
        <h1>Hello World!</h1>
      </body>
    </html>
  </content>
</top>
```

Example: Parsing the XML document using the lxml library.

```
>>> # Some queries that work
>>> doc.findtext('author')
'David Beazley'
>>> doc.find('content')
<Element 'content' at 0x100776ec0>
>>> # A query involving a namespace (doesn't work)
>>> doc.find('content/html')
>>> # Works if fully qualified
>>> doc.find('content/{http://www.w3.org/1999/xhtml}html')
<Element '{http://www.w3.org/1999/xhtml}html' at 0x1007767e0>
>>> # Doesn't work
>>> doc.findtext('content/{http://www.w3.org/1999/xhtml}html/head/
↳title')
>>> # Fully qualified
>>> doc.findtext('content/{http://www.w3.org/1999/xhtml}html/'
... '{http://www.w3.org/1999/xhtml}head/{http://www.w3.org/1999/
↳xhtml}title')
'Hello World'
>>>
```

Example: Parsing the XML document using the lxml library (continued).

```
>>> ns = XMLNamespaces(html='http://www.w3.org/1999/xhtml')
>>> doc.find(ns('content/{html}html'))
<Element '{http://www.w3.org/1999/xhtml}html' at 0x1007767e0>
>>> doc.findtext(ns('content/{html}html/{html}head/{html}title'))
'Hello World'
>>>
```

ëğċæđŘăŘñæIJL'ăŚ;ăŘ■çl'zéŮt'çŽĐXMLæŮĞæąçăijŽærŤe;ČčzAçŘŘăĂĆ äÿŁéIççŽĐ
XMLNamespaces äzĚăžĚæŸřĂĚæĐöÿä;ăä;ĤçŤl'cijl'çŤęăŘ■ăzçăŽŁăŎNæŤt'çŽĐURLăřĚăĚŭăŘŸă;Ůćl■ă;ôç
ă;Łăÿ■ăzÿçŽĐæŸřijŇăIJlăşžæIJñçŽĐ ElementTree
ëğċæđŘăŸ■ăşąæIJL'ăzžă;ŤęĂŤă;ĐęŬăŔŮăŚ;ăŘ■çl'zéŮt'çŽĐăŁăæĂŕăĂĆ
ă;ĚăŸřijŇăęĊăđIJă;ăä;ĤçŤl'iterparse()ăĞ;æŤŕçŽĐęŕlăŕşăŘŕăžęęęŬăŔŮăŽŕăđ'ŽăĚşăžŬăŚ;ăŘ■çl'zé

```
>>> from xml.etree.ElementTree import iterparse
>>> for evt, elem in iterparse('ns2.xml', ('end', 'start-ns', 'end-
↳ns')):
...     print(evt, elem)
...
end <Element 'author' at 0x10110de10>
start-ns ('', 'http://www.w3.org/1999/xhtml')
end <Element '{http://www.w3.org/1999/xhtml}title' at 0x1011131b0>
end <Element '{http://www.w3.org/1999/xhtml}head' at 0x1011130a8>
end <Element '{http://www.w3.org/1999/xhtml}h1' at 0x101113310>
end <Element '{http://www.w3.org/1999/xhtml}body' at 0x101113260>
end <Element '{http://www.w3.org/1999/xhtml}html' at 0x10110df70>
end-ns None
end <Element 'content' at 0x10110de68>
end <Element 'top' at 0x10110dd60>
>>> elem # This is the topmost element
<Element 'top' at 0x10110dd60>
>>>
```

8.7. 6.7 áĹĤĹáŚĵáŘ■ċĹžéŮĥëğċæďŘXMLæŮĞæač

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```
>>> c.executemany('insert into portfolio values (?, ?, ?)', stocks)
<sqlite3.Cursor object at 0x10067a730>
>>> db.commit()
>>>
```

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```
>>> for row in db.execute('select * from portfolio'):
...     print(row)
...
('GOOG', 100, 490.1)
('AAPL', 50, 545.75)
('FB', 150, 7.45)
('HPQ', 75, 33.2)
>>>
```

āēČādIJā;āēČsāŌēāRŪçTlāLūē;SāĒēā;IJāyžāRČāTāēlēāL'gēāNāšēērcāšā;IJījNāfĒēāzçāōāfIā;ā

```
>>> min_price = 100
>>> for row in db.execute('select * from portfolio where price >= ?
→ ',
                           (min_price,)):
...     print(row)
...
('GOOG', 100, 490.1)
('AAPL', 50, 545.75)
>>>
```

ēōlēōž

āIJāēTē;Čā;ŌçŽDçžgāLnāyLāŠNāTāēāžSāžd'āžSāYréIdāyçōĀāTçŽDāĀČ
ā;āāRlēIJāēRā;ZSQLēāRēāžūēČçTlçŽyāžTçŽDāāāIŪārsāRāžēāZt'āŪāēLŪāēRāRŪāTāēāžEāĀ
ēŽ;ērt'āēČāēd'ījNēfYāYāēIJL'āyĀāžZāēTē;ČāēYāēL'NçŽDçžEēLČēŪōēēYēIJāēēAā;āēĀRāyāLŪāGžāČ

āyĀāyēēŽçČzāēYāēTāēāžSāyçŽDāTāēāšNPythonçszādNçŽt'āēŌēçŽDāēYāārDāĀČ
āržāžŌāŪēāIJççszādNījNēĀŽāyāRāžēā;fçTl datetime ālāāIŪāyçŽD datetime
āōdā;NījN āLŪēĀĒāRēČ;āYr time ālāāIŪāyçŽDççzçzāēŪēēŪt'āēLšāĀČ
āržāžŌāTāēŪçszādNījNçL'zāLnāēYā;fçTlāLrāRāTççŽDēGŠēdāēTāēōījNāRāžēçTl
decimal ālāāIŪāyçŽD Decimal āōdā;Nāēēāçd'žāĀČ
āyāžyçŽDāēYījNāRžāžŌāyāāNçŽDāēTāēāžSēĀNēIĀāĒŪā;SāēYāārDēgDāLZāēYāyāyĀāūçŽDījNā

āRēād'ŪāyĀāyēēZt'āēāād'āēIČçŽDēŪōēēYārsāēYrSQLēāRēāŪçņēāyççŽDāēdDēĀāĀČ
ā;āāČāyGāyēēAā;fçTlPythonāŪçņēāyççāījāījRāNŪāēSā;IJçņē(āēČ%)āēLŪēĀĒ
.format() āēZāēTāēIēāLZāžžēfZāūçŽDāŪçņēāyçšāĀČ
āēČādIJāījāēĀšçžZēfZāžZāēāījāījRāNŪāēSā;IJçņēçŽDāĀījāēlēēGāžŌçTlāLūçŽDē;SāēēēījNēČčāžLā;āçŽ
<http://xkcd.com/327>)āĀČ āēēēēēēāRēāyççŽDēĀŽēēçņē ?
āēNçd'žāRŌāRāēTāēāžSā;fçTlāōČēGāūççŽDāŪçņēāyççZāēāēāēIJžāLūījNēēfZāūāēZt'āēLāçŽDāōL'ā

āyāžyçŽDāēYījNāyāāNçŽDāēTāēāžSāRŌāRāRžāžŌēĀŽēēçņēçŽDā;fçTlāēYāyāyĀāūççŽDā

? æLŨ %s iijN ðfYæIJL'ãĖŭāzŨāyĀāzZā;fçTlāzEāy■āRŇçŽDçņęāRŭiijNæfTāçC:0æLŨ:1æĭæŇGçd'žāRC. āRŇæāūçŽDiiijNā;āēfYæYrāĭŨāŌzāRCēĀCā;āā;fçTlçŽDæTŗæ■ōāzSæĭāāĭŨçŽyāzTçŽDæŨGæāčāĀC āyĀāyĭæTŗæ■ōāzSæĭāāĭŨçŽD paramstyle āsđæĀgāŇĒāRnāzĒāRCæTŗāijTçTlécŌæāijçŽDāfæAŗāĀC

ārzāzŌçōĀā■TçŽDæTŗæ■ōāzSæTŗæ■ōçŽDērzāĒZēŨōécYiijNā;fçTlæTŗæ■ōāzSAPIēĀŽāyŷēĭđāyŷçōĀ āēCādĪJā;āēçĀād'DçRĒæZt'āLāād'■æĬCçŽDēŨōécYiijNāzžēōōā;āā;fçTlæZt'āLāēnYçžgçŽDæŌēāRCiijNæi çszāijij SQLAlchemy ðfZæāūçŽDāzSāĒĒēōyā;āā;fçTlPythonçszæĭēēāĭçd'žāyĀāyĭæTŗæ■ōāzSæāĭiijN āzŭāyTēC;āĪĬēZRēŨRāzTāsCSQLçŽDæĈĒĒāyNāōđçŌrāRĎçg■æTŗæ■ōāzSçŽDæS■ā;ĪJāĀC

6.9 çijŨçăAāŠŇègççăAā■AāĒ■èŁZāLŨæTŗ

éŨōécY

ā;āæČsārEāyĀāyĭā■AāĒ■èŁZāLŨā■ŨçņęāyšègççăAæLŖāyĀāyĭā■ŨēŁCā■ŨçņęāyšæLŨēĀĒārEāyĀāyĭā

ègçăEşæŨzæāĬ

āēCādĪJā;āāRĭæYrçōĀā■TçŽDègççăAæLŨçijŨçăAāyĀāyĭā■AāĒ■èŁZāLŨçŽDāŌşāgNā■ŨçņęāyšiiijNā æĭāāĭŨāĀCāĭNāçCiiJZ

```
>>> # Initial byte string
>>> s = b'hello'
>>> # Encode as hex
>>> import binascii
>>> h = binascii.b2a_hex(s)
>>> h
b'68656c6c6f'
>>> # Decode back to bytes
>>> binascii.a2b_hex(h)
b'hello'
>>>
```

çszāijijçŽDāLşēČ;āRŇæāūāRfāzēāĪĬ base64 æĭāāĭŨāy■æLçāĬŖāĀCāĭNāçCiiJZ

```
>>> import base64
>>> h = base64.b16encode(s)
>>> h
b'68656C6C6F'
>>> base64.b16decode(h)
b'hello'
>>>
```

encoding

ad'geCláLEæČĚâEṭäyNüjÑéĂŽēfGă;ŁçTlăyLēŁřçŽDăG;æTṛæIēē;ñæ■cā■AăĚ■ēŁZăLŭæYṛăĹŁçóĂă■T
 äyŁēIcāyđ'çg■æŁĀæIJřçŽDăyžēēAäy■ăŔNăIJăžŎăđ'ğăŔăRăEŽçŽDăđ'DçŘĚăĂČ
 āĠ;æTṛ base64.b16decode() āŠŇ base64.b16encode()
 āŔlēČ;æS■ă;IJăđ'ğăEŽă;ćăijRçŽDă■AăĚ■ēŁZăLŭă■Ŭăŕ■üijŇ èĂŇ binascii
 æĹăăĹŬäy■çŽDăG;æTṛăđ'ğăŔăRăEŽēČ;ēČ;ăđ'DçŘĚăĂČ

ēŁYæIJL'äyĂçČzéIJĀēēAæşĹæDŔçŽDăYřçijŬçăAăĠ;æTṛæL'ĂăžgçTşçŽDē;ŞăĠZæĂZæYṛăyĂäyĹă■Ŭ
 æĈăđIJæČşăijžăLŭăžēUnicodeă;ćăijRē;ŞăĠZüijŇă;ăēIJĀēēAăćđăLăäyĂäyĹēćĹăđ'ŬçŽDçTŇēIcā■ēēĹđ'ăĂČ

```
>>> h = base64.b16encode(s)
>>> print(h)
b'68656C6C6F'
>>> print(h.decode('ascii'))
68656C6C6F
>>>
```

ăIJlēgççăAă■AăĚ■ēŁZăLŭæTṛæŬüijŇăĠ;æTṛ b16decode()
 āŠŇ a2b_hex() āŔŕăžēăŎēăŔŬă■ŬēŁĆăĹŬUnicodeă■ŬçñēäyşăĂČ
 ä;EæYřüijŇUnicodeă■ŬçñēäyşăēŁĚēăžăžĚăžĚăŔăŇăŔăŇASCIIçijŬçăAçŽDă■AăĚ■ēŁZăLŭæTṛăĂČ

6.10 çijŬçăAēğççăAŁBase64æTṛæ■Ŏ

éŬŎēćY

ă;ăēIJĀēēAă;ŁçTŇBase64æăijăijRēğççăAæĹŬçijŬçăAăžŇēŁZăLŭæTṛæ■ŎăĂČ

ēğçăEşşæŬZæăĹ

base64 æĹăăĹŬäy■æIJL'äyđ'äyĹăĠ;æTṛ b64encode() and b64decode()
 āŔŕăžēăyŏă;ăēğçăEşşēŁZăyĹēŬŎēćYăĂČă;ŇăēČ;

```
>>> # Some byte data
>>> s = b'hello'
>>> import base64

>>> # Encode as Base64
>>> a = base64.b64encode(s)
>>> a
b'aGVsbG8='

>>> # Decode from Base64
>>> base64.b64decode(a)
b'hello'
>>>
```

6.11

Base64 encoding and decoding example:

```
>>> a = base64.b64encode(s).decode('ascii')
>>> a
'aGVsbG8='
>>>
```

Base64 encoding and decoding example:

6.11

6.11

Base64 encoding and decoding example:

6.11

Base64 encoding and decoding example:

```
from struct import Struct
def write_records(records, format, f):
    '''
    Write a sequence of tuples to a binary file of structures.
    '''
    record_struct = Struct(format)
    for r in records:
        f.write(record_struct.pack(*r))

# Example
if __name__ == '__main__':
    records = [ (1, 2.3, 4.5),
                (6, 7.8, 9.0),
                (12, 13.4, 56.7) ]
    with open('data.b', 'wb') as f:
        write_records(records, '<idd', f)
```

Base64 encoding and decoding example:

```
from struct import Struct

def read_records(format, f):
    record_struct = Struct(format)
    chunks = iter(lambda: f.read(record_struct.size), b'')
    return (record_struct.unpack(chunk) for chunk in chunks)

# Example
if __name__ == '__main__':
    with open('data.b', 'rb') as f:
        for rec in read_records('<idd', f):
            # Process rec
        ...
```

æÇædIä;äæÇsärEæTt'äy læÜGäzÜäyÄæñæÄgèrzâRÚâLräyÄäy læÜèLÇâÜçñæyÿäyüijNçDüâRÖâL

```
from struct import Struct

def unpack_records(format, data):
    record_struct = Struct(format)
    return (record_struct.unpack_from(data, offset)
            for offset in range(0, len(data), record_struct.size))

# Example
if __name__ == '__main__':
    with open('data.b', 'rb') as f:
        data = f.read()
    for rec in unpack_records('<idd', data):
        # Process rec
    ...
```

äyd'çgæÇÈæEüäyNçZDçzŞædIJéÇ;æYräyÄäy læRfèTâZdçTlæIèâLZäzzèræÜGäzüçZDâÖşägNâÈÇçz

èöleöz

ärzäZÖéIJÄèeAçijÜçäAâSÑègççäAäZÑèfZâLúæTṛæöçZDçlNâzRèÄÑèlÄrijNéÄZäyüaijZä;fçTl
 struct ælqâIUâÄÇ äyžäZÈäçræYÖäyÄäy læÜrçZDçzŞædDä;ŞüijNâRléIJÄèeAâÇRèfZæäuaLZäzzäyÄäy læÜ
 Struct äödä;NâşâRüijZ

```
# Little endian 32-bit integer, two double precision floats
record_struct = Struct('<idd')
```

çzŞædDä;ŞéÄZäyüaijZä;fçTlæyÄäZçzŞædDçäAâÄiji, d, fçL' [âRÇèÄÇ
 PythonæÜGæaç JâÄÇ èfZäZäZäççäAâLÉäLñäzçèa læŞRäy læÜçZäZÑèfZâLúæTṛæöçszädNâçC32ä;æ
 çñnäyÄäy læÜçñæ < æNĞäöZäZÈäæÜèLÇéazäZRâÄÇâIJléfZäy læÜNâRäyüijNâöÇèa læÜçd'ž"ä;Öä;âIJläL"ä
 æZt'æTžèfZäy læÜçñæyž > èa læÜçd'žénYä;âIJläLüijNâLÜèÄEæYf !
 èa læÜçd'žç;ŞçzIJâÜèLÇéazäZRâÄÇ

äžgçTşçZD Struct äödä;NâIJL'âLâd'ZâsðæÄgâSÑæÜzæŞTçTlæIèæŞâIJçZyâZTçşzädNçZDçzŞæç

size of the record structure. The `struct` module provides a `struct` object that can be used to pack and unpack data.

```
>>> from struct import Struct
>>> record_struct = Struct('<idd')
>>> record_struct.size
20
>>> record_struct.pack(1, 2.0, 3.0)
b'\x01\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00'
>>> record_struct.unpack(_)
(1, 2.0, 3.0)
>>>
```

The `struct` module also provides a `struct` object that can be used to pack and unpack data. The `struct` module provides a `struct` object that can be used to pack and unpack data.

```
>>> import struct
>>> struct.pack('<idd', 1, 2.0, 3.0)
b'\x01\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00'
>>> struct.unpack('<idd', _)
(1, 2.0, 3.0)
>>>
```

The `struct` module also provides a `struct` object that can be used to pack and unpack data. The `struct` module provides a `struct` object that can be used to pack and unpack data.

The `struct` module also provides a `struct` object that can be used to pack and unpack data. The `struct` module provides a `struct` object that can be used to pack and unpack data.

```
>>> f = open('data.b', 'rb')
>>> chunks = iter(lambda: f.read(20), b'')
>>> chunks
<callable_iterator object at 0x10069e6d0>
>>> for chk in chunks:
...     print(chk)
...
b'\x01\x00\x00\x00\xff\xff\xff\xff\x02@\x00\x00\x00\x00\x00\x00\x00\x12@'
b'\x06\x00\x00\x0033333333\x1f@\x00\x00\x00\x00\x00\x00\x00"'
b'\x0c\x00\x00\x00\xcd\xcc\xcc\xcc\xcc\xcc*\x09a\x99\x99\x99\x99YL@'
>>>
```

The `struct` module also provides a `struct` object that can be used to pack and unpack data. The `struct` module provides a `struct` object that can be used to pack and unpack data.

```
def read_records(format, f):
    record_struct = Struct(format)
    while True:
        chk = f.read(record_struct.size)
        if chk == b'':
            break
        yield record_struct.unpack(chk)
```

unpack_records() äýä;ŁçŤlāzEāRēad'ŪāyĀçgæŪzæşŤ
unpack_from() āĀĀ unpack_from() ārzāzŌāzŌāyĀāyŤad'gādNāzNēŁZāLūāŤŤçzDāyæRŤāRŪāzNē
āZāyāzāŌCāyāijZāzğçŤşāzā;ŤçZDāyŤæŪāŤŤzēşāēLŪēĀĒēŁZēāNāĒĒāŤāđ'āLūāēŞā;IJāĀĀ
ā;āāRēIJāēēAçzZāŌCāyĀāyŤāŪēŁCāŪēçēāyş(æLŪāŤŤçzD)āŤNāyĀāyŤāŪēŁCāAŤçgžēGRijNāŌCāijZā
æČæđIJā;ā;ŁçŤlā unpack() æĒēzčæZŁ unpack_from() iijN
ā;āēIJāēēAāŤŤzēçāAæĒæđDēĀāāđ'gēGRçZDāŤŤçZDāLŤçL'GāzēāRēŁēŁZēāNāAŤçgžēGRçZDēŌāçŌŪ

```
def unpack_records(format, data):
    record_struct = Struct(format)
    return (record_struct.unpack(data[offset:offset + record_struct.
    ↳size])
            for offset in range(0, len(data), record_struct.size))
```

ēŁZçgæŪzæāLēZd'āzEāzççāAçIJNāyLāŌzā;Lād'æĒCād'ŪijNēŁYā;ŪāAŽā;Lād'ZēčĒād'ŪçZDāuēā;
ād'āLūāŤŤæŤŤzēāRēŁæđDēĀāāŤŤçZDāLŤçL'GāŤzēşāēĀĀĀ æČæđIJā;āāGēāđ'GāzŌēŤāRŪāLŤçZDāyĀāyŤā
āijZēāŁçŤŤçZDæZŤ'āGžēL'şāĀĀ

āIJlēgčāNēČZDæŪāāZŤijNcollections æĒāāĒŪāyŤZDāŤ;āŤāēČçZDāŤzēşāēLŪēŌyæYŤā;āēČşē
āŌČāRŤzēēŌŤā;āçzZēŁŤāZdāēČçZDēŌç;ŌāşđæĀgāŤçgŤāĀCā;NāēČijZ

```
from collections import namedtuple

Record = namedtuple('Record', ['kind', 'x', 'y'])

with open('data.p', 'rb') as f:
    records = (Record(*r) for r in read_records('<idd', f))

for r in records:
    print(r.kind, r.x, r.y)
```

æČæđIJā;āçZDçĒNāzŤēIJāēēAāđ'ĐçŤŤēāđ'gēGRçZDāzNēŁZāLūāŤŤæŤŤijNā;āēIJāāē;ā;ŁçŤlā
numpy æĒāāĒŪāĀĀ ā;NāēČijNā;āāŤŤzēāŤŤāyĀāyŤāzNēŁZāLūāŤŤæŤŤēŤāRŪāLŤŤāyĀāyŤçZşæđDāNŪāŤŤç

```
>>> import numpy as np
>>> f = open('data.b', 'rb')
>>> records = np.fromfile(f, dtype='<i,<d,<d')
>>> records
array([(1, 2.3, 4.5), (6, 7.8, 9.0), (12, 13.4, 56.7)],
      dtype=[('f0', '<i4'), ('f1', '<f8'), ('f2', '<f8')])
>>> records[0]
(1, 2.3, 4.5)
>>> records[1]
```



```
>>> phead.file_code == 0x1234
True
>>> phead.min_x
0.5
>>> phead.min_y
0.5
>>> phead.max_x
7.0
>>> phead.max_y
9.2
>>> phead.num_polys
3
>>>
```

efZäyläLäIJL'eučrijNäy■efGefZçg■æŮzâjRêfYæYræIJL'äyÄzZçÇeäzzçZDâIJræŮzaÄCéeŮaĚLijj
ä;EæYrêfZäyläzççäAæfYæYræIJL'çCzèGÇeCfijNêfYéIJÄeçAä;ççTlêAĚæNĠaōZä;Läd'ŽāzTāsCçZDçzE
StructFieldijNæNĠaōZāARçgžēGRç■L)āAC āRēād' ŮijNêfTāZdçZDçzSædIJçszāRŊæāūçāōāōdäyÄā
äzzä;TæŮŮaÄZāRlêçAä;äéAĠaLrāzEāČRêfZæāūaĚŮä;ZçZDçszāōZāzL'ijNä;āāzTēreèÄCēZSäyNä;çç
āĚČçszæIJL'äyÄäylçL'zæĠgārsæYrāōCēČ;ād'šēcñçTlælēaānāĚĚēōyād'Zä;ŌāsCçZDāōdçŌrçzEçēLČijNāzŌ
äyNēlçæLŠælēäyçäyläçNā■RijNä;ççTlāĚČçszçl■āçōæTzéÄäyNæLŠāznçZD Structure
çszijZ

```
class StructureMeta(type):
    '''
    Metaclass that automatically creates StructField descriptors
    '''
    def __init__(self, clsname, bases, clsdict):
        fields = getattr(self, '_fields_', [])
        byte_order = ''
        offset = 0
        for format, fieldname in fields:
            if format.startswith('<', '>', '!', '@'):
                byte_order = format[0]
                format = format[1:]
            format = byte_order + format
            setattr(self, fieldname, StructField(format, offset))
            offset += struct.calcsize(format)
            setattr(self, 'struct_size', offset)

class Structure(metaclass=StructureMeta):
    def __init__(self, bytedata):
        self._buffer = bytedata

    @classmethod
    def from_file(cls, f):
        return cls(f.read(cls.struct_size))
```

ä;ççTlæŮrçZD Structure çszijNä;āāRrāzēāČRäyNēlçæLZæāūaōZāzL'äyÄäylçzSædDijZ

```
class PolyHeader(Structure):
    _fields_ = [
        ('<i', 'file_code'),
        ('d', 'min_x'),
        ('d', 'min_y'),
        ('d', 'max_x'),
        ('d', 'max_y'),
        ('i', 'num_polys')
    ]
```

from_file() method of PolyHeader class

```
>>> f = open('polys.bin', 'rb')
>>> phead = PolyHeader.from_file(f)
>>> phead.file_code == 0x1234
True
>>> phead.min_x
0.5
>>> phead.min_y
0.5
>>> phead.max_x
7.0
>>> phead.max_y
9.2
>>> phead.num_polys
3
>>>
```

from_file() method of PolyHeader class

```
class NestedStruct:
    '''
    Descriptor representing a nested structure
    '''
    def __init__(self, name, struct_type, offset):
        self.name = name
        self.struct_type = struct_type
        self.offset = offset

    def __get__(self, instance, cls):
        if instance is None:
            return self
        else:
            data = instance._buffer[self.offset:
                                     self.offset+self.struct_type.struct_
                                     size]
            result = self.struct_type(data)
            # Save resulting structure back on instance to avoid
```



```
>>> f = open('polys.bin', 'rb')
>>> phead = PolyHeader.from_file(f)
>>> phead.file_code == 0x1234
True
>>> phead.min # Nested structure
<__main__.Point object at 0x1006a48d0>
>>> phead.min.x
0.5
>>> phead.min.y
0.5
>>> phead.max.x
7.0
>>> phead.max.y
9.2
>>> phead.num_polys
3
>>>
```

¶ The `from_file` method of `PolyHeader` is a convenience method that reads the header from a file. It returns a `PolyHeader` object. The `file_code` attribute of the object is the file code. The `min` attribute is a `Point` object. The `max` attribute is a `Point` object. The `num_polys` attribute is the number of polys.

¶ The `from_file` method of `PolyHeader` is a convenience method that reads the header from a file. It returns a `PolyHeader` object. The `file_code` attribute of the object is the file code. The `min` attribute is a `Point` object. The `max` attribute is a `Point` object. The `num_polys` attribute is the number of polys.

```
class SizedRecord:
    def __init__(self, bytedata):
        self._buffer = memoryview(bytedata)

    @classmethod
    def from_file(cls, f, size_fmt, includes_size=True):
        sz_nbytes = struct.calcsize(size_fmt)
        sz_bytes = f.read(sz_nbytes)
        sz, = struct.unpack(size_fmt, sz_bytes)
        buf = f.read(sz - includes_size * sz_nbytes)
        return cls(buf)

    def iter_as(self, code):
        if isinstance(code, str):
            s = struct.Struct(code)
            for off in range(0, len(self._buffer), s.size):
                yield s.unpack_from(self._buffer, off)
        elif isinstance(code, StructureMeta):
            size = code.struct_size
            for off in range(0, len(self._buffer), size):
                data = self._buffer[off:off+size]
                yield code(data)
```

¶ The `from_file` method of `SizedRecord` is a convenience method that reads the header from a file. It returns a `SizedRecord` object. The `file_code` attribute of the object is the file code. The `min` attribute is a `Point` object. The `max` attribute is a `Point` object. The `num_polys` attribute is the number of polys.

```
>>> f = open('polys.bin', 'rb')
>>> phead = PolyHeader.from_file(f)
>>> phead.num_polys
3
>>> polydata = [ SizedRecord.from_file(f, '<i')
...               for n in range(phead.num_polys) ]
>>> polydata
[<__main__.SizedRecord object at 0x1006a4d50>,
<__main__.SizedRecord object at 0x1006a4f50>,
<__main__.SizedRecord object at 0x10070da90>]
>>>
```

Python 2.0.0: A Cookbook of Recipes for Python 2.0.0

```
>>> for n, poly in enumerate(polydata):
...     print('Polygon', n)
...     for p in poly.iter_as('<dd'):
...         print(p)
...
Polygon 0
(1.0, 2.5)
(3.5, 4.0)
(2.5, 1.5)
Polygon 1
(7.0, 1.2)
(5.1, 3.0)
(0.5, 7.5)
(0.8, 9.0)
Polygon 2
(3.4, 6.3)
(1.2, 0.5)
(4.6, 9.2)
>>>
```

```
>>> for n, poly in enumerate(polydata):
...     print('Polygon', n)
...     for p in poly.iter_as(Point):
...         print(p.x, p.y)
...
Polygon 0
1.0 2.5
3.5 4.0
2.5 1.5
Polygon 1
7.0 1.2
5.1 3.0
0.5 7.5
0.8 9.0
```

```
Polygon 2
3.4 6.3
1.2 0.5
4.6 9.2
>>>
```

Read the file and return a list of polygons. `read_polys()`

```
class Point (Structure):
    _fields_ = [
        ('x', 'd'),
        ('y', 'd')
    ]

class PolyHeader (Structure):
    _fields_ = [
        ('file_code', 'i'),
        ('min', Point),
        ('max', Point),
        ('num_polys', 'i')
    ]

def read_polys (filename):
    polys = []
    with open (filename, 'rb') as f:
        phead = PolyHeader.from_file (f)
        for n in range (phead.num_polys):
            rec = SizedRecord.from_file (f, 'i')
            poly = [ (p.x, p.y) for p in rec.iter_as (Point) ]
            polys.append (poly)
    return polys
```

2.12.6

Read the file and return a list of polygons. `read_polys()`

Read the file and return a list of polygons. `read_polys()`

Read the file and return a list of polygons. `read_polys()`


```
>>> import pandas

>>> # Read a CSV file, skipping last line
>>> rats = pandas.read_csv('rats.csv', skip_footer=1)
>>> rats
<class 'pandas.core.frame.DataFrame'>
Int64Index: 74055 entries, 0 to 74054
Data columns:
Creation Date 74055 non-null values
Status 74055 non-null values
Completion Date 72154 non-null values
Service Request Number 74055 non-null values
Type of Service Request 74055 non-null values
Number of Premises Baited 65804 non-null values
Number of Premises with Garbage 65600 non-null values
Number of Premises with Rats 65752 non-null values
Current Activity 66041 non-null values
Most Recent Action 66023 non-null values
Street Address 74055 non-null values
ZIP Code 73584 non-null values
X Coordinate 74043 non-null values
Y Coordinate 74043 non-null values
Ward 74044 non-null values
Police District 74044 non-null values
Community Area 74044 non-null values
Latitude 74043 non-null values
Longitude 74043 non-null values
Location 74043 non-null values
dtypes: float64(11), object(9)

>>> # Investigate range of values for a certain field
>>> rats['Current Activity'].unique()
array([nan, Dispatch Crew, Request Sanitation Inspector],
      dtype=object)
>>> # Filter the data
>>> crew_dispatched = rats[rats['Current Activity'] == 'Dispatch_
    Crew']
>>> len(crew_dispatched)
65676
>>>

>>> # Find 10 most rat-infested ZIP codes in Chicago
>>> crew_dispatched['ZIP Code'].value_counts()[:10]
60647 3837
60618 3530
60614 3284
60629 3251
60636 2801
60657 2465
60641 2238
```

```

60609 2206
60651 2152
60632 2071
>>>

>>> # Group by completion date
>>> dates = crew_dispatched.groupby('Completion Date')
<pandas.core.groupby.DataFrameGroupBy object at 0x10d0a2a10>
>>> len(dates)
472
>>>

>>> # Determine counts on each day
>>> date_counts = dates.size()
>>> date_counts[0:10]
Completion Date
01/03/2011 4
01/03/2012 125
01/04/2011 54
01/04/2012 38
01/05/2011 78
01/05/2012 100
01/06/2011 100
01/06/2012 58
01/07/2011 1
01/09/2012 12
>>>

>>> # Sort the counts
>>> date_counts.sort()
>>> date_counts[-10:]
Completion Date
10/12/2012 313
10/21/2011 314
09/20/2011 316
10/26/2011 319
02/22/2011 325
10/26/2012 333
03/17/2011 336
10/13/2011 378
10/14/2011 391
10/07/2011 457
>>>

```

Figure 8.13: Grouping by completion date and sorting the counts

èóèõž

Pandas is a fast, powerful, and easy-to-use open source data manipulation library for Python. It is built on top of NumPy and provides a high-performance, easy-to-use data structure for data manipulation, analysis, and visualization. It is designed to be a simple, efficient, and flexible tool for working with data.

CHAPTER 9

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7.1 ăRřæŌěăRŮăžžæĎRæȚřéĜRăRĆæȚřçŽDăĜ;æȚř

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```
def avg(first, *rest):  
    return (first + sum(rest)) / (1 + len(rest))  
  
# Sample use  
avg(1, 2) # 1.5  
avg(1, 2, 3, 4) # 2.5
```

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```
import html

def make_element(name, value, **attrs):
    keyvals = [' %s="%s"' % item for item in attrs.items()]
    attr_str = ''.join(keyvals)
    element = '<{name}{attrs}>{value}</{name}>'.format(
        name=name,
        attrs=attr_str,
        value=html.escape(value))
    return element

# Example
# Creates '<item size="large" quantity="6">Albatross</item>'
make_element('item', 'Albatross', size='large', quantity=6)

# Creates '<p>&lt;spam&gt;</p>'
make_element('p', '<spam>')
```

Example: `make_element('p', '<spam>')` creates the string `<p><spam></p>`. The `html.escape` function is used to escape special characters in the value.

```
def anyargs(*args, **kwargs):
    print(args) # A tuple
    print(kwargs) # A dict
```

Example: `anyargs(1, 2, 3, a=4, b=5)` prints `(1, 2, 3)` and `{a: 4, b: 5}`.

7.2

Example: `anyargs(*args, **kwargs)` prints the arguments as a tuple and a dictionary.

```
def a(x, *args, y):
    pass

def b(x, *args, y, **kwargs):
    pass
```

Example: `a(1, 2, 3, y=4)` and `b(1, 2, 3, y=4, a=5, b=6)`.

7.2

7.2

Example: `anyargs(*args, **kwargs)` prints the arguments as a tuple and a dictionary.

Receiving Data from a Socket

Receiving data from a socket is a common task in network programming. The `recv` function in the `socket` module provides a simple way to receive data from a socket.

```
def recv(maxsize, *, block):
    'Receives a message'
    pass

recv(1024, True) # TypeError
recv(1024, block=True) # Ok
```

The `recv` function takes two arguments: `maxsize` and `block`. The `maxsize` argument is the maximum number of bytes to receive. The `block` argument is a boolean that determines whether the function should block or not.

```
def minimum(*values, clip=None):
    m = min(values)
    if clip is not None:
        m = clip if clip > m else m
    return m

minimum(1, 5, 2, -5, 10) # Returns -5
minimum(1, 5, 2, -5, 10, clip=0) # Returns 0
```

Receiving Data from a Socket (Continued)

The `recv` function can also be used to receive data from a socket in a non-blocking manner. This is useful when you want to check if data is available to be received without waiting for it.

```
msg = recv(1024, False)
```

The `recv` function can also be used to receive data from a socket in a non-blocking manner. This is useful when you want to check if data is available to be received without waiting for it.

```
msg = recv(1024, block=False)
```

The `recv` function can also be used to receive data from a socket in a non-blocking manner. This is useful when you want to check if data is available to be received without waiting for it.

```
>>> help(recv)
Help on function recv in module __main__:
recv(maxsize, *, block)
    Receives a message
```

The `recv` function can also be used to receive data from a socket in a non-blocking manner. This is useful when you want to check if data is available to be received without waiting for it.

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```
>>> def myfun():
...     return 1, 2, 3
...
>>> a, b, c = myfun()
>>> a
1
>>> b
2
>>> c
3
```

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```
>>> a = (1, 2) # With parentheses
>>> a
(1, 2)
>>> b = 1, 2 # Without parentheses
>>> b
(1, 2)
>>>
```

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```
>>> x = myfun()
>>> x
(1, 2, 3)
>>>
```

7.5 āŋŽäžĴæIJĴ'ézŸēŋŋ'āŕĊæTŗċŽĎāĠĵæTŗ

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```
def spam(a, b=42):
    print(a, b)

spam(1) # Ok. a=1, b=42
spam(1, 2) # Ok. a=1, b=2
```

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```
# Using a list as a default value
def spam(a, b=None):
    if b is None:
        b = []
    ...
```

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```
_no_value = object()

def spam(a, b=_no_value):
    if b is _no_value:
        print('No b value supplied')
    ...
```

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```
>>> spam(1)
No b value supplied
>>> spam(1, 2) # b = 2
>>> spam(1, None) # b = None
>>>
```

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```
>>> x = 42
>>> def spam(a, b=x):
...     print(a, b)
...
>>> spam(1)
1 42
>>> x = 23 # Has no effect
```

```
>>> spam(1)
1 42
>>>
```

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```
def spam(a, b=[]): # NO!
    ...
```

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```
>>> def spam(a, b=[]):
...     print(b)
...     return b
...
>>> x = spam(1)
>>> x
[]
>>> x.append(99)
>>> x.append('Yow!')
>>> x
[99, 'Yow!']
>>> spam(1) # Modified list gets returned!
[99, 'Yow!']
>>>
```

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```
def spam(a, b=None):
    if not b: # NO! Use 'b is None' instead
        b = []
    ...
```

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```
>>> spam(1) # OK
>>> x = []
>>> spam(1, x) # Silent error. x value overwritten by default
>>> spam(1, 0) # Silent error. 0 ignored
>>> spam(1, '') # Silent error. '' ignored
>>>
```

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āyžāzEēğčāEşēfZāyĭēŪōécŸĭijNā; āāRřāzēāLZāzāyĀāyĭçNñāyĀæŪāāzNçZDçgAæIJL'āržēsāāōdā; Nĭij
āIJĭāGĭæTřēGŊēĬĭijNā; āāRřāzēēĀZēfGæçĀæšēēčnāijæĀšāRČæTřāĀijēušēēfZāyĭāōdā; NæYřāRēāyĀæāu
ēēfZēGŊçZDæĀĭēuŕæYřçTĭæLūāy■āRřēČĭāŌzāijæĀšēēfZāyĭ_no_valueāōdā; Nā; IJāyžē; ŠāĒēāĀC
āZāæ■d'ĭijNēfZēGŊēĀZēfGæçĀæšēēfZāyĭāĀijārēēČĭçāōāōZæšRāyĭāRČæTřæYřāRēēčnāijæĀšēēfZæĭēāzL

ēēfZēGŊārž object() çZDā; fçTĭçIJNāyĭāŌZæIJL'çCzāy■ad'ĭāyŷēgAāĀCobject
æYřpythonāy■æL'ĀæIJL'çšççZDāšççzāĀC ā; āāRřāzēāLZāzā object
çšççZDāōdā; NĭijNā; EæYřēēfZāzZāōdā; NæšāzĀāzĬāōdēZēçTĭad'DĭijNāZāāyžāōČāzŭæšāæIJL'āzzā; TæIJL'
āzšæšāæIJL'āzzā; Tāōdā; NæTřæ■ō(āZāāyžāōČæšāæIJL'āzzā; TçZDāōdā; Nā■ŪāĒyĭijNā; āçTŽēGšēČĭāy■ēČĭ
ā; āāTřāyĀēČĭāAZçZDārēæYřætNērTāRŊāyĀæĀgāĀCēēfZāyĭāLZāē; çņēāRĬLæĬšçZDēēAæšCĭijNāZāāyžāL

7.6 āōZāzL'āŊēāR■æĬŪāEĒēĀTāGĭæTř

ēŪōécŸ

ā; āæČšāyž sort() æŠ■ā; IJāĬZāzāyĀāyĭā; Ĭçš■çZDāZdērČāGĭæTřĭijNā; EāRĬLāy■æČšçTĭ
def āŌZāEZāyĀāyĭā■TēāNāGĭæTřĭijNēĀŊæYřāyNæIJZēĀZēēfGæšRāyĭāfŋā■ūæŪzāijRāzēāEĒēĀTāŪzāij

ēğčāEşæŪzæāĬ

ā; ŠāyĀāzZāGĭæTřā; ĬçŌĀā■TĭijNāzĒāzĒāRĭæYřēōaçŌŪāyĀāyĭēāĭē; āijRçZDāĀijçZDæŪŭāĀZĭijNārēš

```
>>> add = lambda x, y: x + y
>>> add(2, 3)
5
>>> add('hello', 'world')
'helloworld'
>>>
```

ēēfZēGŊā; fçTĭçZDĭambdaēāĭē; āijRēušāyŊēĬççZDæTřĭædIJæYřāyĀæāuçZDĭijZ

```
>>> def add(x, y):
...     return x + y
...
>>> add(2, 3)
5
>>>
```

ĭambdaēāĭē; āijRāĒyādnççZDā; fçTĭāIJzæZřæYřæŌšāZřæĬŪæTřæ■ōreduceç■L'ĭijZ

```
>>> names = ['David Beazley', 'Brian Jones',
...          'Raymond Hettinger', 'Ned Batchelder']
```

```
>>> sorted(names, key=lambda name: name.split()[-1].lower())
['Ned Batchelder', 'David Beazley', 'Raymond Hettinger', 'Brian
Jones']
>>>
```

7.7

7.7

7.7

7.7

7.7

7.7

7.7

```
>>> x = 10
>>> a = lambda y: x + y
>>> x = 20
>>> b = lambda y: x + y
>>>
```

7.7

```
>>> a(10)
30
>>> b(10)
30
>>>
```

7.7

```
>>> x = 15
>>> a(10)
25
>>> x = 3
>>> a(10)
13
>>>
```

Python Cookbook: Python 2.0.0

```
>>> x = 10
>>> a = lambda y, x=x: x + y
>>> x = 20
>>> b = lambda y, x=x: x + y
>>> a(10)
20
>>> b(10)
30
>>>
```

9.7.7

Python Cookbook: Python 2.0.0

```
>>> funcs = [lambda x: x+n for n in range(5)]
>>> for f in funcs:
...     print(f(0))
...
4
4
4
4
4
4
>>>
```

Python Cookbook: Python 2.0.0

```
>>> funcs = [lambda x, n=n: x+n for n in range(5)]
>>> for f in funcs:
...     print(f(0))
...
0
1
2
3
4
>>>
```

éŽèfGä;ŁçTlăG;æTřézYèód'ăĀijăRCæTřă;ćaijRiijŃlambdaăG;æTřăIJlăőZăzL'æŮúăřsèÇ;çzŚăőZăLřă

7.8 aĠRăřŚăRrèrÇçTlărzèsaçŽDăRCæTřăylæTř

éŮóécY

ă;ăæIJL'ăyĂăylècŋăĚŮăzŮpythonăzççăAă;ŁçTlăçŽDcallableărzèsařijŃăRřèÇ;æYřăyĂăylăZđèřÇăG;æTřă
ă;EæYřăőÇçŽDăRCæTřăđ'łăđ'ŽăžEiijŃăřijèGr'èřÇçTlăŮŮăGžéTŽăĀĆ

èğcăEşæŮzæaŁ

ăęĆăđIJéIJăĕAăĠRăřŚăşŘăylăG;æTřçŽDăRCæTřăylæTřiijŃă;ăăRřăžèă;ŁçTlă
functools.partial()ăĀĆpartial()ăG;æTřăĒăĕŷă;ăçzŽăyĂăylăĹŮăđ'ŽăylăRCæTřèŷç;ŋăŽă
ăyžăžEăijTčđ'žăyĚăĕŽiijŃăAĠĕŋă;ăæIJL'ăyŃéİĕĕfŽăăŮçŽDăG;æTřiijŽ

```
def spam(a, b, c, d):
    print(a, b, c, d)
```

çŎăIJlăĹŚăžŋă;ŁçTlăpartial()ăG;æTřăĹăŽăăŮZăşŘăžZăRCæTřăĀijŋiijŽ

```
>>> from functools import partial
>>> s1 = partial(spam, 1) # a = 1
>>> s1(2, 3, 4)
1 2 3 4
>>> s1(4, 5, 6)
1 4 5 6
>>> s2 = partial(spam, d=42) # d = 42
>>> s2(1, 2, 3)
1 2 3 42
>>> s2(4, 5, 5)
4 5 5 42
>>> s3 = partial(spam, 1, 2, d=42) # a = 1, b = 2, d = 42
>>> s3(3)
1 2 3 42
>>> s3(4)
1 2 4 42
>>> s3(5)
1 2 5 42
>>>
```

ăRřăžèçIJŃăĠžpartial()ăŽăăŮZăşŘăžZăRCæTřăžŮĕĕTăZđăyĂăylăŮřçŽDcallableărzèsaăĀĆĕĕfŽă
çĐŮăRŎĕŷăžŃăĹăăŮşçzRĕtŃăĀijĕĕGçŽDăRCæTřăŘĹăžŮĕŷăĹĕiijŃăIJăăRŎăřEăĹ'ĂăIJL'ăRCæTřăijăĕĒă

èŋlèőž

ăIJŋĕĹĆĕĕAĕğcăEşçŽDĕŮóécYæYřĕŋ'ăŎşæIJŋăăĒiijăőžçŽDăžççăAăRřăžèăyĂĕŷăăŮĕă;IJăĀĆăyŃéİă

Example: Sorting a list of points by distance from a fixed point (x,y).

```
points = [ (1, 2), (3, 4), (5, 6), (7, 8) ]

import math
def distance(p1, p2):
    x1, y1 = p1
    x2, y2 = p2
    return math.hypot(x2 - x1, y2 - y1)
```

Example: Using `partial()` to sort points by distance from a fixed point.

```
>>> pt = (4, 3)
>>> points.sort(key=partial(distance, pt))
>>> points
[(3, 4), (1, 2), (5, 6), (7, 8)]
>>>
```

Example: Using `partial()` and `multiprocessing` to parallelize a function.

```
def output_result(result, log=None):
    if log is not None:
        log.debug('Got: %r', result)

# A sample function
def add(x, y):
    return x + y

if __name__ == '__main__':
    import logging
    from multiprocessing import Pool
    from functools import partial

    logging.basicConfig(level=logging.DEBUG)
    log = logging.getLogger('test')

    p = Pool()
    p.apply_async(add, (3, 4), callback=partial(output_result,
    log=log))
    p.close()
    p.join()
```

Example: Using `apply_async()` and `partial()` to parallelize a function.

from socketserver import StreamRequestHandler, TCPServer

class EchoHandler(StreamRequestHandler):

def handle(self):

for line in self.rfile:

self.wfile.write(b'GOT: ' + line)

serv = TCPServer(('', 15000)), EchoHandler)

serv.serve_forever()

__init__(self, *args, ack=None, **kwargs):

self.ack = ack

super().__init__(*args, **kwargs)

def handle(self):

for line in self.rfile:

self.wfile.write(self.ack + line)

Exception happened during processing of request from ('127.0.0.1', 59834)

Traceback (most recent call last):

...

TypeError: __init__() missing 1 required keyword-only argument: 'ack'

from functools import partial

serv = TCPServer(('', 15000)), partial(EchoHandler, ack=b'RECEIVED: '))

serv.serve_forever()

__init__(self, *args, ack=None, **kwargs):

self.ack = ack

super().__init__(*args, **kwargs)

def handle(self):

for line in self.rfile:

self.wfile.write(self.ack + line)

```
points.sort(key=lambda p: distance(pt, p))
p.apply_async(add, (3, 4), callback=lambda result: output_
    ↪ result(result, log))
serv = TCPServer(('', 15000),
    lambda *args, **kwargs: EchoHandler(*args, ack=b'RECEIVED:',
    ↪ **kwargs))
```

èŁæāāEĹāzšèĈ;āōđĈŌřāŔŇæāũĈŽĎæŤĹæđĬĭĭĬŇäy■èŁĜĈŽyæŕŤèĀŇāũšäĭjŽæŸĭāĭŮæŕŤèĭĈèĜĈèĈ
èŁæŮūāĀŽā;ĤĈŤĭpartial() āŔřāzēæŽŕāĹāĈŽŕēĜĈĈŽĎæĭēĭāĭāĈŽĎæĎŔāŽĭ(ĈžŽæšŔāžŽāŔĈæŤŕécĎ

7.9 āŔĒā■ŤæŮzæšŤĈŽĎĈszèĭŇæ■cāyžāĜĭæŤŕ

éŮóécŸ

äĭäæĬĹäyĀäyĭéŽđ' __init__() æŮzæšŤāđ' ŮāŔĭāōŽāzĹ' āžĒäyĀäyĭæŮzæšŤĈŽĎĈszāĀĈāyžāžĒĈōĀ

èĝĉāĒşæŮzæāĹ

ād' ĝād' ŽæŤŕæĈĒāĒŤäyŇĭĭŇāŔřāzēā;ĤĈŤĭéŮ■āŇĒæĭēāŕĒā■ŤäyĭæŮzæšŤĈŽĎĈszèĭŇæ■cāĹŔāĜĭæŤŕāĀ
äyĭäyĭāĭŇā■ŔĭĭŇäyŇéĭĈđ' žāĭŇäy■ĈŽĎĈszāĒĀēōyā;ĤĈŤĭéĀĒæāžæ■ōæšŔāyĭæĭāæĭĒæŮzæāĹæĭēēŮāŔŮā

```
from urllib.request import urlopen

class UrlTemplate:
    def __init__(self, template):
        self.template = template

    def open(self, **kwargs):
        return urlopen(self.template.format_map(kwargs))

# Example use. Download stock data from yahoo
yahoo = UrlTemplate('http://finance.yahoo.com/d/quotes.csv?s={names}
    ↪&f={fields}')
for line in yahoo.open(names='IBM,AAPL,FB', fields='sl1clv'):
    print(line.decode('utf-8'))
```

èŁŽäyĭĈszāŔřāzēēĉŇäyĀäyĭæŽŕĈōĀ■ŤĈŽĎāĜĭæŤŕæĭēāžæŽĕĭĭĬŽ

```
def urltemplate(template):
    def opener(**kwargs):
        return urlopen(template.format_map(kwargs))
    return opener

# Example use
yahoo = urltemplate('http://finance.yahoo.com/d/quotes.csv?s={names}
    ↪&f={fields}')
```

```
for line in yahoo(names='IBM,AAPL,FB', fields='sl1clv'):
    print(line.decode('utf-8'))
```

ěóľěőž

ad' geČlálEæČĚâEġăyŇiijŇă;ăæŇěæIJL'ăyĂăyġā■TæŮzæşTçşzçŽDăŮşăZăæYřéIJĀèĕAā■YăClăşŘăžZ
æřTăĕČiijŇăôŽăZL'UrlTemplateçşzçŽDăŮřăyĂçŽôçŽDăřsæYřăĚLăIJġăşRăyġăIJræŮzā■YăClăġăæĲăĂiijŇ

ă;ĲçTġăyĂăyġăEĚéČlăĠ;æTřæLŮĕĂĚéŮ■ăŇĚçŽDăŮzæăLéĂŽăyġăijŽæŽt'ăijYéŽĚăyĂăžZăĂČôĂă■
ăRġăy■ĕĲĠăIJġă;æTřăEĚéČlăyġăyġăžEăyĂăyġăĲăd'ŮçŽDăRŮYéĠRçŮřăçČăĂČéŮ■ăŇĚăĚşéTôçL'žçZăřs:
ăZăæ■d'iijŇăIJġăLŠăžŇçŽDĕġçăEşşæŮzæăLăy■iijŇopener()ăĠ;æTřĕôřă;RăžE
templateăRČæTřçŽDăĂiijŇăžŮăIJġăŮĕăyŇăĲçŽDĕřČçTġăy■ă;ĲçTġăôČăĂČ

ăžžă;TæŮŮăĂZăRġĕĕAă;ăççřăLřĕIJĀèĕAçžZăşRăyġăĠ;æTřăçđăLăĕçĲăd'ŮçŽDçLŮăĂăĲăæAřçŽDĕŮ
çŽyæřTăřEă;ăçŽDăĠ;æTřĕ;Ňă■ĲăLřăyĂăyġşzçĕĂŇĲăĲiijŇĕŮ■ăŇĚéĂŽăyġăYřăyĂçġ■æŽt'ăĲăçôĂæřAăş

7.10 äÿĕéçĲăd'ŮçLŮăĂĂăĲăæAřçŽDăŽdĕřČăĠ;æTř

éŮóéçY

ă;ăçŽDăžççăĂăy■ĕIJĀèĕAă;ĲĕŮăLřăŽdĕřČăĠ;æTřçŽDă;ĲçTĲ(æřTăĕČăžŇăžŮăd'ĐçŘĒăŽĲăĂĂç■L'ă;Ĳ
ăžŮăyTă;ăĕYĕIJĀèĕAĕôĲ'ăŽdĕřČăĠ;æTřæŇěæIJL'ĕçĲăd'ŮçŽDçLŮăĂăĂiijŇăžĕă;ĲăIJġăôČçŽDăĲĚéČĲă

ĕġçăEşşæŮzæăL

ĕĲŽăyĂăřRĕLCăyžĕĕAĕóľěőžçŽDăYřéČčăžZăĠççŮřăIJġă;Ĳăd'ŽăĠ;æTřăžşăşŇăæĲăđŮăy■çŽDăŽdĕř
ăyžăžEăijTçd'žăyŮăŮĕřTġiijŇăLŠăžŇăĲăôŽăZL'ăĕČăyŇăyĂăyġĕIJĀèĕAĕřČçTĲăŽdĕřČăĠ;æTřçŽDăĠ;æTř

```
def apply_async(func, args, *, callback):
    # Compute the result
    result = func(*args)

    # Invoke the callback with the result
    callback(result)
```

ăôđéŽĚăyĲiijŇĕĲăôĲăžççăĂăRřăžĕăĂŽăžžă;TæŽt'ĕŇYçžġçŽDăd'ĐçŘĒiijŇăŇĚăŇŇçžĲçĲŇăĂăĕĲççĲ
ăLŠăžŇăžĚăžĚăRĲĕIJĀèĕAăĲşşăşĲăŽdĕřČăĠ;æTřçŽDĕřČçTĲăČăyŇĕĲăYřăyĂăyġăijTçd'žăĂŮăăŮă;ĲçTĲă

```
>>> def print_result(result):
...     print('Got:', result)
...
>>> def add(x, y):
...     return x + y
...
>>> apply_async(add, (2, 3), callback=print_result)
```

```
Got: 5
>>> apply_async(add, ('hello', 'world'), callback=print_result)
Got: helloworld
>>>
```

print_result() returns the result of the asynchronous operation. The result is passed to the callback function, which in this case is print_result. The result is then printed to the console.

```
class ResultHandler:

    def __init__(self):
        self.sequence = 0

    def handler(self, result):
        self.sequence += 1
        print('[{}] Got: {}'.format(self.sequence, result))
```

handler() is called when the asynchronous operation completes. The result is passed to the handler function, which in this case is handler. The result is then printed to the console.

```
>>> r = ResultHandler()
>>> apply_async(add, (2, 3), callback=r.handler)
[1] Got: 5
>>> apply_async(add, ('hello', 'world'), callback=r.handler)
[2] Got: helloworld
>>>
```

ResultHandler is a class that defines a handler function. The handler function is called when the asynchronous operation completes. The result is passed to the handler function, which in this case is handler. The result is then printed to the console.

```
def make_handler():
    sequence = 0
    def handler(result):
        nonlocal sequence
        sequence += 1
        print('[{}] Got: {}'.format(sequence, result))
    return handler
```

make_handler() is a function that returns a handler function. The handler function is called when the asynchronous operation completes. The result is passed to the handler function, which in this case is handler. The result is then printed to the console.

```
>>> handler = make_handler()
>>> apply_async(add, (2, 3), callback=handler)
[1] Got: 5
>>> apply_async(add, ('hello', 'world'), callback=handler)
[2] Got: helloworld
>>>
```

make_handler() is a function that returns a handler function. The handler function is called when the asynchronous operation completes. The result is passed to the handler function, which in this case is handler. The result is then printed to the console.

```
def make_handler():
    sequence = 0
    while True:
        result = yield
        sequence += 1
    print('[] Got: {}'.format(sequence, result))
```

ärzäÖäRçlNrijNä;äeIJÄeAä;fçTlãöCçZD send() æÚzæşTä;IJäyZäZdërCäG;æTrijNäeCäyNäLÄç

```
>>> handler = make_handler()
>>> next(handler) # Advance to the yield
>>> apply_async(add, (2, 3), callback=handler.send)
[1] Got: 5
>>> apply_async(add, ('hello', 'world'), callback=handler.send)
[2] Got: helloworld
>>>
```

èöìèöž

äşzäZÖäZdërCäG;æTřçZDë;řäzúeÄZäyÿeÇ;æIJL'ärRèC;ärYä;ÜeIdäyÿad'■æiCäÄCäyÄeCläLEäÖşäZ
äZäæ■d'rijNërüæşCæL'gëaŇäŞŇad'DçREçzŞædIJäzNéÜř çZDæL'gëaŇçÖřäcCäödeZËäyLäüşçzRäyçad'säZ
éCä;äärşäfEëazäÖzègçäEşäeCä;Täflä■YäŞŇæAçad'■çZyäEşçZDçLüæÄAäfaæAřäZëÄÄC

èGşärŞæIJL'äy'd'çg■äyZèeAæÚzäijRæIææ■TèÖüäŞŇäflä■YçLüæÄAäfaæAřijNä;äärřäZëäIJläyÄäyLär
äy'd'çg■æÚzäijRçZyæřTrijNéÜ■äNĚæLÜeöyæYřæZř'äläe;zéGRçZgäŞŇèGłçDüäyÄçCzrijNäZäyZäöCäznä
äöCäznèfYèC;èGłäLäæ■TèÖüæL'ÄæIJL'ècnä;fçTlälřçZDäRÝeGRäÄCäZäæ■d'rijNä;äæÜäeIJääÖzæNĚæfç

æeCädIJä;fçTlëÜ■äNĚrijNä;äeIJÄeAæşlæDRärzéCçäZäRřäföæTzärYëGRçZDæŞ■ä;IJäÄCäIJläyLé
nonlocal äçræYÖer■äRççTlæIææNĞçd'zæÖçäyNæIeçZDäRÝeGRäijZäIJläZdërCäG;æTřäy■ècnäföæTzä

èÄŇä;fçTläyÄäyLä■RçlNæIæä;IJäyZäyÄäyLäZdërCäG;æTřärşæZř æIJL'eüçäZërijNäöCëüşéÜ■äNĚæÜz
æşRçg■æDRäZL'äyLæIëèöşrijNäöCæY;ä;ÜæZř'äläçöÄæt'ArijNäZäyZæÄzäEşärşäyÄäyLäG;æTřèÄŇäüşä
äZüäyTrijNä;äärřäZëä;LèGłçTşçZDäföæTzärYëGRèÄŇæÜäeIJääÖzä;fçTl nonlocal
äçræYÖäÄC èfZçg■æÚzäijRäTřäyÄçijZçCzärşæYřçZyärzäZÖäEüäZÜPythonæL'ÄæIJřèÄŇäüşæLÜeöyæřTë;
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```
>>> apply_async(add, (2, 3), callback=lambda r: handler(r, seq))
[1] Got: 5
>>>
```

ärřäZëäRCèÄC7.8ärRèLČçZDäGäyYçd'Zä;NijNæTřZä;äæCä;Tä;fçTl partial()
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7.11 Applying a Generator Function

Example

The following example shows how to apply a generator function to a list of arguments. The function `apply_async` is defined in the `async` module.

Implementation

The `apply_async` function is defined in the `async` module. It takes a function `func`, a list of arguments `args`, and an optional callback function `callback`. It returns a `Future` object.

```
def apply_async(func, args, *, callback):
    # Compute the result
    result = func(*args)

    # Invoke the callback with the result
    callback(result)
```

The `Async` class is defined in the `async` module. It is a base class for the `Future` class. The `inlined_async` function is defined in the `async` module. It is a decorator that wraps a function to make it asynchronous.

```
from queue import Queue
from functools import wraps

class Async:
    def __init__(self, func, args):
        self.func = func
        self.args = args

def inlined_async(func):
    @wraps(func)
    def wrapper(*args):
        f = func(*args)
        result_queue = Queue()
        result_queue.put(None)
        while True:
            result = result_queue.get()
            try:
                a = f.send(result)
                apply_async(a.func, a.args, callback=result_queue.put)
            except StopIteration:
                break
        return wrapper
```

The `yield` statement is used to create a generator function. The `yield` statement returns a value and then suspends the function's execution until the next time the function is called. The `yield` statement is used to create a generator function that returns a sequence of values.

çĎúãŔŌãĭĴãġNäŸÄäŸĹãĹçŔŕãŚ■ãĭĴĭĭĴNãžŌëŸšãĹŪäŸ■ãŔŪãĠžççŚşãĎĴãĀĭĵãžúãŔŚëĀĀçžŽçŦşãĹŔãŽĹĭ
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```
if __name__ == '__main__':
    import multiprocessing
    pool = multiprocessing.Pool()
    apply_async = pool.apply_async

    # Run the test function
    test()
```

ãŕŕëŽĖäŸĹãĹãĭĴŽãŔŚçŔŕëŦŽäŸĹçĴĴĎãŕşæŸŕëŦŽæŪççŽĎĭĭĴNãĴæŸŕëçEëġçëĠĹäŸNæëŽãĹŪãŸççŽĎ
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ãĴæŸŕĭĭĴNãĵãŔŕãžëëĀŽëŦĠçĵĴŪãĹëŕŔëŪŕãĠæŦŕãžúãŦEãĹŪãĴĴãžãĠæŦŕãşĎæĀġççşãŕŔçãĹŔëŪ■ãŦĖäŸ

```
def sample():
    n = 0
    # Closure function
    def func():
        print('n=', n)

    # Accessor methods for n
    def get_n():
```

0 3 1 3 0 0 0 0 3 3 3 3 3 3 3 3

1. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

```

        items.append(item)

    def pop():
        return items.pop()

    def __len__():
        return len(items)

    return ClosureInstance()

```

Stack class example

```

>>> s = Stack()
>>> s
<__main__.ClosureInstance object at 0x10069ed10>
>>> s.push(10)
>>> s.push(20)
>>> s.push('Hello')
>>> len(s)
3
>>> s.pop()
'Hello'
>>> s.pop()
20
>>> s.pop()
10
>>>

```

Stack class example

```

class Stack2:
    def __init__(self):
        self.items = []

    def push(self, item):
        self.items.append(item)

    def pop(self):
        return self.items.pop()

    def __len__(self):
        return len(self.items)

```

Stack class example

```

>>> from timeit import timeit
>>> # Test involving closures
>>> s = Stack()
>>> timeit('s.push(1);s.pop()', 'from __main__ import s')
0.9874754269840196
>>> # Test involving a class

```

```
>>> s = Stack2()
>>> timeit('s.push(1);s.pop()', 'from __main__ import s')
1.0707052160287276
>>>
```

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Raymond HettingerāřřzāžŌèĤZāyĹéŮŏéCŸèŏ;èŏqāĜzāžEæŽt' āĹāéŽ;āžèçRĒèĝčçŽDæŤžèĤZæŮžæqLāĀ
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ClosureInstance äy■ēĜ■āEžēĤĜçŽD __len__() āŏđçŌřāĀĆ)

æIJĀāRŌiiijNā;āāRřēČ;èĤYāijŽèŏĹ' āĒŮāžŮéYĒēržā;āāžççāAçŽDāžžæĎšāĹřçŮSæČšiiijNāyžāžĀāžĹāŏ
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æĀžā;ŞāyĹèŏšiiijNāIJĹéĒ■ç;ŏçŽDæŮŮāĀŽçzŽéŮ■āNĚæŮzāĹāæŮžæšŤāijZæIJL'æŽt' āđ'ŽçŽDāŏđçŤĹāĹ
æřŤæČā;āēIJĀèeAēĜ■ç;ŏāĒĒéCíçĹŮæĀĀāĀĀāĹŮæŮřçijŞāĒšāNžāĀĀæyĒéŽđ' çijŞā■YæĹŮāĒŮāžŮčŽDāR

CHAPTER 10

çňňăĚńčňăġġŻçśżăÿŎăřžèşą

æIJñçnäăÿžèçAăĚşæşĺçCżçŻDæŸřăŠŃçśżăőŽăžL'æIJL'ăĚşçŻDăÿÿèğAçijŰçĺNăĺaăđNăĂCăŃĚăNñèđł'çśżăřAèçĚăĹAæIJřăĂAçžğæL'ĤăĂAăĚĚă■ŸçőaçŘĚăžěăŘĹæIJL'çŤĺçŻDèőçèőăĺaăġijŘăĂC

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éŬőécŸ

ăĵăæÇşæŤzăRŸăřžèşąăőđăçNçŻDăL'Şă■ăřăĹŰæŸçd'žèçŞăGžġijŃèđł'ăőCăžňăŽł'ăĚŭăŘřeržæĂğăĂC

èğçăĚşæŰzæăĹ

èçAæŤzăRŸăÿĂăÿĺăőđăçNçŻDă■Űçņęăÿşæĺçd'žġijŃăŘřéĞ■ăŰřăőŽăžL'ăőCçŻD
__str__()ăŠŃ__repr__()æŰzæşŤăĂCăçNăçĆġijŻ

```
class Pair:
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def __repr__(self):
        return 'Pair({0.x!r}, {0.y!r})'.format(self)

    def __str__(self):
        return '({0.x!s}, {0.y!s})'.format(self)
```

```
__repr__()
def __repr__(self):
    return f'Pair({self.x}, {self.y})'
__str__()
def __str__(self):
    return f'({self.x}, {self.y})'
print()
```

```
>>> p = Pair(3, 4)
>>> p
Pair(3, 4) # __repr__() output
>>> print(p)
(3, 4) # __str__() output
>>>
```

```
__repr__()
def __repr__(self):
    return f'Pair({self.x}, {self.y})'
__str__()
def __str__(self):
    return f'({self.x}, {self.y})'
print()
```

```
>>> p = Pair(3, 4)
>>> print('p is {}'.format(p))
p is Pair(3, 4)
>>> print('p is {}'.format(p))
p is (3, 4)
>>>
```

èöèö

```
__repr__()
def __repr__(self):
    return f'Pair({self.x}, {self.y})'
__str__()
def __str__(self):
    return f'({self.x}, {self.y})'
print()
```

```
>>> f = open('file.dat')
>>> f
<_io.TextIOWrapper name='file.dat' mode='r' encoding='UTF-8'>
>>>
```

```
__repr__()
def __repr__(self):
    return f'Pair({self.x}, {self.y})'
__str__()
def __str__(self):
    return f'({self.x}, {self.y})'
print()
```

```
__repr__()
def __repr__(self):
    return f'Pair({self.x}, {self.y})'
__str__()
def __str__(self):
    return f'({self.x}, {self.y})'
print()
```

```
def __repr__(self):
    return f'Pair({self.x}, {self.y})'
def __str__(self):
    return f'({self.x}, {self.y})'
print()
```

```
__repr__()
def __repr__(self):
    return f'Pair({self.x}, {self.y})'
__str__()
def __str__(self):
    return f'({self.x}, {self.y})'
print()
```

```
def __repr__(self):
    return 'Pair(%r, %r)' % (self.x, self.y)
```

8.2 Formatting Strings

Introduction

The `format()` function is a simple way to format strings.

Example

The following example shows how to use the `format()` function to format a date.

```
_formats = {
    'ymd' : '{d.year}-{d.month}-{d.day}',
    'mdy' : '{d.month}/{d.day}/{d.year}',
    'dmy' : '{d.day}/{d.month}/{d.year}'
}

class Date:
    def __init__(self, year, month, day):
        self.year = year
        self.month = month
        self.day = day

    def __format__(self, code):
        if code == '':
            code = 'ymd'
        fmt = _formats[code]
        return fmt.format(d=self)
```

The following example shows how to use the `format()` function to format a date.

```
>>> d = Date(2012, 12, 21)
>>> format(d)
'2012-12-21'
>>> format(d, 'mdy')
'12/21/2012'
>>> 'The date is {:ymd}'.format(d)
'The date is 2012-12-21'
>>> 'The date is {:mdy}'.format(d)
'The date is 12/21/2012'
>>>
```

8.3

`__format__()` is a method that can be used to format a datetime object. It takes a format string as an argument and returns a string formatted according to that string. The format string can contain any of the format codes supported by the `datetime` module.

```
>>> from datetime import date
>>> d = date(2012, 12, 21)
>>> format(d)
'2012-12-21'
>>> format(d, '%A, %B %d, %Y')
'Friday, December 21, 2012'
>>> 'The end is {:%d %b %Y}. Goodbye'.format(d)
'The end is 21 Dec 2012. Goodbye'
>>>
```

The `datetime` module provides a `datetime` class that can be used to represent a date and time. It can be used to format a datetime object into a string using the `__format__()` method.

8.3

8.3

The `datetime` module provides a `datetime` class that can be used to represent a date and time. It can be used to format a datetime object into a string using the `__format__()` method.

8.3

The `datetime` module provides a `datetime` class that can be used to represent a date and time. It can be used to format a datetime object into a string using the `__format__()` method.

```
from socket import socket, AF_INET, SOCK_STREAM

class LazyConnection:
    def __init__(self, address, family=AF_INET, type=SOCK_STREAM):
        self.address = address
        self.family = family
        self.type = type
        self.sock = None

    def __enter__(self):
        if self.sock is not None:
            raise RuntimeError('Already connected')
        self.sock = socket(self.family, self.type)
        self.sock.connect(self.address)
        return self.sock
```



```

    sock.connect(self.address)
    self.connections.append(sock)
    return sock

    def __exit__(self, exc_ty, exc_val, tb):
        self.connections.pop().close()

# Example use
from functools import partial

conn = LazyConnection(('www.python.org', 80))
with conn as s1:
    pass
    with conn as s2:
        pass
    # s1 and s2 are independent sockets

```

The `LazyConnection` class is a context manager that provides a lazy connection to a remote host. It is designed to be used with the `with` statement, and it ensures that the connection is only established when needed. The `__enter__` method returns a socket object, and the `__exit__` method closes the socket.

The `LazyConnection` class is a context manager that provides a lazy connection to a remote host. It is designed to be used with the `with` statement, and it ensures that the connection is only established when needed. The `__enter__` method returns a socket object, and the `__exit__` method closes the socket.

The `contextmanager` decorator is used to create a context manager. It takes a function that returns a context manager object. In this case, the function returns a `LazyConnection` object.

8.4 Using Asyncio to Connect to a Remote Host

Example

The following example shows how to use `Asyncio` to connect to a remote host. It uses the `LazyConnection` class to create a lazy connection.

Example

The following example shows how to use `Asyncio` to connect to a remote host. It uses the `LazyConnection` class to create a lazy connection.

```

class Date:
    __slots__ = ['year', 'month', 'day']

```


The following code snippet demonstrates how to use the `lambda` keyword in a function definition. The code is enclosed in a box to highlight the syntax.

```
lambda_ = 2.0 # Trailing _ to avoid clash with lambda keyword
```

The code snippet shows a function definition using the `lambda` keyword. The function is named `lambda_` and takes a single argument `2.0`. The function body consists of a single line of code: `# Trailing _ to avoid clash with lambda keyword`.

8.6 Using the `lambda` keyword in a function definition

Using the `lambda` keyword in a function definition

The following code snippet demonstrates how to use the `lambda` keyword in a function definition. The code is enclosed in a box to highlight the syntax.

Using the `lambda` keyword in a function definition

The code snippet shows a function definition using the `lambda` keyword. The function is named `lambda_` and takes a single argument `2.0`. The function body consists of a single line of code: `# Trailing _ to avoid clash with lambda keyword`.

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

    # Getter function
    @property
    def first_name(self):
        return self._first_name

    # Setter function
    @first_name.setter
    def first_name(self, value):
        if not isinstance(value, str):
            raise TypeError('Expected a string')
        self._first_name = value

    # Deleter function (optional)
    @first_name.deleter
    def first_name(self):
        raise AttributeError("Can't delete attribute")
```

The code snippet shows a class definition for `Person`. The class has three methods: `__init__`, `first_name` (getter), and `first_name` (setter). The `__init__` method takes a single argument `first_name` and assigns it to `self._first_name`. The `first_name` property is defined using the `@property` decorator. The `first_name` setter is defined using the `@first_name.setter` decorator. The `first_name` deleter is defined using the `@first_name.deleter` decorator.

As the first example, let's create a class `Person` with a property `first_name` that has a getter, a setter, and a deleter.

The `Person` class is defined in `prop.py`. It has a class attribute `__first_name` that is a property with a getter, a setter, and a deleter. The `__init__` method sets `__first_name` to the value of `first_name` passed as an argument. The `get_first_name` method returns the value of `__first_name`. The `set_first_name` method sets `__first_name` to the value of `value` passed as an argument. The `del_first_name` method deletes `__first_name`.

```
>>> a = Person('Guido')
>>> a.first_name # Calls the getter
'Guido'
>>> a.first_name = 42 # Calls the setter
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "prop.py", line 14, in first_name
    raise TypeError('Expected a string')
TypeError: Expected a string
>>> del a.first_name
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
AttributeError: can't delete attribute
>>>
```

The `Person` class is defined in `prop.py`. It has a class attribute `__first_name` that is a property with a getter, a setter, and a deleter. The `__init__` method sets `__first_name` to the value of `first_name` passed as an argument. The `get_first_name` method returns the value of `__first_name`. The `set_first_name` method sets `__first_name` to the value of `value` passed as an argument. The `del_first_name` method deletes `__first_name`.

As the first example, let's create a class `Person` with a property `first_name` that has a getter, a setter, and a deleter.

```
class Person:
    def __init__(self, first_name):
        self.set_first_name(first_name)

    # Getter function
    def get_first_name(self):
        return self.__first_name

    # Setter function
    def set_first_name(self, value):
        if not isinstance(value, str):
            raise TypeError('Expected a string')
        self.__first_name = value

    # Deleter function (optional)
    def del_first_name(self):
```

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årşäijZârŞçÖrpropertyæIInèznçZDfgetâÄAfsetâŞñfdelâsdæÄgårsæYřçszéGñéIćçZDæZóeÄZæÚzæşTāÄĆ.

éĀžăÿÿæİëèöšİİjŊă;ăăÿ■ăİjŽçŽt æŌěăRŮěrČčŤİfgetăĹŮěĂĚfsetİİjŊăŌČăžŋăİjŽăİĴİlèöĚŮŮöpropertyçŽ

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

    @property
    def first_name(self):
        return self._first_name

    @first_name.setter
    def first_name(self, value):
        self._first_name = value
```

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ēēŪāĒĹijNāōĆāijŻēōĹ'ā;āçŻDāzççāAāRŸā;Ūā;ĹēGĆēĆĹijNāzūāyŦēfŸāijŻēēūāēĆŚēŸĖērżēĀĖāĀĆ
āĖūāēñāijNāōĆēfŸāijŻēōĹ'ā;āçŻDçĹNāzRēfĹēqNēŧūāēĹāRŸāĖĖā;Ĺāđ'ŽāĀĆ
æIJĀāRŌijNēfŻæāūçŻDēō;ēōāzūāæşæIJL'āÿēāēĹāzzā;ŦçŻDāē;āđ'ĎāĀĆ
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ā;āāRřāzēārĖāōĆāRŸāĹRāÿĀāÿĹpropertyēĀNæŪāēIJĀāēŦzāRŸāŌşæĹēçŻDāzççāAāĀĆ
āŻāāÿzēōēĹēŪōattributeçŻDāzççāAēfŸāēŸřāfĹāēNāāŌşæāūāĀĆ

```
import math
class Circle:
```

```
def __init__(self, radius):
    self.radius = radius

@property
def area(self):
    return math.pi * self.radius ** 2

@property
def diameter(self):
    return self.radius * 2

@property
def perimeter(self):
    return 2 * math.pi * self.radius
```

The `Circle` class is a simple example of a class that uses properties to provide a more intuitive interface. The `radius` attribute is a simple attribute, while `area`, `diameter`, and `perimeter` are properties that are calculated from the `radius` attribute. This allows the user to interact with the class using a more natural language, such as `c.area`, `c.diameter`, and `c.perimeter`.

```
>>> c = Circle(4.0)
>>> c.radius
4.0
>>> c.area # Notice lack of ()
50.26548245743669
>>> c.perimeter # Notice lack of ()
25.132741228718345
>>>
```

The `Person` class is another example of a class that uses properties. In this case, the `first_name` and `last_name` attributes are simple attributes, while `get_first_name` and `set_first_name` are methods that use properties to get and set the `first_name` attribute.

```
>>> p = Person('Guido')
>>> p.get_first_name()
'Guido'
>>> p.set_first_name('Larry')
>>>
```

The `Person` class is a simple example of a class that uses properties to provide a more intuitive interface. The `first_name` and `last_name` attributes are simple attributes, while `get_first_name` and `set_first_name` are methods that use properties to get and set the `first_name` attribute. This allows the user to interact with the class using a more natural language, such as `p.get_first_name` and `p.set_first_name`.

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

    @property
    def first_name(self):
        return self._first_name
```

```
@first_name.setter
def first_name(self, value):
    if not isinstance(value, str):
        raise TypeError('Expected a string')
    self._first_name = value

# Repeated property code, but for a different name (bad!)
@property
def last_name(self):
    return self._last_name

@last_name.setter
def last_name(self, value):
    if not isinstance(value, str):
        raise TypeError('Expected a string')
    self._last_name = value
```

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āRřāžēāRČèĀČ8.9āŠN9.21āRēĽČčŽDāEĚāōzāĀĆ

8.7 èřČčŤíĽLúčšzæŮzæšŤ

éŮóécŸ

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èĝčāEşæŮzæāĽ

äyžāžEèřČčŤíĽLúčšz(èŮĚčšz)čŽDäyĀäyĽāyÿèĝAçŤĽæšŤæYřāIJĽ super()
āĜ;æŤřijNæřŤāeČřijŽ

```
class A:
    def spam(self):
        print('A.spam')

class B(A):
    def spam(self):
        print('B.spam')
        super().spam()  # Call parent spam()
```

super() āĜ;æŤřčŽDäyĀäyĽāyÿèĝAçŤĽæšŤæYřāIJĽ __init__()
æŮzæšŤäy■çāōāĽĽLúčšzècñæ■çāōčŽDāĽĽāĝNāNŮāžEřijŽ

```
class A:
    def __init__(self):
```

```

        self.x = 0

class B(A):
    def __init__(self):
        super().__init__()
        self.y = 1

```

`super()` is used to call the `__init__` method of the superclass `A`.

```

class Proxy:
    def __init__(self, obj):
        self._obj = obj

    # Delegate attribute lookup to internal obj
    def __getattr__(self, name):
        return getattr(self._obj, name)

    # Delegate attribute assignment
    def __setattr__(self, name, value):
        if name.startswith('_'):
            super().__setattr__(name, value) # Call original __
        ↪ setattr(self._obj, name, value)

```

The `__setattr__` method of the `Proxy` class delegates attribute assignment to the internal object `self._obj`. The `super().__setattr__(name, value)` call is used to call the `__setattr__` method of the superclass `Object` for attributes that start with an underscore.

Example

The following example shows how to use the `super()` function to call the `__init__` method of the superclass `Base`.

```

class Base:
    def __init__(self):
        print('Base.__init__')

class A(Base):
    def __init__(self):
        Base.__init__(self)
        print('A.__init__')

```

The `A` class inherits from the `Base` class. The `__init__` method of the `A` class calls the `__init__` method of the `Base` class using `Base.__init__(self)`.

```
class Base:
    def __init__(self):
        print('Base.__init__')

class A(Base):
    def __init__(self):
        Base.__init__(self)
        print('A.__init__')

class B(Base):
    def __init__(self):
        Base.__init__(self)
        print('B.__init__')

class C(A, B):
    def __init__(self):
        A.__init__(self)
        B.__init__(self)
        print('C.__init__')
```

æCædIJa;æfRæaÑæfZæðtazççäAåršaijZaRŠçÖř Base.__init__()
ècñèrČçTíäyd' æñajijÑæÇäyNæL' Åçd' žijŽ

```
>>> c = C()
Base.__init__
A.__init__
Base.__init__
B.__init__
C.__init__
>>>
```

årRèČ;äyd' æñæRČçTí Base.__init__() æšazÄäZLäIRäd' DriijNä;EæIJL'æUúâÄZâ't' äyæYřäČ
årÇäyÄæŮžÉciijNäAĞèð;ä;äaIJläzççäAäyææcæLRä;ççTí super()
iijNçzŠædIJåršä;LäõNç;ÖäžEriijŽ

```
class Base:
    def __init__(self):
        print('Base.__init__')

class A(Base):
    def __init__(self):
        super().__init__()
        print('A.__init__')

class B(Base):
    def __init__(self):
        super().__init__()
        print('B.__init__')

class C(A, B):
```

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```
>>> a = A()
>>> a.spam()
A.spam
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 4, in spam
AttributeError: 'super' object has no attribute 'spam'
>>>
```

ajEaYrijNaeCaeIJajaa;fcTlad'ZczgaeLfcZDerIcIJNcIJNaijZaRSct'sazAazLijZ

```
>>> class B:
...     def spam(self):
...         print('B.spam')
...
>>> class C(A, B):
...     pass
...
>>> c = C()
>>> c.spam()
A.spam
B.spam
>>>
```

ajaaRfaezcIJNaLraIJcszAayaa;fcTl super().spam()
aodeZEayLerCctIcZDaeYreušcszAernaeUaaEszczZDcszBäyZD spam() æUzæsTäAC
efZäylctIcszCczZDMROaLUealarsaRfaezæoNäElëgcéGLæyEæZäZEtijZ

```
>>> C.__mro__
(<class '__main__.C'>, <class '__main__.A'>, <class '__main__.B'>,
<class 'object'>)
>>>
```

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8.8 Using the property

Example

The following example shows how to use the `property` decorator to create a class with a property that can be read and written to.

Code

The following code defines a `Person` class with a `name` property that can be read and written to.

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

    # Getter function
    @property
    def name(self):
        return self._name

    # Setter function
    @name.setter
    def name(self, value):
        if not isinstance(value, str):
            raise TypeError('Expected a string')
        self._name = value

    # Deleter function
    @name.deleter
    def name(self):
        raise AttributeError("Can't delete attribute")
```

The following code defines a `SubPerson` class that inherits from `Person` and overrides the `name` property.

```
class SubPerson(Person):
    @property
    def name(self):
        print('Getting name')
        return super().name

    @name.setter
    def name(self, value):
        print('Setting name to', value)
        super(SubPerson, SubPerson).name.__set__(self, value)

    @name.deleter
    def name(self):
```

```
print('Deleting name')
super(SubPerson, SubPerson).name.__delete__(self)
```

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```
>>> s = SubPerson('Guido')
Setting name to Guido
>>> s.name
Getting name
'Guido'
>>> s.name = 'Larry'
Setting name to Larry
>>> s.name = 42
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "example.py", line 16, in name
    raise TypeError('Expected a string')
TypeError: Expected a string
>>>
```

æČædIJä;ääzĚäzĚäRlæČşæL'l'ášTpropertyčŽDæšŘäyÄäylæŮzæşTijNéCčázLäRřäzäČRäyNéİčèfZæ

```
class SubPerson(Person):
    @Person.name.getter
    def name(self):
        print('Getting name')
        return super().name
```

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```
class SubPerson(Person):
    @Person.name.setter
    def name(self, value):
        print('Setting name to', value)
        super(SubPerson, SubPerson).name.__set__(self, value)
```

èŒèőž

âIJlâRčszäyæL'l'ášTäyÄäylpropertyâRřèČ;äijŽäijTtũä;Läd'ŽäyæYšârşègŁçŽDèŮőécYijN
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 äZæâ'd'ijNä;Eä;ææL'l'ášTäyÄäylpropertyčŽDæŮüâŽijNä;æĚæAâĚŁçăôăžä;ææYřäRčèèAéGæŮrăô

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 âIJlærRäyÄäylæŮzæşTäyijNä;ŁçTlăžE super() æĚèřČçTlçLũçşçŽDăôđçŮrăÄČ
 âIJl setter äĜ;æTřäyâ;ŁçTl super(SubPerson, SubPerson).
 name.__set__(self, value) çŽDèřâRčæYřæşqæIJL'éTŽçŽDäÄČ
 äyžäžEäĝTæL'YčžZäZNâL'ăôŽäZL'čŽDsetteræŮzæşTijNéIJÄèAârEæŮĝäLüæİČäijäéÄŠçzZäZNâL'ăôŽäZ
 __set__() æŮzæşTäÄČ äyèŁĜijNèŮüâRŮèŁZäylæŮzæşTçŽDăTřäyÄéÄTä;DæYřä;ŁçTlçşşäRŸéGRèÄ

`super(SubPerson, SubPerson)`
`super(SubPerson, SubPerson)`

`@property`
`@property`

```
class SubPerson(Person):
    @property # Doesn't work
    def name(self):
        print('Getting name')
        return super().name
```

`super(SubPerson, SubPerson)`

```
>>> s = SubPerson('Guido')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "example.py", line 5, in __init__
    self.name = name
AttributeError: can't set attribute
>>>
```

`super(SubPerson, SubPerson)`

```
class SubPerson(Person):
    @Person.getter
    def name(self):
        print('Getting name')
        return super().name
```

`super(SubPerson, SubPerson)`

```
>>> s = SubPerson('Guido')
>>> s.name
Getting name
'Guido'
>>> s.name = 'Larry'
>>> s.name
Getting name
'Larry'
>>> s.name = 42
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "example.py", line 16, in name
    raise TypeError('Expected a string')
TypeError: Expected a string
>>>
```

`super()`
`super()`

Python Cookbook 2.0.0

```
# A descriptor
class String:
    def __init__(self, name):
        self.name = name

    def __get__(self, instance, cls):
        if instance is None:
            return self
        return instance.__dict__[self.name]

    def __set__(self, instance, value):
        if not isinstance(value, str):
            raise TypeError('Expected a string')
        instance.__dict__[self.name] = value

# A class with a descriptor
class Person:
    name = String('name')

    def __init__(self, name):
        self.name = name

# Extending a descriptor with a property
class SubPerson(Person):
    @property
    def name(self):
        print('Getting name')
        return super().name

    @name.setter
    def name(self, value):
        print('Setting name to', value)
        super(SubPerson, SubPerson).name.__set__(self, value)

    @name.deleter
    def name(self):
        print('Deleting name')
        super(SubPerson, SubPerson).name.__delete__(self)
```

Python Cookbook 2.0.0

8.9 Creating a Descriptor Class

Introduction

A descriptor is a class that implements the `__get__`, `__set__`, and `__delete__` methods. It is used to control attribute access in a class.

Example: A Simple Descriptor

The following example shows a simple descriptor class, `Integer`, which is used to enforce that attributes of a certain type are integers.

```
# Descriptor attribute for an integer type-checked attribute
class Integer:
    def __init__(self, name):
        self.name = name

    def __get__(self, instance, cls):
        if instance is None:
            return self
        else:
            return instance.__dict__[self.name]

    def __set__(self, instance, value):
        if not isinstance(value, int):
            raise TypeError('Expected an int')
        instance.__dict__[self.name] = value

    def __delete__(self, instance):
        del instance.__dict__[self.name]
```

The `Integer` class is a descriptor. It has three methods: `__init__`, `__get__`, and `__set__`. The `__init__` method takes a name as an argument and stores it in `self.name`. The `__get__` method takes three arguments: `self`, `instance`, and `cls`. If `instance` is `None`, it returns `self`. Otherwise, it returns the value of the attribute from the instance's dictionary. The `__set__` method takes three arguments: `self`, `instance`, and `value`. It checks if `value` is an integer. If not, it raises a `TypeError`. Otherwise, it sets the value of the attribute in the instance's dictionary. The `__delete__` method takes two arguments: `self` and `instance`. It deletes the attribute from the instance's dictionary.

The following example shows how to use the `Integer` descriptor class to create a class with integer attributes.

```
class Point:
    x = Integer('x')
    y = Integer('y')

    def __init__(self, x, y):
        self.x = x
        self.y = y
```

The `Point` class has two attributes, `x` and `y`, which are instances of the `Integer` descriptor class. When you create a `Point` object, the `__init__` method sets the values of `x` and `y`. The `Integer` descriptor class ensures that the values are integers.

```
>>> p = Point(2, 3)
>>> p.x # Calls Point.x.__get__(p, Point)
2
>>> p.y = 5 # Calls Point.y.__set__(p, 5)
>>> p.x = 2.3 # Calls Point.x.__set__(p, 2.3)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "descrip.py", line 12, in __set__
    raise TypeError('Expected an int')
TypeError: Expected an int
>>>
```

ajIjyze, SaEerijNaeRRefraZicZDaeRaeAaylaUzaetajZaeOearUayAaylaeSae;IJaodaeNaAC
ayzaeEaodcOreuaesCaesae;IijNaijZcZyazTcZDaeSae;IJaodaeNaZTasCcZDaUaEey(__dict__asdaeAg)aAC
aeRRefraZicZD self.name asdaeAgaeYaClazEaIJaodaeNaUaEeyaeecnaodeZEae;fcTlaLrcZDkeyaAC

eeleoz

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aNEaNn @classmethod aAA@staticmethod aAA@property iijNcTZeGsaeYr
__slots__ cl'zaeAgaaC

eAZefGaodzazL'ayAaylaeRRefraZilijNa;aaRrazeaaIJaZTasCaTeOuaeayaeCcZDaodaeNaesae;IJ(get,
set, delete)ijNaZuayTaRraoNaEleGaodzazL'aoCazncZDeaNayzaAC
efZeYraeAaylaijzad'gcZDaueaEuuijNaeIJL'azEaocCa;aaRrazeaaodcOraeLad'ZenYczgaLseC;ijNaZuayTaocCa

aeRRefraZicZDaeAaylaerTeCaZraCsZDaIJraUzaeYraocCaRteC;alJcszcggaLnecnaodzazL'tijNeANay

```
# Does NOT work
class Point:
    def __init__(self, x, y):
        self.x = Integer('x') # No! Must be a class variable
        self.y = Integer('y')
        self.x = x
        self.y = y
```

aRNaeUuijN__get__() aeUzaetJaodcOreuaeIaeTcIJNaYLaozeAad'aeICaeUad'ZijZ

```
# Descriptor attribute for an integer type-checked attribute
class Integer:

    def __get__(self, instance, cls):
        if instance is None:
            return self
        else:
            return instance.__dict__[self.name]
```

__get__() cIJNaYLaozaeIJL'cCzad'aeICcZDaOsazaa;SczSazOaodaeNaRYeGRaSNcszaRYeGRcZD
aeCadIjyAaylaeRRefraZilecna;SaAZayAaylcszaRYeGRaeIeeofeUoijNeCcaZL instance
aRCaeTrecneoe;oeLR None aAC efZcgaeCEaEjayNijNaeGaGEaAZaetarsaeYrcOaAaTcZDeTazdeZa

```
>>> p = Point(2,3)
>>> p.x # Calls Point.x.__get__(p, Point)
2
>>> Point.x # Calls Point.x.__get__(None, Point)
<__main__.Integer object at 0x100671890>
>>>
```

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```
# Descriptor for a type-checked attribute
class Typed:
    def __init__(self, name, expected_type):
        self.name = name
        self.expected_type = expected_type
    def __get__(self, instance, cls):
        if instance is None:
            return self
        else:
            return instance.__dict__[self.name]

    def __set__(self, instance, value):
        if not isinstance(value, self.expected_type):
            raise TypeError('Expected ' + str(self.expected_type))
        instance.__dict__[self.name] = value
    def __delete__(self, instance):
        del instance.__dict__[self.name]

# Class decorator that applies it to selected attributes
def typeassert(**kwargs):
    def decorate(cls):
        for name, expected_type in kwargs.items():
            # Attach a Typed descriptor to the class
            setattr(cls, name, Typed(name, expected_type))
        return cls
    return decorate

# Example use
@typeassert(name=str, shares=int, price=float)
class Stock:
    def __init__(self, name, shares, price):
        self.name = name
        self.shares = shares
        self.price = price
```

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8.10 lazyproperty

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```
class lazyproperty:
    def __init__(self, func):
        self.func = func

    def __get__(self, instance, cls):
        if instance is None:
            return self
        else:
            value = self.func(instance)
            setattr(instance, self.func.__name__, value)
            return value
```

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```
import math

class Circle:
    def __init__(self, radius):
        self.radius = radius

    @lazyproperty
    def area(self):
        print('Computing area')
        return math.pi * self.radius ** 2

    @lazyproperty
    def perimeter(self):
        print('Computing perimeter')
        return 2 * math.pi * self.radius
```

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```
>>> c = Circle(4.0)
>>> c.radius
4.0
>>> c.area
Computing area
```

èóìèőž

```

lazyproperty      ċszǎLl'çTl̥ɛƷZǎyǎÇCz̥iɲNǎ;ɬçTl̥      __get__( )
æŮzæʃTǎIɬǎoɖǎ;Nǎy■ǎ■ŸǎC̥l̥eəoç̥oŮǎGz̥æɬçZ̥DǎAɪɲiɲN̥ɛƷZǎyǎl̥ǎoɖǎ;Nǎ;ɬçTl̥çZ̥yǎR̥NçZ̥DǎR̥■ǎ■Ůǎ;Iǎy̥z̥
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```

```
>>> c = Circle(4.0)
>>> # Get instance variables
>>> vars(c)
{'radius': 4.0}

>>> # Compute area and observe variables afterward
>>> c.area
Computing area
50.26548245743669
>>> vars(c)
{'area': 50.26548245743669, 'radius': 4.0}

>>> # Notice access doesn't invoke property anymore
>>> c.area
50.26548245743669

>>> # Delete the variable and see property trigger again
```

```
>>> del c.area
>>> vars(c)
{'radius': 4.0}
>>> c.area
Computing area
50.26548245743669
>>>
```

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```
>>> c.area
Computing area
50.26548245743669
>>> c.area = 25
>>> c.area
25
>>>
```

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```
def lazyproperty(func):
    name = '_lazy_' + func.__name__
    @property
    def lazy(self):
        if hasattr(self, name):
            return getattr(self, name)
        else:
            value = func(self)
            setattr(self, name, value)
            return value
    return lazy
```

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```
>>> c = Circle(4.0)
>>> c.area
Computing area
50.26548245743669
>>> c.area
50.26548245743669
>>> c.area = 25
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
AttributeError: can't set attribute
>>>
```

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æÇædIJæČšèŮäRŮäZř'äd'ŽäĚšäžŌpropertyäŠNäRřçõäçRĚäšdæÄğçŽDäŁæAřijNäRřäzèäRČèÄČ8.6ärR

8.11 Using namedtuple

Introduction

The `namedtuple` function in the `collections` module provides a simple way to create a class that behaves like a tuple, but with named elements. This is useful for representing data that has a fixed set of attributes.

Example

The following example shows how to use `namedtuple` to create a class that behaves like a tuple, but with named elements.

```
import math

class Structure1:
    # Class variable that specifies expected fields
    _fields = []

    def __init__(self, *args):
        if len(args) != len(self._fields):
            raise TypeError('Expected {} arguments'.format(len(self._fields)))
        # Set the arguments
        for name, value in zip(self._fields, args):
            setattr(self, name, value)
```

The following example shows how to use `namedtuple` to create a class that behaves like a tuple, but with named elements.

```
# Example class definitions
class Stock(Structure1):
    _fields = ['name', 'shares', 'price']

class Point(Structure1):
    _fields = ['x', 'y']

class Circle(Structure1):
    _fields = ['radius']

    def area(self):
        return math.pi * self.radius ** 2
```

The following example shows how to use `namedtuple` to create a class that behaves like a tuple, but with named elements.

```
>>> s = Stock('ACME', 50, 91.1)
>>> p = Point(2, 3)
>>> c = Circle(4.5)
>>> s2 = Stock('ACME', 50)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
```

```
File "structure.py", line 6, in __init__
    raise TypeError('Expected {} arguments'.format(len(self._
↪fields)))
TypeError: Expected 3 arguments
```

```
class Structure2:
    _fields = []

    def __init__(self, *args, **kwargs):
        if len(args) > len(self._fields):
            raise TypeError('Expected {} arguments'.format(len(self._
↪_fields)))

        # Set all of the positional arguments
        for name, value in zip(self._fields, args):
            setattr(self, name, value)

        # Set the remaining keyword arguments
        for name in self._fields[len(args):]:
            setattr(self, name, kwargs.pop(name))

        # Check for any remaining unknown arguments
        if kwargs:
            raise TypeError('Invalid argument(s): {}'.format(', '.
↪join(kwargs)))

# Example use
if __name__ == '__main__':
    class Stock(Structure2):
        _fields = ['name', 'shares', 'price']

    s1 = Stock('ACME', 50, 91.1)
    s2 = Stock('ACME', 50, price=91.1)
    s3 = Stock('ACME', shares=50, price=91.1)
    # s3 = Stock('ACME', shares=50, price=91.1, aa=1)
```

```
class Structure3:
    # Class variable that specifies expected fields
    _fields = []

    def __init__(self, *args, **kwargs):
        if len(args) != len(self._fields):
            raise TypeError('Expected {} arguments'.format(len(self._
↪_fields)))

        # Set the arguments
        for name, value in zip(self._fields, args):
            setattr(self, name, value)
```

```
# Set the additional arguments (if any)
extra_args = kwargs.keys() - self._fields
for name in extra_args:
    setattr(self, name, kwargs.pop(name))

if kwargs:
    raise TypeError('Duplicate values for {}'.format(','.
    join(kwargs)))

# Example use
if __name__ == '__main__':
    class Stock(Structure3):
        _fields = ['name', 'shares', 'price']

    s1 = Stock('ACME', 50, 91.1)
    s2 = Stock('ACME', 50, 91.1, date='8/2/2012')
```

Summary

The `Structure` class is a simple class that can be used to create objects that have a fixed set of attributes. It is a subclass of `object` and has a class variable `_fields` that specifies the expected fields. The `__init__` method checks that the number of arguments passed to it matches the number of fields. If not, it raises a `TypeError`. The `__dict__` attribute is updated with the arguments passed to the constructor. The `setattr` method is used to set the attributes of the object.

```
class Structure:
    # Class variable that specifies expected fields
    _fields= []
    def __init__(self, *args):
        if len(args) != len(self._fields):
            raise TypeError('Expected {} arguments'.format(len(self.
            _fields)))

        # Set the arguments (alternate)
        self.__dict__.update(zip(self._fields,args))
```

The `Stock` class is a subclass of `Structure` and has a class variable `_fields` that specifies the expected fields. The `__slots__` attribute is used to restrict the attributes of the class. The `__init__` method is used to initialize the object. The `setattr` method is used to set the attributes of the object.

```
>>> help(Stock)
Help on class Stock in module __main__:
class Stock(Structure)
...
| Methods inherited from Structure:
```

```
|
| __init__(self, *args, **kwargs)
|
| ...
|>>>
```

9.16 `__init__()`
 The `__init__()` method is called when an instance of a class is created. It is used to initialize the instance variables.

8.12 Abstract Base Classes

Abstract Base Classes

Abstract Base Classes (ABCs) are a way to define a set of methods that must be implemented by subclasses. They are used to define a common interface for a group of related classes.

Example: Abstract Base Class

The following code defines an abstract base class `IStream` with two abstract methods, `read` and `write`.

```
from abc import ABCMeta, abstractmethod

class IStream(metaclass=ABCMeta):
    @abstractmethod
    def read(self, maxbytes=-1):
        pass

    @abstractmethod
    def write(self, data):
        pass
```

The `IStream` class is an abstract base class. It defines two abstract methods, `read` and `write`. Any class that inherits from `IStream` must implement these methods.

```
a = IStream() # TypeError: Can't instantiate abstract class
              # IStream with abstract methods read, write
```

The following code defines a concrete class `SocketStream` that inherits from `IStream` and implements the `read` and `write` methods.

```
class SocketStream(IStream):
    def read(self, maxbytes=-1):
        pass

    def write(self, data):
        pass
```

The `SocketStream` class is a concrete class that inherits from `IStream`. It implements the `read` and `write` methods, which are defined in the `IStream` class.

```
def serialize(obj, stream):
    if not isinstance(stream, IStream):
        raise TypeError('Expected an IStream')
    pass
```

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```
import io

# Register the built-in I/O classes as supporting our interface
IStream.register(io.IOBase)

# Open a normal file and type check
f = open('foo.txt')
isinstance(f, IStream) # Returns True
```

@abstractmethod èfYèCjæşlèğçéIŽæĂAæÚzæşTăĂAçşzæÚzæşTăŠŇ
properties äĂĆ äjääRfèIJÄäfIèrAèfZäyIæşlèğççt'gèIääIJlâGjæTřăŏŽázL'âl'■a■şâRfrijŽ

```
class A(metaclass=ABCMeta):
    @property
    @abstractmethod
    def name(self):
        pass

    @name.setter
    @abstractmethod
    def name(self, value):
        pass

    @classmethod
    @abstractmethod
    def method1(cls):
        pass

    @staticmethod
    @abstractmethod
    def method2():
        pass
```

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numbers âžŞăŏŽázL'ăžEèuşæTřă■Ūâržèşă(æTt'æTřăĂAætŏçĆzæTřăĂAæIJL'çŘEæTřç■L')æIJL'ăĚşçŽĐăş
ăžŞăŏŽázL'ăžEă;Lâd'ŽèuşI/OæŞ■ă;IJçŽyăĚşçŽĐăşçşzăĂĆ

ăjääRfäzëä;fçTlícĐăŏŽázL'çŽĐæL;èşăçşzæIèæL'gèaŇæŽt'éĂŽçTlçŽĐçşzăđŇæčĂæşëijŇă;ŇăçĆrijŽ

```
import collections

# Check if x is a sequence
if isinstance(x, collections.Sequence):
    ...

# Check if x is iterable
if isinstance(x, collections.Iterable):
    ...

# Check if x has a size
if isinstance(x, collections.Sized):
    ...

# Check if x is a mapping
if isinstance(x, collections.Mapping):
```

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8.13 åõđçŎřæTřæ■õælađNçŽDçşşzãdNçžæiş

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```
# Base class. Uses a descriptor to set a value
class Descriptor:
    def __init__(self, name=None, **opts):
        self.name = name
        for key, value in opts.items():
            setattr(self, key, value)

    def __set__(self, instance, value):
        instance.__dict__[self.name] = value

# Descriptor for enforcing types
```

```
class Typed(Descriptor):
    expected_type = type(None)

    def __set__(self, instance, value):
        if not isinstance(value, self.expected_type):
            raise TypeError('expected ' + str(self.expected_type))
        super().__set__(instance, value)

# Descriptor for enforcing values
class Unsigned(Descriptor):
    def __set__(self, instance, value):
        if value < 0:
            raise ValueError('Expected >= 0')
        super().__set__(instance, value)

class MaxSized(Descriptor):
    def __init__(self, name=None, **opts):
        if 'size' not in opts:
            raise TypeError('missing size option')
        super().__init__(name, **opts)

    def __set__(self, instance, value):
        if len(value) >= self.size:
            raise ValueError('size must be < ' + str(self.size))
        super().__set__(instance, value)
```

Python Cookbook 2.0.0

```
class Integer(Typed):
    expected_type = int

class UnsignedInteger(Integer, Unsigned):
    pass

class Float(Typed):
    expected_type = float

class UnsignedFloat(Float, Unsigned):
    pass

class String(Typed):
    expected_type = str

class SizedString(String, MaxSized):
    pass
```

Python Cookbook 2.0.0

```
class Stock:
    # Specify constraints
    name = SizedString('name', size=8)
    shares = UnsignedInteger('shares')
    price = UnsignedFloat('price')

    def __init__(self, name, shares, price):
        self.name = name
        self.shares = shares
        self.price = price
```

Chapter 10: Class Decorators

```
>>> s.name
'ACME'
>>> s.shares = 75
>>> s.shares = -10
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "example.py", line 17, in __set__
    super().__set__(instance, value)
  File "example.py", line 23, in __set__
    raise ValueError('Expected >= 0')
ValueError: Expected >= 0
>>> s.price = 'a lot'
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "example.py", line 16, in __set__
    raise TypeError('expected ' + str(self.expected_type))
TypeError: expected <class 'float'>
>>> s.name = 'ABRACADABRA'
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "example.py", line 17, in __set__
    super().__set__(instance, value)
  File "example.py", line 35, in __set__
    raise ValueError('size must be < ' + str(self.size))
ValueError: size must be < 8
>>>
```

Chapter 10: Class Decorators

```
# Class decorator to apply constraints
def check_attributes(**kwargs):
    def decorate(cls):
        for key, value in kwargs.items():
            if isinstance(value, Descriptor):
                value.name = key
                setattr(cls, key, value)
            else:
                setattr(cls, key, value(key))
    return decorate
```

```
# A metaclass that applies checking
class checkedmeta(type):
    def __new__(cls, clsname, bases, methods):
        # Attach attribute names to the descriptors
        for key, value in methods.items():
            if isinstance(value, Descriptor):
                value.name = key
        return type.__new__(cls, clsname, bases, methods)

# Example
class Stock2(metaclass=checkedmeta):
    name = SizedString(size=8)
    shares = UnsignedInteger()
    price = UnsignedFloat()

    def __init__(self, name, shares, price):
        self.name = name
        self.shares = shares
        self.price = price
```

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__get__()æŮzæšŁāĀĆ

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UnsignedāŠŃMaxSizedēæAēūšāĖŮāžŮčgæŁŁēĜĭTypedčšzæuūāĖĖāĀĆ

Example 10.13: A decorator for applying type checking

The following code defines a decorator `Typed` that can be used to enforce type checking on class attributes. It is a simple example of how to use the `__setattr__` method to customize class behavior.

```
# Normal
class Point:
    x = Integer('x')
    y = Integer('y')

# Metaclass
class Point(metaclass=checkedmeta):
    x = Integer()
    y = Integer()
```

The `checkedmeta` metaclass is defined in the `Decorator for applying type checking` section. It overrides the `__setattr__` method to check the type of the value being assigned to a class attribute. If the value is not of the expected type, a `TypeError` is raised.

```
# Decorator for applying type checking
def Typed(expected_type, cls=None):
    if cls is None:
        return lambda cls: Typed(expected_type, cls)
    super_set = cls.__set__

    def __set__(self, instance, value):
        if not isinstance(value, expected_type):
            raise TypeError('expected ' + str(expected_type))
        super_set(self, instance, value)

    cls.__set__ = __set__
    return cls

# Decorator for unsigned values
def Unsigned(cls):
    super_set = cls.__set__

    def __set__(self, instance, value):
        if value < 0:
            raise ValueError('Expected >= 0')
        super_set(self, instance, value)

    cls.__set__ = __set__
    return cls

# Decorator for allowing sized values
```

```
def MaxSized(cls):
    super_init = cls.__init__

    def __init__(self, name=None, **opts):
        if 'size' not in opts:
            raise TypeError('missing size option')
        super_init(self, name, **opts)

    cls.__init__ = __init__

    super_set = cls.__set__

    def __set__(self, instance, value):
        if len(value) >= self.size:
            raise ValueError('size must be < ' + str(self.size))
        super_set(self, instance, value)

    cls.__set__ = __set__
    return cls

# Specialized descriptors
@Typed(int)
class Integer(Descriptor):
    pass

@Unsigned
class UnsignedInteger(Integer):
    pass

@Typed(float)
class Float(Descriptor):
    pass

@Unsigned
class UnsignedFloat(Float):
    pass

@Typed(str)
class String(Descriptor):
    pass

@MaxSized
class SizedString(String):
    pass
```

collections.abc.MutableSequence: An abstract base class representing a mutable sequence. It provides methods for common sequence operations, such as indexing, slicing, and appending. It is a subclass of collections.Sequence.

8.14 Implementing MutableSequence

Example

The following example shows how to implement a mutable sequence using the collections.abc.MutableSequence abstract base class.

Implementation

The following code defines a class named `SortedItems` that implements the `MutableSequence` abstract base class. It uses the `collections.abc.MutableSequence` abstract base class and the `collections.abc.MutableSequence` abstract methods.

```
import collections
class A(collections.MutableSequence):
    pass
```

The following code shows how to use the `SortedItems` class. It creates an instance of the class and then uses the `MutableSequence` methods.

```
>>> a = A()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Can't instantiate abstract class A with abstract methods
  <__iter__>
>>>
```

The following code shows how to use the `SortedItems` class. It creates an instance of the class and then uses the `MutableSequence` methods.

The following code shows how to use the `SortedItems` class. It creates an instance of the class and then uses the `MutableSequence` methods.

```
>>> import collections
>>> collections.Sequence()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Can't instantiate abstract class Sequence with abstract
  <methods> \
  <__getitem__>, <__len__>
>>>
```

The following code shows how to use the `SortedItems` class. It creates an instance of the class and then uses the `MutableSequence` methods.

```
class SortedItems(collections.Sequence):
    def __init__(self, initial=None):
```


¶ In the following example, we use the `numbers` module to demonstrate how to use the `numbers` module. The `numbers` module is a module that provides a set of functions for working with numbers. The `numbers` module is a module that provides a set of functions for working with numbers. The `numbers` module is a module that provides a set of functions for working with numbers.

8.15 Using the `numbers` module

Example

¶ The following example shows how to use the `numbers` module to work with numbers.

Code

¶ The following code shows how to use the `numbers` module to work with numbers.

```
class A:
    def spam(self, x):
        pass

    def foo(self):
        pass

class B1:
    """A class that inherits from A and has a method foo."""

    def __init__(self):
        self._a = A()

    def spam(self, x):
        # Delegate to the internal self._a instance
        return self._a.spam(x)

    def foo(self):
        # Delegate to the internal self._a instance
        return self._a.foo()

    def bar(self):
        pass
```

¶ The following code shows how to use the `numbers` module to work with numbers.

```
class B2:
    """A class that inherits from A and has a method foo."""

    def __init__(self):
        pass
```

```

        self._a = A()

    def bar(self):
        pass

    # Expose all of the methods defined on class A
    def __getattr__(self, name):
        """
        → "èŁžäÿlæŰzæşTăIJlèőŁéŰőçŽĐattributeäÿ■ā■ŸăIJlçŽĐæŰŰăĂžèćnèřČçŤl
        the __getattr__() method is actually a fallback method
        that only gets called when an attribute is not found"""
        return getattr(self._a, name)

```

__getattr__ æŰzæşTăŸăIJlèőŁéŰőattributeäÿ■ā■ŸăIJlçŽĐæŰŰăĂžèćnèřČçŤlrijNă;ŁçŤlæijŤçd'ž

```

b = B()
b.bar() # Calls B.bar() (exists on B)
b.spam(42) # Calls B.__getattr__('spam') and delegates to A.spam

```

ăŘead'ŰäÿĂäÿlăzçčŘĚă;Nă■ŘăŸăřăđčŎřăzçčŘĚălăaijRrijNă;NăĚĆrijŽ

```

# A proxy class that wraps around another object, but
# exposes its public attributes
class Proxy:
    def __init__(self, obj):
        self._obj = obj

    # Delegate attribute lookup to internal obj
    def __getattr__(self, name):
        print('getattr:', name)
        return getattr(self._obj, name)

    # Delegate attribute assignment
    def __setattr__(self, name, value):
        if name.startswith('_'):
            super().__setattr__(name, value)
        else:
            print('setattr:', name, value)
            setattr(self._obj, name, value)

    # Delegate attribute deletion
    def __delattr__(self, name):
        if name.startswith('_'):
            super().__delattr__(name)
        else:
            print('delattr:', name)
            delattr(self._obj, name)

```

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```
class Spam:
    def __init__(self, x):
        self.x = x

    def bar(self, y):
        print('Spam.bar:', self.x, y)

# Create an instance
s = Spam(2)
# Create a proxy around it
p = Proxy(s)
# Access the proxy
print(p.x) # Outputs 2
p.bar(3) # Outputs "Spam.bar: 2 3"
p.x = 37 # Changes s.x to 37
```

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```
class A:
    def spam(self, x):
        print('A.spam', x)
    def foo(self):
        print('A.foo')

class B(A):
    def spam(self, x):
        print('B.spam')
        super().spam(x)
    def bar(self):
        print('B.bar')
```

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```
class A:
    def spam(self, x):
        print('A.spam', x)
    def foo(self):
        print('A.foo')

class B:
    def __init__(self):
        self._a = A()
    def spam(self, x):
        print('B.spam', x)
        self._a.spam(x)
```

```
class ListLike:
    """__getattr__
    ↳ ĀŗżăžŎăŔŇăŸŇăŅĹŤŤçžĹăĭjĂăğŇăŖŇçzŤşăŕç;çŽDăŨžæşŤăŸŕăŷ■èĈ;çŤĹçŽDĭĭjŇéIŤĂèè
    ↳ """

    def __init__(self):
        self._items = []

    def __getattr__(self, name):
        return getattr(self._items, name)
```

[illegible]

```
def bar(self):
    print('B.bar')
def __getattr__(self, name):
    return getattr(self._a, name)
```



```
t = time.localtime()
return cls(t.tm_year, t.tm_mon, t.tm_mday)
```

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```
a = Date(2012, 12, 21) # Primary
b = Date.today() # Alternate
```

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čszæŮzæšŤčŽDäyÄäyſäyzèeAčŤléĀŤārsæŸŕāōŽāzL'ād'ŽäyſædDéĀāāŽlāĀČāōČæŌēāŔŮäyÄäyſ
class ä;IJäyžčñäyÄäyſāŔČæŤŕ(cls)āĀČ ä;āāžŤèŕæšſæĎŔāĽŕāžEè£ŽäyſčszècncŤlæſēāĽŽāzzāzūēŤāŽdæ

```
class NewDate(Date):
    pass

c = Date.today() # Creates an instance of Date (cls=Date)
d = NewDate.today() # Creates an instance of NewDate (cls=NewDate)
```

8.17 āĽŽāzzäy■èŕČčŤlinitæŮzæšŤčŽDāóđä;N

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ä;āæČšāĽŽāzzäyÄäyſāóđä;NŕijNä;EæŸŕäyNæIJŽčzŤè£GæĽgèaŦ __init__()
æŮzæšŤāĀČ

èğčāEşæŮzæāĽ

āŔŕäzèeĀŽè£Ġ __new__() æŮzæšŤāĽŽāzzäyÄäyſæIJāĽĽāğNāŦŮčŽDāóđä;NāĀČä;NāeČèĀČèŽŠā

```
class Date:
    def __init__(self, year, month, day):
        self.year = year
        self.month = month
        self.day = day
```

äyNélcæijŤčd'žæČä;Ťäy■èŕČčŤl __init__() æŮzæšŤæſēāĽŽāzzè£ŽäyſDateāóđä;NŕijŽ

```
>>> d = Date.__new__(Date)
>>> d
<__main__.Date object at 0x1006716d0>
>>> d.year
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
```

```
AttributeError: 'Date' object has no attribute 'year'
>>>
```

Chceme vytvořit třídu `Date`, která bude uchovávat datum a čas. Chceme, aby byla jednoduchá na použití a měla podobu objektu.

```
>>> data = {'year': 2012, 'month': 8, 'day': 29}
>>> for key, value in data.items():
...     setattr(d, key, value)
...
>>> d.year
2012
>>> d.month
8
>>>
```

Ukázka

Chceme vytvořit třídu `Date`, která bude uchovávat datum a čas. Chceme, aby byla jednoduchá na použití a měla podobu objektu. Chceme, aby byla jednoduchá na použití a měla podobu objektu. Chceme, aby byla jednoduchá na použití a měla podobu objektu.

```
from time import localtime

class Date:
    def __init__(self, year, month, day):
        self.year = year
        self.month = month
        self.day = day

    @classmethod
    def today(cls):
        d = cls.__new__(cls)
        t = localtime()
        d.year = t.tm_year
        d.month = t.tm_mon
        d.day = t.tm_mday
        return d
```

Chceme, aby byla jednoduchá na použití a měla podobu objektu. Chceme, aby byla jednoduchá na použití a měla podobu objektu. Chceme, aby byla jednoduchá na použití a měla podobu objektu.

```
data = { 'year': 2012, 'month': 8, 'day': 29 }
```

Chceme, aby byla jednoduchá na použití a měla podobu objektu. Chceme, aby byla jednoduchá na použití a měla podobu objektu. Chceme, aby byla jednoduchá na použití a měla podobu objektu.

Chceme, aby byla jednoduchá na použití a měla podobu objektu. Chceme, aby byla jednoduchá na použití a měla podobu objektu. Chceme, aby byla jednoduchá na použití a měla podobu objektu. Chceme, aby byla jednoduchá na použití a měla podobu objektu.

8.18 Mixins for Mapping Objects

Overview

This recipe provides three mixins for mapping objects: `LoggedMappingMixin` for logging, `SetOnceMappingMixin` for ensuring keys are set only once, and `StringKeysMappingMixin` for ensuring keys are strings.

Implementation

The following code defines three mixins for mapping objects. The first, `LoggedMappingMixin`, adds logging to the `__getitem__`, `__setitem__`, and `__delitem__` methods. The second, `SetOnceMappingMixin`, ensures that a key is set only once. The third, `StringKeysMappingMixin`, ensures that keys are strings.

The following code defines three mixins for mapping objects. The first, `LoggedMappingMixin`, adds logging to the `__getitem__`, `__setitem__`, and `__delitem__` methods. The second, `SetOnceMappingMixin`, ensures that a key is set only once. The third, `StringKeysMappingMixin`, ensures that keys are strings.

```
class LoggedMappingMixin:
    """
    Add logging to get/set/delete operations for debugging.
    """
    __slots__ = ()

    def __getitem__(self, key):
        print('Getting ' + str(key))
        return super().__getitem__(key)

    def __setitem__(self, key, value):
        print('Setting {} = {}'.format(key, value))
        return super().__setitem__(key, value)

    def __delitem__(self, key):
        print('Deleting ' + str(key))
        return super().__delitem__(key)

class SetOnceMappingMixin:
    """
    Only allow a key to be set once.
    """
    __slots__ = ()

    def __setitem__(self, key, value):
        if key in self:
            raise KeyError(str(key) + ' already set')
        return super().__setitem__(key, value)

class StringKeysMappingMixin:
    """
```

```

Restrict keys to strings only
'''
__slots__ = ()

def __setitem__(self, key, value):
    if not isinstance(key, str):
        raise TypeError('keys must be strings')
    return super().__setitem__(key, value)

```

Python 2.0.0 Cookbook: Recipes for Python 2.0.0

```

class LoggedDict(LoggedMappingMixin, dict):
    pass

d = LoggedDict()
d['x'] = 23
print(d['x'])
del d['x']

from collections import defaultdict

class SetOnceDefaultDict(SetOnceMappingMixin, defaultdict):
    pass

d = SetOnceDefaultDict(list)
d['x'].append(2)
d['x'].append(3)
# d['x'] = 23 # KeyError: 'x already set'

```

Python 2.0.0 Cookbook: Recipes for Python 2.0.0

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Python 2.0.0 Cookbook: Recipes for Python 2.0.0

```

from xmlrpc.server import SimpleXMLRPCServer
from socketserver import ThreadingMixIn
class ThreadedXMLRPCServer(ThreadingMixIn, SimpleXMLRPCServer):
    pass

```

Python 2.0.0 Cookbook: Recipes for Python 2.0.0

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āĖŪæñāĴijNæuūāĖĖçşzæşqæIJL'ĖĠāuſçŽDĉLŪæĀĀăġæAřijNăzşārşæŸřĕrt'āŌĈăznăzŭæşqæIJL'āŌŽăzL'
__init__() æŪzæşŤriĴNăzŭăŸŤæşqæIJL'āŌďă;NăşďæĀġāĀĆ
ĖĤŽăzşæŸřăŸzăzĀăzĹæĹŚăznăIJlăŸĹĖĹĖæŸŌĉăŌăŌŽăzL'ăžĖ __slots__ = () āĀĆ

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```
def LoggedMapping(cls):
    """çñăžŇĉģ■æŪzăĴRăřşæŸřă;ĤĉŤĉşşzĖĖĖĖřăŽĴ"""
    cls_getitem = cls.__getitem__
    cls_setitem = cls.__setitem__
    cls_delitem = cls.__delitem__

    def __getitem__(self, key):
        print('Getting ' + str(key))
        return cls_getitem(self, key)

    def __setitem__(self, key, value):
        print('Setting {} = {}'.format(key, value))
        return cls_setitem(self, key, value)

    def __delitem__(self, key):
        print('Deleting ' + str(key))
        return cls_delitem(self, key)

    cls.__getitem__ = __getitem__
    cls.__setitem__ = __setitem__
    cls.__delitem__ = __delitem__
    return cls

@LoggedMapping
class LoggedDict(dict):
    pass
```

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8.19 āŌďĉŌřĉLŪæĀĀăřzèşqæĹŪèĀĖĈLŪæĀĀæIJž

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```
class Connection:
    """A simple connection class that can be used to connect to a database.
    It has a state attribute that can be set to 'OPEN' or 'CLOSED'."""

    def __init__(self):
        self.state = 'CLOSED'

    def read(self):
        if self.state != 'OPEN':
            raise RuntimeError('Not open')
        print('reading')

    def write(self, data):
        if self.state != 'OPEN':
            raise RuntimeError('Not open')
        print('writing')

    def open(self):
        if self.state == 'OPEN':
            raise RuntimeError('Already open')
        self.state = 'OPEN'

    def close(self):
        if self.state == 'CLOSED':
            raise RuntimeError('Already closed')
        self.state = 'CLOSED'
```

The `Connection` class is a simple class that can be used to connect to a database. It has a `state` attribute that can be set to `'OPEN'` or `'CLOSED'`. The `read` method can be used to read data from the database, and the `write` method can be used to write data to the database. The `open` method can be used to open the connection, and the `close` method can be used to close the connection.

```
class Connection1:
    """A simple connection class that can be used to connect to a database.
    It has a state attribute that can be set to 'OPEN' or 'CLOSED'."""

    def __init__(self):
        self.new_state(ClosedConnectionState)

    def new_state(self, newstate):
        self._state = newstate
        # Delegate to the state class

    def read(self):
        return self._state.read(self)

    def write(self, data):
        return self._state.write(self, data)

    def open(self):
        return self._state.open(self)

    def close(self):
```

```

        return self._state.close(self)

# Connection state base class
class ConnectionState:
    @staticmethod
    def read(conn):
        raise NotImplementedError()

    @staticmethod
    def write(conn, data):
        raise NotImplementedError()

    @staticmethod
    def open(conn):
        raise NotImplementedError()

    @staticmethod
    def close(conn):
        raise NotImplementedError()

# Implementation of different states
class ClosedConnectionState(ConnectionState):
    @staticmethod
    def read(conn):
        raise RuntimeError('Not open')

    @staticmethod
    def write(conn, data):
        raise RuntimeError('Not open')

    @staticmethod
    def open(conn):
        conn.new_state(OpenConnectionState)

    @staticmethod
    def close(conn):
        raise RuntimeError('Already closed')

class OpenConnectionState(ConnectionState):
    @staticmethod
    def read(conn):
        print('reading')

    @staticmethod
    def write(conn, data):
        print('writing')

```

```
@staticmethod
def open(conn):
    raise RuntimeError('Already open')

@staticmethod
def close(conn):
    conn.new_state(ClosedConnectionState)
```

Example 10.19: Using the Connection class

```
>>> c = Connection()
>>> c._state
<class '__main__.ClosedConnectionState'>
>>> c.read()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "example.py", line 10, in read
    return self._state.read(self)
  File "example.py", line 43, in read
    raise RuntimeError('Not open')
RuntimeError: Not open
>>> c.open()
>>> c._state
<class '__main__.OpenConnectionState'>
>>> c.read()
reading
>>> c.write('hello')
writing
>>> c.close()
>>> c._state
<class '__main__.ClosedConnectionState'>
>>>
```

10.19

Example 10.19: Using the Connection class

Example 10.19: Using the Connection class

8.20 Sorting Points by Distance from Origin

Problem

How can you sort a list of points by their distance from the origin (0, 0)?

Solution

One way to solve this problem is to use the `operator.methodcaller()` function.

```
import math

class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def __repr__(self):
        return 'Point({!r},{!r})'.format(self.x, self.y)

    def distance(self, x, y):
        return math.hypot(self.x - x, self.y - y)

p = Point(2, 3)
d = getattr(p, 'distance')(0, 0)  # Calls p.distance(0, 0)
```

Another way to solve this problem is to use the `operator.methodcaller()` function.

```
import operator
operator.methodcaller('distance', 0, 0)(p)
```

Here is a complete example that sorts a list of points by their distance from the origin (0, 0):

```
points = [
    Point(1, 2),
    Point(3, 0),
    Point(10, -3),
    Point(-5, -7),
    Point(-1, 8),
    Point(3, 2)
]
# Sort by distance from origin (0, 0)
points.sort(key=operator.methodcaller('distance', 0, 0))
```

8.20

Python 3.0 introduced the `operator` module, which provides a set of functions that mirror the operators in Python. This is useful for writing code that is more readable and less error-prone. The `operator` module also provides a set of functions that can be used to call methods on objects. This is useful for writing code that is more concise and less verbose.

```
>>> p = Point(3, 4)
>>> d = operator.methodcaller('distance', 0, 0)
>>> d(p)
5.0
>>>
```

The `operator` module also provides a set of functions that can be used to call methods on objects. This is useful for writing code that is more concise and less verbose. The `operator` module also provides a set of functions that can be used to call methods on objects. This is useful for writing code that is more concise and less verbose.

8.21

8.21

The `operator` module also provides a set of functions that can be used to call methods on objects. This is useful for writing code that is more concise and less verbose. The `operator` module also provides a set of functions that can be used to call methods on objects. This is useful for writing code that is more concise and less verbose.

8.22

The `operator` module also provides a set of functions that can be used to call methods on objects. This is useful for writing code that is more concise and less verbose. The `operator` module also provides a set of functions that can be used to call methods on objects. This is useful for writing code that is more concise and less verbose.

```
class Node:
    pass

class UnaryOperator(Node):
    def __init__(self, operand):
        self.operand = operand

class BinaryOperator(Node):
    def __init__(self, left, right):
        self.left = left
        self.right = right

class Add(BinaryOperator):
    pass
```



```

    return self.visit(node.left) - self.visit(node.right)

def visit_Mul(self, node):
    return self.visit(node.left) * self.visit(node.right)

def visit_Div(self, node):
    return self.visit(node.left) / self.visit(node.right)

def visit_Negate(self, node):
    return -node.operand

```

Example 10.21

```

>>> e = Evaluator()
>>> e.visit(t4)
0.6
>>>

```

Example 10.21

```

class StackCode(NodeVisitor):
    def generate_code(self, node):
        self.instructions = []
        self.visit(node)
        return self.instructions

    def visit_Number(self, node):
        self.instructions.append(('PUSH', node.value))

    def binop(self, node, instruction):
        self.visit(node.left)
        self.visit(node.right)
        self.instructions.append((instruction,))

    def visit_Add(self, node):
        self.binop(node, 'ADD')

    def visit_Sub(self, node):
        self.binop(node, 'SUB')

    def visit_Mul(self, node):
        self.binop(node, 'MUL')

    def visit_Div(self, node):
        self.binop(node, 'DIV')

    def unaryop(self, node, instruction):
        self.visit(node.operand)
        self.instructions.append((instruction,))

    def visit_Negate(self, node):

```

```
self.unaryop(node, 'NEG')
```

ä;ççTlçd'žä;Nrijž

```
>>> s = StackCode()
>>> s.generate_code(t4)
[('PUSH', 1), ('PUSH', 2), ('PUSH', 3), ('PUSH', 4), ('SUB',),
 ('MUL',), ('PUSH', 5), ('DIV',), ('ADD',)]
>>>
```

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 èfŽéGŇèóìèőžUōēĀĒāīāijRçŽDāē;āđ'ĐārśæŸřéĀŽēfĜ getattrib()
 æIēēŌūāRŮçŽyāžTçŽDæŮzæşTijjNāzūāLl'çTlčĀŠā;ŠæIēēA■āŌĒæL'ĀæIJL'çŽDèLCçCžijž

```
def binop(self, node, instruction):
    self.visit(node.left)
    self.visit(node.right)
    self.instructions.append((instruction,))
```

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 æřTāēČijjNāçCæđIJā;āæ■čāIJlāEŽāyĀäyHTTPæqEæđūijjNā;āāRřēČ;āijŽāEŽēfŽæūāyĀäyIērūæśČāLĒāR.

```
class HTTPHandler:
    def handle(self, request):
        methname = 'do_' + request.request_method
        getattr(self, methname)(request)
    def do_GET(self, request):
        pass
    def do_POST(self, request):
        pass
    def do_HEAD(self, request):
        pass
```

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 æIJL'æUūāĀŽāijŽēūĒèfĜPythonçŽDēĀŠā;ŠæūśāžēēŽRāLū(āRČēĀČ sys.
 getrecursionlimit())āĀČ

āRřāzēāRČçĒg8.22ārRēLCijjNāLl'çTlčTşæLřāŽlāLŮēf■āzčāŽlāIēāōđçŎřēIđēĀŠā;ŠēA■āŌĒçōŮæşT

āIJlēūşēgçæđRāšŇçijŮērŚçŽyāĒşçŽDçijŮćlNāy■ā;ççTlčèóìèőžUōēĀĒæIāāijRæŸřēIđāyŷāyŷēgAçŽDāĀČ
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8.22 Traversal of a Tree

Traversal

Traverse a tree structure. The tree is represented as a nested list of nodes. The root node is the first element of the list. Each node is a list containing its value and a list of its children.

Traversal

Traverse a tree structure. The tree is represented as a nested list of nodes. The root node is the first element of the list. Each node is a list containing its value and a list of its children.

```
import types

class Node:
    pass

class NodeVisitor:
    def visit(self, node):
        stack = [node]
        last_result = None
        while stack:
            try:
                last = stack[-1]
                if isinstance(last, types.GeneratorType):
                    stack.append(last.send(last_result))
                    last_result = None
                elif isinstance(last, Node):
                    stack.append(self._visit(stack.pop()))
                else:
                    last_result = stack.pop()
            except StopIteration:
                stack.pop()

        return last_result

    def _visit(self, node):
        methname = 'visit_' + type(node).__name__
        meth = getattr(self, methname, None)
        if meth is None:
            meth = self.generic_visit
        return meth(node)

    def generic_visit(self, node):
        raise RuntimeError('No {} method'.format('visit_' +
            type(node).__name__))
```

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èĂÇèŽŚăeÇăyNăžčçăAüijNéAăŎĚăyĀăylăēlă;ăijRçŽDăăŚüijŽ

```
class UnaryOperator(Node):
    def __init__(self, operand):
        self.operand = operand

class BinaryOperator(Node):
    def __init__(self, left, right):
        self.left = left
        self.right = right

class Add(BinaryOperator):
    pass

class Sub(BinaryOperator):
    pass

class Mul(BinaryOperator):
    pass

class Div(BinaryOperator):
    pass

class Negate(UnaryOperator):
    pass

class Number(Node):
    def __init__(self, value):
        self.value = value

# A sample visitor class that evaluates expressions
class Evaluator(NodeVisitor):
    def visit_Number(self, node):
        return node.value

    def visit_Add(self, node):
        return self.visit(node.left) + self.visit(node.right)

    def visit_Sub(self, node):
        return self.visit(node.left) - self.visit(node.right)

    def visit_Mul(self, node):
        return self.visit(node.left) * self.visit(node.right)

    def visit_Div(self, node):
        return self.visit(node.left) / self.visit(node.right)

    def visit_Negate(self, node):
        return -self.visit(node.operand)
```

```
if __name__ == '__main__':
    # 1 + 2*(3-4) / 5
    t1 = Sub(Number(3), Number(4))
    t2 = Mul(Number(2), t1)
    t3 = Div(t2, Number(5))
    t4 = Add(Number(1), t3)
    # Evaluate it
    e = Evaluator()
    print(e.visit(t4)) # Outputs 0.6
```

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```
>>> a = Number(0)
>>> for n in range(1, 100000):
...     a = Add(a, Number(n))
...
>>> e = Evaluator()
>>> e.visit(a)
Traceback (most recent call last):
...
  File "visitor.py", line 29, in _visit
return meth(node)
  File "visitor.py", line 67, in visit_Add
return self.visit(node.left) + self.visit(node.right)
RuntimeError: maximum recursion depth exceeded
>>>
```

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```
class Evaluator(NodeVisitor):
    def visit_Number(self, node):
        return node.value

    def visit_Add(self, node):
        yield (yield node.left) + (yield node.right)

    def visit_Sub(self, node):
        yield (yield node.left) - (yield node.right)

    def visit_Mul(self, node):
        yield (yield node.left) * (yield node.right)

    def visit_Div(self, node):
        yield (yield node.left) / (yield node.right)

    def visit_Negate(self, node):
        yield - (yield node.operand)
```

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```
>>> a = Number(0)
>>> for n in range(1, 100000):
...     a = Add(a, Number(n))
...
>>> e = Evaluator()
>>> e.visit(a)
4999950000
>>>
```

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```
class Evaluator(NodeVisitor):
    ...
    def visit_Add(self, node):
        print('Add:', node)
        lhs = yield node.left
        print('left=', lhs)
        rhs = yield node.right
        print('right=', rhs)
        yield lhs + rhs
    ...
```

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```
>>> e = Evaluator()
>>> e.visit(t4)
Add: <__main__.Add object at 0x1006a8d90>
left= 1
right= -0.4
0.6
>>>
```

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ă;NăeČijNæûsăžæäijYăĒLçŽDăA■ăŌEçóŪæšTijNçñăyĂæñaççrăLřăyÄäyléLCçCžæŪûărEăĒûăŌNăĒěæă
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ărëăd'ŪăyÄäyléIJăèeAçRĒèğççŽDărsæYřçTšæLRăZlăy■yieldēr■ăRěăĂĆă;ŠççrăLřyieldēr■ăRěăŪŭij
äyLélcçŽDă;Nă■Ră;ŁçTlèfŽăylæLăæIJrălèăžçæŽfăžEéĂšă;ŠăĂCă;NăeČijNăzNăL■ăĒSăznæYřèfŽæăûă

```
value = self.visit(node.left)
```

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```
value = yield node.left
```



```
>>> root.add_child(c1)
>>> print(c1.parent)
Node('parent')
>>> del root
>>> print(c1.parent)
None
>>>
```

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ä¼NăęCèĀCèŽSăęCăyNăžččăAřijŽ

```
# Class just to illustrate when deletion occurs
class Data:
    def __del__(self):
        print('Data.__del__')

# Node class involving a cycle
class Node:
    def __init__(self):
        self.data = Data()
        self.parent = None
        self.children = []

    def add_child(self, child):
        self.children.append(child)
        child.parent = self
```

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```
>>> a = Data()
>>> del a # Immediately deleted
Data.__del__
>>> a = Node()
>>> del a # Immediately deleted
Data.__del__
>>> a = Node()
>>> a.add_child(Node())
>>> del a # Not deleted (no message)
>>>
```

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ă¼ŠăyÄäyłăřžèšăçŽDăijTçTlæTřăRŸæŁRŒçŽDæUűăĂŽæL'■ăijŽçnNă■šăŁăéŽd'æŒL'ăĀCèĀNăřžăžŒă¼çŒŒ
ăŽăæ■d'řijNăIJlăyŁéíçă¼Nă■Răy■æIJĀăRŒŒčĪăŁēřijNçŁűèŁCçCžăŠNă■l'ă■RēŁCçCžăžŠçŽyæNēæIJL'ăřžă

PythonăeIJL'ăRēăđ'ŪçŽDăđCăIJ¼ăŽdæTűăŽlăēăyŠéŪléŠLăřžă¼çŒŒřaijTçTlçŽDřijNă¼EăYřă¼ăæřyèŁIJ
ăRēăđ'Ūă¼ăēŁYăRřăžæL'NăŁlçŽDēğăăRŠăőčřijNă¼EăYřăžččăAçIJNăyŁăŒăăŁăēNăřijŽ

```
>>> import gc
>>> gc.collect() # Force collection
Data.__del__
Data.__del__
>>>
```

When a `Node` object is deleted, its `data` attribute is also deleted. This is a problem because the `data` attribute is a `Data` object, and `Data` objects are not garbage collected until they are explicitly deleted. This can lead to a memory leak if the `data` attribute is not deleted.

```
# Node class involving a cycle
class Node:
    def __init__(self):
        self.data = Data()
        self.parent = None
        self.children = []

    def add_child(self, child):
        self.children.append(child)
        child.parent = self

    # NEVER DEFINE LIKE THIS.
    # Only here to illustrate pathological behavior
    def __del__(self):
        del self.data
        del self.parent
        del self.children
```

The `__del__` method is not called when a `Node` object is deleted. This is because the `data` attribute is a `Data` object, and `Data` objects are not garbage collected until they are explicitly deleted. This can lead to a memory leak if the `data` attribute is not deleted.

```
>>> a = Node()
>>> a.add_child(Node())
>>> del a # No message (not collected)
>>> import gc
>>> gc.collect() # No message (not collected)
>>>
```

The `__del__` method is not called when a `Node` object is deleted. This is because the `data` attribute is a `Data` object, and `Data` objects are not garbage collected until they are explicitly deleted. This can lead to a memory leak if the `data` attribute is not deleted.

```
>>> import weakref
>>> a = Node()
>>> a_ref = weakref.ref(a)
>>> a_ref
<weakref at 0x100581f70; to 'Node' at 0x1005c5410>
>>>
```

The `__del__` method is not called when a `Node` object is deleted. This is because the `data` attribute is a `Data` object, and `Data` objects are not garbage collected until they are explicitly deleted. This can lead to a memory leak if the `data` attribute is not deleted.

çTšazŌāŌšāgNāržèšaçŽDāijTçTlèøaæTṛæšæIJL'ácđāLāijNéCčāzLāršāRřāzēāŌzāLāéZd'áoČžEāĀĆä;Nāq

```
>>> print(a_ref())
<__main__.Node object at 0x1005c5410>
>>> del a
Data.__del__
>>> print(a_ref())
None
>>>
```

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ā;āèŁYèČ;āRĆèĀĆ8.25ārRèŁČāĒšāžŌāijsāijTçTlçŽDāRēād'ŪāyĀāyĭā;Nā■RāĀĆ

8.24 èól'çszæTṛæŇAæiTè;Čæš■ä;IJ

éUóécY

ā;āæČšèŌl'æšRāyĭçszçŽDāóđā;NæTṛæŇAæāGāGEçŽDæiTè;ČèŁRçŌŪ(æfTāēĆ>=,!=,<=,<ç■L')iijNā;E

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PythonçšzāræfRāyĭæiTè;Čæš■ä;IJéČ;éIJĀèeAāóđçŌřāyĀāyĭçL'zæŌLæŪzæşTæİæTṛæŇAāĀĆ
ā;NāēČāyžāžEæTṛæŇA>=æš■ä;IJçñeijNā;āéIJĀèeAāóŽāzL'āyĀāyĭ __ge__() æŪzæşTāĀĆ ā;çŌāāóŽāzL'āyĀāyĭæŪzæşTæşqāzĀāzĹéUóécYiijNā;EāēČæđIJèeAā;āāóđçŌřæL'ĀæIJL'ārřè

èčĒēērāŽĹfunctools.total_orderingāršæYřçTlæİèçŌĀāNŪēŁZāyĭād'DçŘEçŽDāĀĆ
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ād'ŪāŁāāĒūāzŪæŪzæşT(__lt__, __le__, __gt__, or __ge__)āy■çŽDāyĀāyĭā;şāRřāĀĆ
çDūāRŌèèĒēērāŽĹaijŽeĜāŁĹāyžā;āāqāāĒĒāĒūāŌČæfTè;ČæŪzæşTāĀĆ

ā;IJāyžā;Nā■RriijNæŁšāznæđDāzzāyĀāzZæŁŁā■RriijNçDūāRŌçzZāŌČāznāçđāŁāāyĀāzZæŁŁéŪt'riijNæ

```
from functools import total_ordering

class Room:
    def __init__(self, name, length, width):
        self.name = name
        self.length = length
        self.width = width
        self.square_feet = self.length * self.width

@total_ordering
class House:
    def __init__(self, name, style):
        self.name = name
        self.style = style
        self.rooms = list()
```

```

@property
def living_space_footage(self):
    return sum(r.square_footage for r in self.rooms)

def add_room(self, room):
    self.rooms.append(room)

def __str__(self):
    return '{}: {} square foot {}'.format(self.name,
        self.living_space_footage,
        self.style)

def __eq__(self, other):
    return self.living_space_footage == other.living_space_
    ➔footage

def __lt__(self, other):
    return self.living_space_footage < other.living_space_
    ➔footage
    
```

10.24. 8.24 Creating a House Class with Properties and Methods

```

# Build a few houses, and add rooms to them
h1 = House('h1', 'Cape')
h1.add_room(Room('Master Bedroom', 14, 21))
h1.add_room(Room('Living Room', 18, 20))
h1.add_room(Room('Kitchen', 12, 16))
h1.add_room(Room('Office', 12, 12))
h2 = House('h2', 'Ranch')
h2.add_room(Room('Master Bedroom', 14, 21))
h2.add_room(Room('Living Room', 18, 20))
h2.add_room(Room('Kitchen', 12, 16))
h3 = House('h3', 'Split')
h3.add_room(Room('Master Bedroom', 14, 21))
h3.add_room(Room('Living Room', 18, 20))
h3.add_room(Room('Office', 12, 16))
h3.add_room(Room('Kitchen', 15, 17))
houses = [h1, h2, h3]
print('Is h1 bigger than h2?', h1 > h2) # prints True
print('Is h2 smaller than h3?', h2 < h3) # prints True
print('Is h2 greater than or equal to h1?', h2 >= h1) # Prints False
print('Which one is biggest?', max(houses)) # Prints 'h3: 1101-
    ➔square-foot Split'
print('Which is smallest?', min(houses)) # Prints 'h2: 846-square-
    ➔foot Ranch'
    
```



```
# The class in question
class Spam:
    def __init__(self, name):
        self.name = name

# Caching support
import weakref
_spam_cache = weakref.WeakValueDictionary()
def get_spam(name):
    if name not in _spam_cache:
        s = Spam(name)
        _spam_cache[name] = s
    else:
        s = _spam_cache[name]
    return s
```

çDúãRŒãAŽäyÄäyŁæŁNërŁTijŃä;äaijŽãRŠçŒŕeũşãzNãL■éCčäyŁæŮeãŁŮãrŁeşãçŽĐãŁŽãzzèãŃäyžæÄŽäyŷæŸřäyÄäyŁæřTèŁ

```
>>> a = get_spam('foo')
>>> b = get_spam('bar')
>>> a is b
False
>>> c = get_spam('foo')
>>> a is c
True
>>>
```

èóìèőž

çijŮãEŽäyÄäyŁæũeãŒŒCãĜ;æŁŕæŁeãŁŕæŁžæŽŕeÄŽçŽĐãŕŕäŁNãŁŽãzzèãŃäyžæÄŽäyŷæŸřäyÄäyŁæřTèŁ
äŁEæŸřæŁŠãzñeŁŸeČ;ãRææŁŁãŁŕæŽŁäijŸeŽEçŽĐèĝcãEşæŮžæãŁãŠçijş

äŁNãeČTijŃä;äãRřeČ;äijŽeÄČeŽŠéĜ■æŮřãŕŽãzŁçşzçŽĐ __new__()
æŮžæşŁTijŃãřšãČŕäyŃeŁeŁŽæãũijŽ

```
# Note: This code doesn't quite work
import weakref

class Spam:
    _spam_cache = weakref.WeakValueDictionary()
    def __new__(cls, name):
        if name in cls._spam_cache:
            return cls._spam_cache[name]
        else:
            self = super().__new__(cls)
            cls._spam_cache[name] = self
            return self
    def __init__(self, name):
        print('Initializing Spam')
```

```
self.name = name
```

__init__() æRæñæČ;äijŽecñerČŤlrijNäy■çöæfZäyľăödăĹNæYřăRëcénçijŠă■YăžEăĂCăĹNăeĆrijŽ

```
>>> s = Spam('Dave')
Initializing Spam
>>> t = Spam('Dave')
Initializing Spam
>>> s is t
True
>>>
```

èfZäyľăĹŮëöyăy■æYřă;ăæČšëAçŽDæĹLædIrijNăZăæ■d'èfZçg■æŮzæşŤăžüăy■ăRřăŮăĂC

äyĹéĹcæĹSăznă;ŤçŤlăĹrăžEăijsăijŤçŤlëöæTrijNărzăžŌăđCăIJĹăŽđæŤŮæĹëöšæYřăĹLæIJL'ăyôăĹĹ'çŽă;ŠæĹSăznăĹIæNăĂăödăĹNçijŠă■YæŮürijNă;ăăRřëČ;ăRĹæČşăIJĹĹNăžRăy■ă;ŤçŤlăĹrăŮCăžnæŮüæĹ■ăĹIă■ăyĂăyĹWeakValueDictionaryăödăĹNăRĹăijŽăĹIă■YéCăžŽăIJĹăĹŮăCăIJræŮžèŤYăIJĹëcñă;ŤçŤlçŽDăăRăăĹZçŽDëriijNăRĹëAăödăĹNăy■ăE■ëcñă;ŤçŤlăžErijNăŮCărsăžŌă■ŮăËyăy■ëcñçgžéŽđ'ăžEăĂCëgCăřş

```
>>> a = get_spam('foo')
>>> b = get_spam('bar')
>>> c = get_spam('foo')
>>> list(_spam_cache)
['foo', 'bar']
>>> del a
>>> del c
>>> list(_spam_cache)
['bar']
>>> del b
>>> list(_spam_cache)
[]
>>>
```

ărzăžŌăđ'gëČĹăĹEçĹĹNăžRëĂNăŮšrijNëŤŽéGŹăžčăĂăŮşçžŤăđ'şçŤlăžEăĂCăy■èŤGëŤYæYřæIJL'ăyĂăyĹéŮăĹĹLæYřëŤŽéGŹă;ŤçŤlăĹrăžEăyĂăyľăĹăšĂăRŮYéGRrijNăžüăyŤăŮëăŌăCăĹ;æŤrëŮşçşzæŤĹăIJĹăyĂă

```
import weakref

class CachedSpamManager:
    def __init__(self):
        self._cache = weakref.WeakValueDictionary()

    def get_spam(self, name):
        if name not in self._cache:
            s = Spam(name)
            self._cache[name] = s
        else:
            s = self._cache[name]
        return s
```

```
def clear(self):
    self._cache.clear()

class Spam:
    manager = CachedSpamManager()
    def __init__(self, name):
        self.name = name

    def get_spam(name):
        return Spam.manager.get_spam(name)
```

èŁZæăũçŽĐėrlāzčçāAæŽt' æÿĖæŽriijŃāzūāÿTāzšæŽt' çAŁæt' ziiijŃæĹSāznāŖrāzēācđāĹāæŽt' ād' ŽçŽĐçij

èŁŸæIJĹāÿĂçĆzārsæŸriijŃæĹSāznæŽt' éIJšāzĖçşççŽĐăōđăĹŃāŃŪçzŽçTĹæĹüijŃçTĹæĹuāĹĹăōzæŸS

```
>>> a = Spam('foo')
>>> b = Spam('foo')
>>> a is b
False
>>>
```

æIJĹăĜăçĝ■æŪzāijŖāŖrāzēēŸšæ■ćTĹæĹuēŁZæăũāĂŽriijŃçññāÿĂāÿĹæŸrārĖçşççŽĐăŖ■ā■ŪăĹōæŸzāÿ

çññāzŃçĝ■ārsæŸrēōĹēŁZāÿĹçşççŽĐ __init__() æŪzæşŤæĹZăĜzāÿĂāÿĹāijĈāÿÿijŃēōĹ'ăōĈāÿ■ēĈĹēcñāĹ

```
class Spam:
    def __init__(self, *args, **kwargs):
        raise RuntimeError("Can't instantiate directly")

    # Alternate constructor
    @classmethod
    def _new(cls, name):
        self = cls.__new__(cls)
        self.name = name
```

çĐŪāŖŖŌăĹōæŸzçijŞă■ŸçōaçŖĖăŽĹāzčçāAĹiijŃāĹçŤĹ Spam._new()

æĹăĹZăzžăōđăĹŃriijŃēĀŃāÿ■æŸŖçŽt' æŖŌēĹĈçŤĹ Spam() æđĐēĂăăĜĹæŤriijŽ

```
# -----æIJĂăŖŖŌçŽĐăĹōæ■çæŪzæăĹ-----
↳ ---
class CachedSpamManager2:
    def __init__(self):
        self._cache = weakref.WeakValueDictionary()

    def get_spam(self, name):
        if name not in self._cache:
            temp = Spam3._new(name) # Modified creation
            self._cache[name] = temp
        else:
            temp = self._cache[name]
        return temp
```

```
def clear(self):
    self._cache.clear()

class Spam3:
    def __init__(self, *args, **kwargs):
        raise RuntimeError("Can't instantiate directly")

    # Alternate constructor
    @classmethod
    def _new(cls, name):
        self = cls.__new__(cls)
        self.name = name
        return self
```

æIJĀăŔŌèŁŻæăŭçŽĐæŮzæąŁăŕśăŭşçzŔeŭşăd'şăë;ăžEăĂĆ
çijŞă■ŸăŠŇăĚŭăzŮăđĐăĂăÍăĭjŔèŁŸăŔŕăžěă;ŁçŦĬ9.13ăŕŔèŁĆăŷ■çŽĐăĚĆçşzăőđçŎŕçŽĐăZŦăĭjŸéŽĚăŷ

CHAPTER 11

çñňäzłçñăiijŽăĚĈçijŮćlń

è;řazũaijĂăRŚécEą§şäy■æIJĂçzRăĚÿçŽDăRćăd't'çęĚărsæYřăĂIJdonăĂŽt repeat your-
selfăĂlăĂĈ äzşărsæYřert'iijŃăzză;TæŮuăĂŽă;Şă;ăçŽDćlŃăžRăy■ă■YăIJlénYăžęęĜ■ăd'■(æLŮëĂĚæYřéĂ.
ăIJlPythonă;Şăy■iijŃéĂŽăyýéĈ;ăRřăžëéĂŽëĚGăĚĈçijŮćlŃăIëëğcăEşëĚŽçşzéŮóécYăĂĈ
çóĂëĂŃéIĂăžŃiijŃăĚĈçijŮćlŃărsæYřăĚşăžŮăLŽăžžæŞ■ă;IJæžRăžççăA(æřTăęĆăĚóæTžăĂAçTşæLřæLŮ
ăyžëęAæLăĂIJræYřă;ĚçTlécĚéëřăŽlăĂAçşzèçĚéëřăŽlăŃăĚĈçşžăĂĈăy■ëĚĜëĚYæIJLăyĂăžŽăĚŮăžŮæLă
ăŃĚæŃŋç■;ăR■ăřžèşăăĂAă;ĚçTl exec () æLğëąŃăžççăAăžëăRăřžăĚĚĈlăĜ;æTřăŃŋçşžçŽDăR■ăřDăL
æIJŋçăçŽDăyžëęAçŽóçŽDæYřăRŚăd'ğăŮŮăžŃçz■ëĚŽăžŽăĚĈçijŮćlŃăLăIJřiijŃăžŮăyTçzŽăĜăŮđă;Ńă

Contents:

9.1 ăIJlăĜ;æTřăyŁæŮzăŁăăŃĚèĈĂăŽl

éŮóécY

ă;ăæĈşăIJlăĜ;æTřăyŁæŮzăŁăăyĂăyłăŃĚèĈĂăŽlriijŃăćđăŁăécIăd'ŮçŽDăŞ■ă;IJăd'DçRE(æřTăęĆăŮëă

èğcăEşæŮzæąŁ

ăęĆăđIJă;ăæĈşă;ĚçTlécIăd'ŮçŽDăžççăAăŃĚèĈĂăyĂăyłăĜ;æTřiijŃăRřăžëăŮŽăžLăyĂăyłëçĚéëřăŽlăĜ

```
import time
from functools import wraps

def timethis(func):
    '''
    Decorator that reports the execution time.
```

```
'''
@wraps(func)
def wrapper(*args, **kwargs):
    start = time.time()
    result = func(*args, **kwargs)
    end = time.time()
    print(func.__name__, end-start)
    return result
return wrapper
```

äyÑéíçäYřä;ŁçTíèçĚéčřăZícŽDă;Nă■ŘijŽ

```
>>> @timethis
... def countdown(n):
...     '''
...     Counts down
...     '''
...     while n > 0:
...         n -= 1
...
>>> countdown(100000)
countdown 0.008917808532714844
>>> countdown(10000000)
countdown 0.87188299392912
>>>
```

èõìèõž

äyÄäylèçĚéčřăZíłřsæYřäyÄäylăG;æTřijNăóČæŎěăRŮäyÄäylăG;æTřä;IJäyžăRCæTřázúèŁTăŽđäyÄäy
ă;Šă;ăăČRäyÑéíçèŁZæăăEŽijŽ

```
@timethis
def countdown(n):
    pass
```

èüşăČRäyÑéíçèŁZæăăEŽăĚăăđæTLæđIJæYřäyÄæăűçŽDijŽ

```
def countdown(n):
    pass
countdown = timethis(countdown)
```

éąžă;Łért'äyÄäyNrijNăĚĚç;őçŽDèçĚéčřăZíłřTăèČ @staticmethod,
@classmethod, @property äŎşçREăžşæYřäyÄæăűçŽDăĂĆ
ă;NăëČijNäyÑéíçèŁZăyđ'äylăžčçăAçL'GăôŁæYřç■L'ăzüçŽDijŽ

```
class A:
    @classmethod
    def method(cls):
        pass
```

```
class B:
    # Equivalent definition of a class method
    def method(cls):
        pass
    method = classmethod(method)
```

Wrapper function that takes a class and a method and returns a new class where the method is a class method.

```
def wrapper(cls, method):
    """
    Decorator that reports the execution time.
    """
    @wraps(method)
    def wrapper(*args, **kwargs):
        start = time.time()
        result = method(*args, **kwargs)
        end = time.time()
        print(f'{method.__name__} {end-start}')
    return wrapper
```

9.2 Wrapping a class method

Decorators

Decorators are a way to modify the behavior of a function or class method.

Decorating a class method

The following code shows how to wrap a class method with a decorator.

```
import time
from functools import wraps

def timethis(func):
    """
    Decorator that reports the execution time.
    """
    @wraps(func)
    def wrapper(*args, **kwargs):
        start = time.time()
        result = func(*args, **kwargs)
        end = time.time()
        print(f'{func.__name__} {end-start}')
    return wrapper
```

```

    return result
return wrapper

```

ayNéícaŁŚazñä;ŁçTíleŁZäyłecnáNĚěčĚāRŎçŽĎāĠ;æTřázúæčĀæšěáoČçŽĎāĚČāæAřijŽ

```

>>> @timethis
... def countdown(n:int):
...     '''
...     Counts down
...     '''
...     while n > 0:
...         n -= 1
...
>>> countdown(100000)
countdown 0.008917808532714844
>>> countdown.__name__
'countdown'
>>> countdown.__doc__
'\n\tCounts down\n\t'
>>> countdown.__annotations__
{'n': <class 'int'>}
>>>

```

ěóíeőž

āIJłijŮāEŻèçĚěěřāZłçŽĎāŮūāĀZād'■āŁūāĚČāæAřæYřäyĀäyłéIdāyyéĠēçAçŽĎéČlāŁEāĀČāçCæ
@wraps ĩijN éČčázŁä;āaijŽāRŚçŎřecñèçĚěěřāĠ;æTřäyčād' sāžEæŁ'ĀæIJL'æIJL'çTłçŽĎāæAřāĀČæřTāçČ
@wraps āRŎçŽĎāTŁæđIJæYřäyNéíçēŁZæāũçŽĎijŽ

```

>>> countdown.__name__
'wrapper'
>>> countdown.__doc__
>>> countdown.__annotations__
{}
>>>

```

@wraps æIJL'äyĀäyłéĠēçAçŁ'Zā;AæYřáoČèČ;èol'ā;æĀŽèŁĠāsđæĀğ
__wrapped__ çŽt'æŎěèŁēŮőecñāNĚěčĚāĠ;æTřāĀČā;NāçC:

```

>>> countdown.__wrapped__(100000)
>>>

```

__wrapped__ āsđæĀğēŁYēČ;èol'ecñèçĚěěřāĠ;æTřā■čçáoæŽt'ēIJšāžTāsČçŽĎāRČæTřç■;āŘ■āæA

```

>>> from inspect import signature
>>> print(signature(countdown))
(n:int)
>>>

```

äŸÄäŸĹãĹĹæŽóéA■čŽĎéŮóécŸæŸŕæĂŎæăüèŋĹ'èčĚéřăŽĹăŎžčŽĹ'æŎěăđ'■ăĹăăŎšăġŊăĜĵæŤŕčŽĎăŔŎ
 âĕĈăđĹæĈšèĜăăŝăĹŊăĹăăŝđčŎŕčŽĎĕŕĹĹĹăĕĕAăAŽăđ'ġéĜŔčŽĎăăĕăĴĴĴĴŊăĴĴăĕĵăŕšŝŝŎĂă■ŤčŽĎăĴčŤ
 __wrapped__ èčĚéřăŽĹăĂĈ éĂŽèĹĜăžŤăšĈčŽĎ __wrapped__
 âšđæĂġèŝĹéŮŝăĹŕăĜĵæŤŕč■ĵăŔ■ăĹæAŕăĂĈæŽĹ'ăđ'ŽăĚšăžŎč■ĵăŔ■čŽĎăĒăŝăŔŕăžăŕĈèĂĈ9.16ăŕĹĹ

9.3 èġčéŽď'äŸÄäŸĹèčĚéěřăŽĹ

éŮóécŸ

äŸÄäŸĹèčĚéěřăŽĹăăščžŔăĴĴčŤĹăĴĴăŸÄäŸĹăĜĵæŤŕăŸĹĴĴŊăĴăăĈšăšđ'éŤĂăŝĈĴĴŊčŽĹ'æŎěèŝĹéŮŝăŎšăĴă

èġčăĒšăĹŮžăăĹ

ăAĜèŝĹèčĚéěřăŽĹăŸŕéĂŽèĹĜ @wraps (ăŔĈèĂĈ9.2ăŕĹĹĹĈ)ăĹăăŝđčŎŕčŽĎĴĴŊăĈčăžĹăĴăăŕŕăžăĕĂŽă
 __wrapped__ âšđæĂġăĹèèŝĹéŮŝăŎšăĴăĴăĴăŤŕĴĴŤ

```
>>> @somedecorator
>>> def add(x, y):
...     return x + y
...
>>> orig_add = add.__wrapped__
>>> orig_add(3, 4)
7
>>>
```

èŝĹèŝž

čŽĹ'æŎěèŝĹéŮŝăĴĴăŊĚèčĚčŽĎăŎšăġŊăĜĵæŤŕăĴĴĹĕŕĈĕŕŤăĂăăĒĚčĴĴăăŝăŤăĒăăžŮăĜĵæŤŕăš■ăĴĴăŮ
 äĴĒăŸŕăĹšăžŋèĹŽéĜŊčŽĎăŮžăăĹăžăĒăžĒăĈčŤĹăžŎăĴĴăŊĚèčĒăŽĹăŸ■ă■ččăŝăĴčŤĹăžĒ
 @wraps âĹŮăĂĚčŽĹ'æŎěèŝĹčĴăăžĒ __wrapped__ âšđæĂġčŽĎăĈĒăĒăĂĈ

ăĕĈăđĹæĴĴăđ'ŽăŸĹăŊĚèčĒăŽĴĴŊăĈčăžĹèŝĹéŮŝ __wrapped__
 âšđæĂġčŽĎăĴăŸăŸăŸŕăŸ■ăŔŕéčĎčšĕčŽĎĴĴŊăŸăŤĕŕéĕĂăăĒăĒăĹăăăăăĂăĂăĂĈ
 âĴĴĴPython3.3ăŸ■ĴĴŊăŝĈăĴĴčŤĕĹĜăĹĂăĴĴčŽĎăŊĚèčĒăšĈĴĴŊăŕŤăĕĈĴĴŊăĂăĒăĈăĴăăĴĴăĕĈăŸŊčŽĎ

```
from functools import wraps

def decorator1(func):
    @wraps(func)
    def wrapper(*args, **kwargs):
        print('Decorator 1')
        return func(*args, **kwargs)
    return wrapper

def decorator2(func):
```

```
@wraps(func)
def wrapper(*args, **kwargs):
    print('Decorator 2')
    return func(*args, **kwargs)
return wrapper

@decorator1
@decorator2
def add(x, y):
    return x + y
```

Python 3.3

```
>>> add(2, 3)
Decorator 1
Decorator 2
5
>>> add.__wrapped__(2, 3)
5
>>>
```

Python 3.4

```
>>> add(2, 3)
Decorator 1
Decorator 2
5
>>> add.__wrapped__(2, 3)
Decorator 2
5
>>>
```

Python 3.4

9.4

éUóéY

Python 3.4

Decorators

A decorator is a function that takes another function and extends its behavior by executing a new function before and/or after the wrapped function. It's a design pattern used in many programming languages, including Python.

```
from functools import wraps
import logging

def logged(level, name=None, message=None):
    """
    Add logging to a function. level is the logging
    level, name is the logger name, and message is the
    log message. If name and message aren't specified,
    they default to the function's module and name.
    """
    def decorate(func):
        logname = name if name else func.__module__
        log = logging.getLogger(logname)
        logmsg = message if message else func.__name__

        @wraps(func)
        def wrapper(*args, **kwargs):
            log.log(level, logmsg)
            return func(*args, **kwargs)
        return wrapper
    return decorate

# Example use
@logged(logging.DEBUG)
def add(x, y):
    return x + y

@logged(logging.CRITICAL, 'example')
def spam():
    print('Spam!')
```

The `logged` decorator is a function that takes three arguments: a logging level, a logger name, and a log message. It returns a decorator function that takes a function and returns a wrapper function. The wrapper function logs the function's name and arguments before and after calling the function.

Decorators

A decorator is a function that takes another function and extends its behavior by executing a new function before and/or after the wrapped function. It's a design pattern used in many programming languages, including Python.

```
@decorator(x, y, z)
def func(a, b):
```

```
pass
```

Decorator example:

```
def func(a, b):
    pass
func = decorator(x, y, z)(func)
```

Decorator example:

9.5 Decorators

Decorator

Decorator example:

Decorator

Decorator example:

```
from functools import wraps, partial
import logging
# Utility decorator to attach a function as an attribute of obj
def attach_wrapper(obj, func=None):
    if func is None:
        return partial(attach_wrapper, obj)
    setattr(obj, func.__name__, func)
    return func

def logged(level, name=None, message=None):
    '''
    Add logging to a function. level is the logging
    level, name is the logger name, and message is the
    log message. If name and message aren't specified,
    they default to the function's module and name.
    '''
    def decorate(func):
        logname = name if name else func.__module__
        log = logging.getLogger(logname)
        logmsg = message if message else func.__name__

        @wraps(func)
        def wrapper(*args, **kwargs):
            log.log(level, logmsg)
```

```

    return func(*args, **kwargs)

    # Attach setter functions
    @attach_wrapper(wrapper)
    def set_level(newlevel):
        nonlocal level
        level = newlevel

    @attach_wrapper(wrapper)
    def set_message(newmsg):
        nonlocal logmsg
        logmsg = newmsg

    return wrapper

return decorate

# Example use
@logged(logging.DEBUG)
def add(x, y):
    return x + y

@logged(logging.CRITICAL, 'example')
def spam():
    print('Spam!')
```

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```

>>> import logging
>>> logging.basicConfig(level=logging.DEBUG)
>>> add(2, 3)
DEBUG:__main__:add
5
>>> # Change the log message
>>> add.set_message('Add called')
>>> add(2, 3)
DEBUG:__main__:Add called
5
>>> # Change the log level
>>> add.set_level(logging.WARNING)
>>> add(2, 3)
WARNING:__main__:Add called
5
>>>
```

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 āŠŇ set_level())ijjNāōČāzněcñā;IJäyžāśđæĀğēŤNčžZāŇĚcĚāZlāĀĆ

The following code defines a decorator that logs the execution of a function. It uses the `functools` module for the `partial` function and the `logging` module for logging. The decorator is named `logged` and it takes a function `func` as an argument. It returns a wrapper function that logs the execution of `func` before and after it is called.

The wrapper function is defined as `wrapper` and it takes the same arguments as `func`. It logs the execution of `func` before and after it is called.

9.6 Logging a Function

Decorators

The following code defines a decorator that logs the execution of a function. It uses the `functools` module for the `partial` function and the `logging` module for logging. The decorator is named `logged` and it takes a function `func` as an argument. It returns a wrapper function that logs the execution of `func` before and after it is called.

Example

The following code defines a decorator that logs the execution of a function. It uses the `functools` module for the `partial` function and the `logging` module for logging. The decorator is named `logged` and it takes a function `func` as an argument. It returns a wrapper function that logs the execution of `func` before and after it is called.

```

from functools import wraps, partial
import logging

def logged(func=None, *, level=logging.DEBUG, name=None,
           message=None):
    if func is None:
        return partial(logged, level=level, name=name,
                       message=message)

    logname = name if name else func.__module__
    log = logging.getLogger(logname)
    logmsg = message if message else func.__name__

    @wraps(func)
    def wrapper(*args, **kwargs):
        log.log(level, logmsg)
        return func(*args, **kwargs)

    return wrapper

# Example use
@logged
def add(x, y):
    return x + y

@logged(level=logging.CRITICAL, name='example')
def spam():
    print('Spam!')
    
```

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```
@logged()
def add(x, y):
    return x+y
```

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Python Cookbook: 2.0.0

```
# Example use
@logged
def add(x, y):
    return x + y
```

Python Cookbook: 2.0.0

```
def add(x, y):
    return x + y

add = logged(add)
```

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```
@logged(level=logging.CRITICAL, name='example')
def spam():
    print('Spam!')
```

Python Cookbook: 2.0.0

```
def spam():
    print('Spam!')

spam = logged(level=logging.CRITICAL, name='example')(spam)
```

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9.7 Using `@typeassert` to Enforce Argument Types

Problem

How can I enforce that function arguments are of a specific type?

Solution

The `@typeassert` decorator enforces that function arguments are of a specific type. It is implemented in `contract.py`.

```
>>> @typeassert(int, int)
... def add(x, y):
...     return x + y
...
>>>
>>> add(2, 3)
5
>>> add(2, 'hello')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "contract.py", line 33, in wrapper
TypeError: Argument y must be <class 'int'>
>>>
```

The `@typeassert` decorator is implemented in `contract.py`.

```
from inspect import signature
from functools import wraps

def typeassert(*ty_args, **ty_kwargs):
    def decorate(func):
        # If in optimized mode, disable type checking
        if not __debug__:
            return func

        # Map function argument names to supplied types
        sig = signature(func)
        bound_types = sig.bind_partial(*ty_args, **ty_kwargs).
            arguments

        @wraps(func)
        def wrapper(*args, **kwargs):
            bound_values = sig.bind(*args, **kwargs)
            # Enforce type assertions across supplied arguments
            for name, value in bound_values.arguments.items():
                if name in bound_types:
                    if not isinstance(value, bound_types[name]):
                        raise TypeError(
```

```

        'Argument {} must be {}'.format(name,
bound_types[name])
    )
    return func(*args, **kwargs)
    return wrapper
    return decorate

```

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```

>>> @typeassert(int, z=int)
... def spam(x, y, z=42):
...     print(x, y, z)
...
>>> spam(1, 2, 3)
1 2 3
>>> spam(1, 'hello', 3)
1 hello 3
>>> spam(1, 'hello', 'world')
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
File "contract.py", line 33, in wrapper
TypeError: Argument z must be <class 'int'>
>>>

```

Decorators

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Python Cookbook 2.0.0

```

def decorate(func):
    # If in optimized mode, disable type checking
    if not __debug__:
        return func

```

Python Cookbook 2.0.0

```

>>> from inspect import signature
>>> def spam(x, y, z=42):
...     pass
...
>>> sig = signature(spam)
>>> print(sig)

```

```
(x, y, z=42)
>>> sig.parameters
mappingproxy(OrderedDict([('x', <Parameter at 0x10077a050 'x'>),
('y', <Parameter at 0x10077a158 'y'>), ('z', <Parameter at 0x10077a1b0 'z'>)]))
>>> sig.parameters['z'].name
'z'
>>> sig.parameters['z'].default
42
>>> sig.parameters['z'].kind
<_ParameterKind: 'POSITIONAL_OR_KEYWORD'>
>>>
```

bind_partial()
arguments
OrderedDict([('x', <class 'int'>), ('z', <class 'int'>)]))

```
>>> bound_types = sig.bind_partial(int, z=int)
>>> bound_types
<inspect.BoundArguments object at 0x10069bb50>
>>> bound_types.arguments
OrderedDict([('x', <class 'int'>), ('z', <class 'int'>)]))
>>>
```

bound_types
arguments
OrderedDict([('x', <class 'int'>), ('z', <class 'int'>)]))

sig.bind()
bind()
bind_partial()
OrderedDict([('x', 1), ('y', 2), ('z', 3)])

```
>>> bound_values = sig.bind(1, 2, 3)
>>> bound_values.arguments
OrderedDict([('x', 1), ('y', 2), ('z', 3)])
>>>
```

OrderedDict([('x', 1), ('y', 2), ('z', 3)])

```
>>> for name, value in bound_values.arguments.items():
...     if name in bound_types.arguments:
...         if not isinstance(value, bound_types.arguments[name]):
...             raise TypeError()
...
>>>
```

OrderedDict([('x', 1), ('y', 2), ('z', 3)])

```
>>> @typeassert(int, list)
... def bar(x, items=None):
...     if items is None:
...         items = []
...     items.append(x)
...     return items
>>> bar(2)
[2]
>>> bar(2, 3)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "contract.py", line 33, in wrapper
TypeError: Argument items must be <class 'list'>
>>> bar(4, [1, 2, 3])
[1, 2, 3, 4]
>>>
```

The `@typeassert` decorator is a simple way to enforce type constraints on function arguments. It uses the `contract` module to check the types of arguments at runtime. In the example above, the `bar` function is decorated with `@typeassert(int, list)`, which means that the first argument must be an integer and the second argument must be a list. If these conditions are not met, a `TypeError` is raised.

```
@typeassert
def spam(x:int, y, z:int = 42):
    print(x, y, z)
```

The `@typeassert` decorator is a simple way to enforce type constraints on function arguments. It uses the `contract` module to check the types of arguments at runtime. In the example above, the `spam` function is decorated with `@typeassert`, which means that the first argument must be an integer, the second argument must be any type, and the third argument must be an integer with a default value of 42. If these conditions are not met, a `TypeError` is raised.

For more information on the `contract` module, see [PEP 362](#) and the `inspect` module.

9.8 Using the `@typeassert` decorator

Using the `@typeassert` decorator

The `@typeassert` decorator is a simple way to enforce type constraints on function arguments. It uses the `contract` module to check the types of arguments at runtime. In the example above, the `spam` function is decorated with `@typeassert`, which means that the first argument must be an integer, the second argument must be any type, and the third argument must be an integer with a default value of 42. If these conditions are not met, a `TypeError` is raised.

Using the `@typeassert` decorator

The `@typeassert` decorator is a simple way to enforce type constraints on function arguments. It uses the `contract` module to check the types of arguments at runtime. In the example above, the `spam` function is decorated with `@typeassert`, which means that the first argument must be an integer, the second argument must be any type, and the third argument must be an integer with a default value of 42. If these conditions are not met, a `TypeError` is raised.

```
from functools import wraps

class A:
    # Decorator as an instance method
```

```
def decorator1(self, func):
    @wraps(func)
    def wrapper(*args, **kwargs):
        print('Decorator 1')
        return func(*args, **kwargs)
    return wrapper

# Decorator as a class method
@classmethod
def decorator2(cls, func):
    @wraps(func)
    def wrapper(*args, **kwargs):
        print('Decorator 2')
        return func(*args, **kwargs)
    return wrapper
```

Decorator as a class method

```
# As an instance method
a = A()
@a.decorator1
def spam():
    pass

# As a class method
@A.decorator2
def grok():
    pass
```

Decorator as a class method

Decorator

Decorator is a function that takes another function as an argument and returns a new function that wraps the original function. It is a common pattern in Python to use decorators to modify the behavior of functions or methods. The decorator function is applied to the target function using the @ symbol. The decorator function can take any number of arguments and return any type of object, but it must return a callable object that can be called like a function.

```
class Person:
    # Create a property instance
    first_name = property()

    # Apply decorator methods
    @first_name.getter
    def first_name(self):
        return self._first_name

    @first_name.setter
    def first_name(self, value):
        if not isinstance(value, str):
            raise TypeError('Expected a string')
```

```
self._first_name = value
```

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wrapper() ãĠæŤřãžüäy■éĬĬëçĀãŃĒãŔñëĤZäyĹ self ãŔĈæŤřãĈ
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```
class B(A):
    @A.decorator2
    def bar(self):
        pass
```

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9.9 ãŖĒëĈĒëřãŽĹãĉZãĹĹäyžçšz

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```
import types
from functools import wraps

class Profiled:
    def __init__(self, func):
        wraps(func)(self)
        self.ncalls = 0

    def __call__(self, *args, **kwargs):
        self.ncalls += 1
        return self.__wrapped__(*args, **kwargs)
```

```
def __get__(self, instance, cls):
    if instance is None:
        return self
    else:
        return types.MethodType(self, instance)
```

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```
@Profiled
def add(x, y):
    return x + y

class Spam:
    @Profiled
    def bar(self, x):
        print(self, x)
```

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```
>>> add(2, 3)
5
>>> add(4, 5)
9
>>> add.ncalls
2
>>> s = Spam()
>>> s.bar(1)
<__main__.Spam object at 0x10069e9d0> 1
>>> s.bar(2)
<__main__.Spam object at 0x10069e9d0> 2
>>> s.bar(3)
<__main__.Spam object at 0x10069e9d0> 3
>>> Spam.bar.ncalls
3
```

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```
>>> s = Spam()
>>> s.bar(3)
Traceback (most recent call last):
```



```
2
>>>
```

9.10 Decorators

Decorators

Decorators are a way to modify the behavior of a function or class.

Example

The following example shows a decorator that measures the execution time of a function.

```
import time
from functools import wraps

# A simple decorator
def timethis(func):
    @wraps(func)
    def wrapper(*args, **kwargs):
        start = time.time()
        r = func(*args, **kwargs)
        end = time.time()
        print(end-start)
        return r
    return wrapper

# Class illustrating application of the decorator to different
# kinds of methods
class Spam:
    @timethis
    def instance_method(self, n):
        print(self, n)
        while n > 0:
            n -= 1

    @classmethod
    @timethis
    def class_method(cls, n):
        print(cls, n)
        while n > 0:
            n -= 1

    @staticmethod
    @timethis
```



```
from abc import ABCMeta, abstractmethod
class A(metaclass=ABCMeta):
    @classmethod
    @abstractmethod
    def method(cls):
        pass
```

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Python 3.0.0

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```
from functools import wraps

def optional_debug(func):
    @wraps(func)
    def wrapper(*args, debug=False, **kwargs):
        if debug:
            print('Calling', func.__name__)
        return func(*args, **kwargs)

    return wrapper
```

```
>>> @optional_debug
... def spam(a,b,c):
...     print(a,b,c)
...
>>> spam(1,2,3)
1 2 3
>>> spam(1,2,3, debug=True)
Calling spam
1 2 3
>>>
```

Decorators

Decorators are a way to modify the behavior of a function. They are functions that take a function as an argument and return a new function that wraps the original function. This allows you to add functionality to a function without modifying its code.

```
def a(x, debug=False):
    if debug:
        print('Calling a')

def b(x, y, z, debug=False):
    if debug:
        print('Calling b')

def c(x, y, debug=False):
    if debug:
        print('Calling c')
```

Decorators can be used to add logging, timing, and other functionality to your functions.

```
from functools import wraps
import inspect

def optional_debug(func):
    if 'debug' in inspect.getargspec(func).args:
        raise TypeError('debug argument already defined')

    @wraps(func)
    def wrapper(*args, debug=False, **kwargs):
        if debug:
            print('Calling', func.__name__)
        return func(*args, **kwargs)
    return wrapper

@optional_debug
def a(x):
    pass

@optional_debug
def b(x, y, z):
    pass

@optional_debug
def c(x, y):
    pass
```

Decorators can be used to add logging, timing, and other functionality to your functions. They are functions that take a function as an argument and return a new function that wraps the original function. This allows you to add functionality to a function without modifying its code.

Decorators can be used to add logging, timing, and other functionality to your functions. They are functions that take a function as an argument and return a new function that wraps the original function. This allows you to add functionality to a function without modifying its code.

Let's create a decorator that can be used to enable or disable debugging. We'll use the `inspect` module to get the signature of the function being decorated. The decorator will take a `debug` argument that can be set to `True` or `False`. If `debug` is `True`, the decorator will print the arguments and return value of the function. If `debug` is `False`, the decorator will do nothing.

```
>>> @optional_debug
... def add(x, y):
...     return x+y
...
>>> import inspect
>>> print(inspect.signature(add))
(x, y)
>>>
```

Let's create a decorator that can be used to enable or disable debugging. We'll use the `inspect` module to get the signature of the function being decorated. The decorator will take a `debug` argument that can be set to `True` or `False`. If `debug` is `True`, the decorator will print the arguments and return value of the function. If `debug` is `False`, the decorator will do nothing.

```
from functools import wraps
import inspect

def optional_debug(func):
    if 'debug' in inspect.getargspec(func).args:
        raise TypeError('debug argument already defined')

    @wraps(func)
    def wrapper(*args, debug=False, **kwargs):
        if debug:
            print('Calling', func.__name__)
            return func(*args, **kwargs)

        sig = inspect.signature(func)
        parms = list(sig.parameters.values())
        parms.append(inspect.Parameter('debug',
                                       inspect.Parameter.KEYWORD_ONLY,
                                       default=False))
        wrapper.__signature__ = sig.replace(parameters=parms)
    return wrapper
```

Let's create a decorator that can be used to enable or disable debugging. We'll use the `inspect` module to get the signature of the function being decorated. The decorator will take a `debug` argument that can be set to `True` or `False`. If `debug` is `True`, the decorator will print the arguments and return value of the function. If `debug` is `False`, the decorator will do nothing.

```
>>> @optional_debug
... def add(x, y):
...     return x+y
...
>>> print(inspect.signature(add))
(x, y, *, debug=False)
>>> add(2, 3)
5
>>>
```

Let's create a decorator that can be used to enable or disable debugging. We'll use the `inspect` module to get the signature of the function being decorated. The decorator will take a `debug` argument that can be set to `True` or `False`. If `debug` is `True`, the decorator will print the arguments and return value of the function. If `debug` is `False`, the decorator will do nothing.

9.12 Logging Exceptions in a Decorator

Example

Example code for logging exceptions in a decorator.

Code

Example code for logging exceptions in a decorator.

```
def log_getattribute(cls):
    # Get the original implementation
    orig_getattribute = cls.__getattribute__

    # Make a new definition
    def new_getattribute(self, name):
        print('getting:', name)
        return orig_getattribute(self, name)

    # Attach to the class and return
    cls.__getattribute__ = new_getattribute
    return cls

# Example use
@log_getattribute
class A:
    def __init__(self, x):
        self.x = x
    def spam(self):
        pass
```

Example code for logging exceptions in a decorator.

```
>>> a = A(42)
>>> a.x
getting: x
42
>>> a.spam()
getting: spam
>>>
```

Conclusion

Example code for logging exceptions in a decorator.


```

        raise TypeError("Can't instantiate directly")

# Example
class Spam(metaclass=NoInstances):
    @staticmethod
    def grok(x):
        print('Spam.grok')

```

Example 11.13: A metaclass that prevents direct instantiation of a class.

```

>>> Spam.grok(42)
Spam.grok
>>> s = Spam()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "example1.py", line 7, in __call__
    raise TypeError("Can't instantiate directly")
TypeError: Can't instantiate directly
>>>

```

Example 11.14: A metaclass that implements the Singleton pattern.

```

class Singleton(type):
    def __init__(self, *args, **kwargs):
        self.__instance = None
        super().__init__(*args, **kwargs)

    def __call__(self, *args, **kwargs):
        if self.__instance is None:
            self.__instance = super().__call__(*args, **kwargs)
            return self.__instance
        else:
            return self.__instance

# Example
class Spam(metaclass=Singleton):
    def __init__(self):
        print('Creating Spam')

```

Example 11.15: Using the Singleton metaclass to ensure only one instance of a class exists.

```

>>> a = Spam()
Creating Spam
>>> b = Spam()
>>> a is b
True
>>> c = Spam()
>>> a is c
True
>>>

```

Example: A simple cache decorator using weakref.

```
import weakref

class Cached(type):
    def __init__(self, *args, **kwargs):
        super().__init__(*args, **kwargs)
        self.__cache = weakref.WeakValueDictionary()

    def __call__(self, *args):
        if args in self.__cache:
            return self.__cache[args]
        else:
            obj = super().__call__(*args)
            self.__cache[args] = obj
            return obj

# Example
class Spam(metaclass=Cached):
    def __init__(self, name):
        print('Creating Spam({!r})'.format(name))
        self.name = name
```

Example: Using the Cached metaclass.

```
>>> a = Spam('Guido')
Creating Spam('Guido')
>>> b = Spam('Diana')
Creating Spam('Diana')
>>> c = Spam('Guido') # Cached
>>> a is b
False
>>> a is c # Cached value returned
True
>>>
```

Example

Example: A simple cache decorator using weakref.

```
class _Spam:
    def __init__(self):
        print('Creating Spam')

_spam_instance = None

def Spam():
```

```
global _spam_instance

if _spam_instance is not None:
    return _spam_instance
else:
    _spam_instance = _Spam()
    return _spam_instance
```

ar;çöä;£çTlāĖČšzāRřèČ;äijŽæŭL'āRŁāLřæfTè;ČénYčžğČzčŽDæŁĀæIJřijNā;EæYřāōČčŽDžččāA
æŽt'ād'ŽāĖšzžŌāLŽāžžcijŠā■Yāōđā;NāĀAāijsāijTçTlč■L'āEĖāōžijNērūāRČēĀČ8.25ārRēŁCāĀČ

9.14 æ■TèŌŭçšzçŽDāśđæĀğāōŽāzL'éążāžŔ

éŬóécŸ

ä;ăæČšèĠlāLlèōřā;TäyĀäyłçšzäy■āsđæĀğāSŇæŰzæşTāōŽāzL'çŽDéążāžRijŇ
çDúāRŌāRřāžēāL'çTlāōČæĭēāAŽā;Łād'Žæş■ä;IJijLæfTāēČāžRāLŬāŇŪāĀAæYāārDāLřæTřæ■ōāžşç■Lç

èğčāEşæŰzæąŁ

āl'çTlāĖČšzāRřāžēā;ŁāōžæYşçŽDæ■TèŌŭçšzçŽDāōŽāzL'āĤæAřāĀCāyŇēĬæYřāyĀäyłā;Nā■RijŇ

```
from collections import OrderedDict

# A set of descriptors for various types
class Typed:
    _expected_type = type(None)
    def __init__(self, name=None):
        self._name = name

    def __set__(self, instance, value):
        if not isinstance(value, self._expected_type):
            raise TypeError('Expected ' + str(self._expected_type))
        instance.__dict__[self._name] = value

class Integer(Typed):
    _expected_type = int

class Float(Typed):
    _expected_type = float

class String(Typed):
    _expected_type = str

# Metaclass that uses an OrderedDict for class body
class OrderedMeta(type):
```

```
def __new__(cls, clsname, bases, clsdict):
    d = dict(clsdict)
    order = []
    for name, value in clsdict.items():
        if isinstance(value, Typed):
            value._name = name
            order.append(name)
    d['_order'] = order
    return type.__new__(cls, clsname, bases, d)

@classmethod
def __prepare__(cls, clsname, bases):
    return OrderedDict()
```

OrderedDict`æTèÕuåLřiiijN`çTŠæLŘçŽDæIJL`āžRāRçğrāžŌāUāĖyāyæRŘāRŪāĠzæIē
`\_order`āĀCēŁZæũçŽDēřŁçšzāyçŽDæŪzæşTāRřāzēēĀŽēŁĠād`ŽçğæŪzāijRæIēā;ŁçTlāōČāĀC
āĠNāēČiiijNāyNēlāēYřāyĀāyŁçōĀāTçŽDçšzīijNā;ŁçTlēŁZāyLæŌŠāžRāUāĖyāIēāōđçŌřāĖyāĀyŁçšzāōđā

```
class Structure(metaclass=OrderedMeta):
    def as_csv(self):
        return ','.join(str(getattr(self, name)) for name in self._
        order)

# Example use
class Stock(Structure):
    name = String()
    shares = Integer()
    price = Float()

    def __init__(self, name, shares, price):
        self.name = name
        self.shares = shares
        self.price = price
```

æLŠāžnāIJlāžd`āžŠāijRçŌřāčČāyætNērTāyĀāyNēŁZāyŁStockçšzīijŽ

```
>>> s = Stock('GOOG', 100, 490.1)
>>> s.name
'GOOG'
>>> s.as_csv()
'GOOG,100,490.1'
>>> t = Stock('AAPL', 'a lot', 610.23)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "dupmethod.py", line 34, in __init__
TypeError: shares expects <class 'int'>
>>>
```

11.14

OrderedDict is a dictionary that remembers the order of the keys as they are inserted. It is a subclass of dict. The following code defines a metaclass that creates a subclass of OrderedDict that has a method called prepare that returns a new instance of the class.

```
from collections import OrderedDict

class NoDupOrderedDict(OrderedDict):
    def __init__(self, clsname):
        self.clsname = clsname
        super().__init__()
    def __setitem__(self, name, value):
        if name in self:
            raise TypeError('{} already defined in {}'.format(name, self.clsname))
        super().__setitem__(name, value)

class OrderedMeta(type):
    def __new__(cls, clsname, bases, clsdict):
        d = dict(clsdict)
        d['_order'] = [name for name in clsdict if name[0] != '_']
        return type.__new__(cls, clsname, bases, d)

    @classmethod
    def __prepare__(cls, clsname, bases):
        return NoDupOrderedDict(clsname)
```

The following code defines a class A that uses the OrderedMeta metaclass. It has a method called spam that raises a TypeError if it is called more than once.

```
>>> class A(metaclass=OrderedMeta):
...     def spam(self):
...     pass
...     def spam(self):
...     pass
...
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 4, in A
  File "dupmethod2.py", line 25, in __setitem__
    (name, self.clsname)
TypeError: spam already defined in A
>>>
```

The following code defines a class A that uses the OrderedMeta metaclass. It has a method called spam that raises a TypeError if it is called more than once.


```
def __prepare__(cls, name, bases, *, debug=False,
    synchronize=False):
    # Custom processing
    pass
    return super().__prepare__(name, bases)

# Required
def __new__(cls, name, bases, ns, *, debug=False,
    synchronize=False):
    # Custom processing
    pass
    return super().__new__(cls, name, bases, ns)

# Required
def __init__(self, name, bases, ns, *, debug=False,
    synchronize=False):
    # Custom processing
    pass
    super().__init__(name, bases, ns)
```

èòlèõž

çžZäyÄäyġaĒĈçszæužāŁāāRréĀL'āĒšēTōā■ŪāRCæTřēIJĀēēAā;āāōNāĒġāijDæĠCçszāŁZāzzçŽDæL'Āā
 āZāyžēēZāžZāRCæTřāijŽēcnāijāēĀŠçžZæfRāyĀäyġçŽyāĒšçŽDæŪzæšTāĀĆ
 __prepare__() æŪzæšTāIJġæL'ĀæIJL'çszāōŽāzL'āijĀāğNæL'ğēāNāL'■ēēŪāĒĒēcnērĈçTřijNçTġæġēāŁZ
 ēĀZāyŷāĒēōšijNēēZāyġæŪzæšTāRġæŸřōĀā■TçŽDēēTāZdāyĀäyġa■ŪāĒyæLŪāĒūāzŪæŸāārDāržēšāĀĀĆ
 __new__() æŪzæšTēcnçTġæġēāōdā;NāNŪæIJĀçžŁçŽDçszāržēšāĀĀĆāōCāIJġçszçŽDāyžā;ŠēcnæL'ğēāNāō
 __init__() æŪzæšTæIJĀāRŌēcnērĈçTřijNçTġæġæL'ğēāNāĒūāzŪçŽDāyĀāžZāġāğNāNŪāūēā;IJāĀĆ

ā;ŠæĒSāžnædDēĀāāĒĈçszçŽDæŪūāĀZřijNēĀZāyŷāRġēIJĀēēAāōŽāzL'āyĀäyġ
 __new__() æĒŪ __init__() æŪzæšTřijNā;Ēāy■æŸřāy'd'āyġēĈ;āōŽāzL'āĀĆ
 ā;ĒæŸřijNāēĈædIJġēēAæŌēāRŪāĒūāzŪçŽDāĒšēTōā■ŪāRCæTřçŽDēřijNēēZāy'd'āyġæŪzæšTāršēēAā
 ēžŸēōd'çŽD __prepare__() æŪzæšTæŌēāRŪāzæēĎRçŽDāĒšēTōā■ŪāRCæTřijNā;ĒæŸřāijZāē;çTēāō
 æL'ĀāžēāRġæIJL'ā;ŠēēZāžZēēġād'ŪçŽDāRCæTřārřēĈ;āijZā;sāŠ■āĒřçszāŠ;āR■çl'žēŪt'çŽDāŁZāzzæŪūā;āā
 __prepare__() æŪzæšTāĀĆ

ēĀZēēĠā;ēçTřāijžāĒŪāĒšēTōā■ŪāRCæTřijNāIJġçszçŽDāŁZāzzēēĠçġNāy■æĒSāžnāēĒēāzēĀZēēĠāĒšē
 ā;ēçTřāĒšēTōā■ŪāRCæTřēĒ■ç;ōāyĀäyġaĒĈçszēēŸārřāzēēēĠā;IJāržçszāRŸēĠRçŽDāyĀçģ■æZēāzæē

```
class Spam(metaclass=MyMeta):
    debug = True
    synchronize = True
    pass
```

ārĒēēZāžZāšdæĀğāōŽāzL'āyžāRCæTřçŽDāē;ād'ĎāIJġāžŌāōĈāznāy■āijZæšāēšŠçszçŽDāR■çğřçl'žēŪt'
 ēēZāžZāšdæĀğāzĒāzĒāRġāžŌāšdāžŌçszçŽDāŁZāzzēŸūāōřijNēĀNāy■æŸřçszāy■çŽDēr■āRēæL'ğēāNēŸūā
 āRēād'ŪřijNāōĈāznāIJġ __prepare__() æŪzæšTāy■æŸřārřāzēēēēēŪōçŽDřijNāZāyžēēZāyġæŪzæšT

Example 9.16: Using `*args` and `**kwargs` to pass an arbitrary number of arguments to a function.

9.16 *args and **kwargs

Example

The following example defines a function `func` that takes an arbitrary number of arguments and prints them out.

Example

The following example defines a function `func` that takes an arbitrary number of arguments and prints them out. It uses the `inspect` module to inspect the function's signature and create a `Signature` object.

```
>>> from inspect import Signature, Parameter
>>> # Make a signature for a func(x, y=42, *, z=None)
>>> parms = [ Parameter('x', Parameter.POSITIONAL_OR_KEYWORD),
...           Parameter('y', Parameter.POSITIONAL_OR_KEYWORD,
... default=42),
...           Parameter('z', Parameter.KEYWORD_ONLY, default=None) ]
>>> sig = Signature(parms)
>>> print(sig)
(x, y=42, *, z=None)
>>>
```

The following example defines a function `func` that takes an arbitrary number of arguments and prints them out. It uses the `bind` method of the `Signature` object to bind the arguments to the function's parameters.

```
>>> def func(*args, **kwargs):
...     bound_values = sig.bind(*args, **kwargs)
...     for name, value in bound_values.arguments.items():
...         print(name, value)
...
>>> # Try various examples
>>> func(1, 2, z=3)
x 1
y 2
z 3
>>> func(1)
x 1
>>> func(1, z=3)
x 1
z 3
>>> func(y=2, x=1)
```

```
x 1
y 2
>>> func(1, 2, 3, 4)
Traceback (most recent call last):
...
  File "/usr/local/lib/python3.3/inspect.py", line 1972, in _bind
    raise TypeError('too many positional arguments')
TypeError: too many positional arguments
>>> func(y=2)
Traceback (most recent call last):
...
  File "/usr/local/lib/python3.3/inspect.py", line 1961, in _bind
    raise TypeError(msg) from None
TypeError: 'x' parameter lacking default value
>>> func(1, y=2, x=3)
Traceback (most recent call last):
...
  File "/usr/local/lib/python3.3/inspect.py", line 1985, in _bind
    '{arg!r}'.format(arg=param.name))
TypeError: multiple values for argument 'x'
>>>
```

The following code defines a function `make_sig` that takes a list of parameter names and returns a `Signature` object. It also defines a `Structure` class that uses `make_sig` to create a signature and bind arguments. Finally, it defines two subclasses, `Stock` and `Point`, which inherit from `Structure` and use the `make_sig` function to create their own signatures.

```
from inspect import Signature, Parameter

def make_sig(*names):
    parms = [Parameter(name, Parameter.POSITIONAL_OR_KEYWORD)
              for name in names]
    return Signature(parms)

class Structure:
    __signature__ = make_sig()
    def __init__(self, *args, **kwargs):
        bound_values = self.__signature__.bind(*args, **kwargs)
        for name, value in bound_values.arguments.items():
            setattr(self, name, value)

# Example use
class Stock(Structure):
    __signature__ = make_sig('name', 'shares', 'price')

class Point(Structure):
    __signature__ = make_sig('x', 'y')
```

The following code defines a function `make_sig` that takes a list of parameter names and returns a `Signature` object. It also defines a `Structure` class that uses `make_sig` to create a signature and bind arguments. Finally, it defines two subclasses, `Stock` and `Point`, which inherit from `Structure` and use the `make_sig` function to create their own signatures.

```
>>> import inspect
>>> print(inspect.signature(Stock))
(name, shares, price)
>>> s1 = Stock('ACME', 100, 490.1)
>>> s2 = Stock('ACME', 100)
Traceback (most recent call last):
...
TypeError: 'price' parameter lacking default value
>>> s3 = Stock('ACME', 100, 490.1, shares=50)
Traceback (most recent call last):
...
TypeError: multiple values for argument 'shares'
>>>
```

ěóľěőž

ĀĬĴāĽŚāznēĪĀēēĀæđĎāžžēĀŽčĤĴāĜĵæĤřāžŚāĀĀçĵŮāĒZēčĒēēřāZĴāĽŮāōđčŎřāžččŘĒçŽĎæŮŮāĀŽ
 *args āŠŇ **kwargs çŽĎāĵçĤĴāĒŸřāĴāēŽōéĀçŽĎāĀĆ
 āĵĒæŸřĵĴĴēZæāŭçŽĎāĜĵæĤřāĪĴāŸĀāŷĴçĵçĈzārśæŸřāĴŚāĵāæĈşēēĀāōđčŎřēĴĴāŭçŽĎāŖĈæĤřāēĈĀēĤŇ
 ēĤZæŮŮāĀŽāĽŚāznēĀŖāžžēĀŽēĤĜāŸĀāŷĴçĵāŖāŖžēśāēĴēçōĀāŇŮāōĈāĀĆ

ĀĬĴāĪĀāŖŎçŽĎāŸĀāŷĴēŮžæāĴāōđāĴŇāŸĴĴĴĴĴēŸāŖāžžēĀŽēĤĜāĵçĤĴēĴĴāōŽāZĴāĒĈçşzæĴ

```
from inspect import Signature, Parameter

def make_sig(*names):
    parms = [Parameter(name, Parameter.POSITIONAL_OR_KEYWORD)
              for name in names]
    return Signature(parms)

class StructureMeta(type):
    def __new__(cls, clsname, bases, clsdict):
        clsdict['__signature__'] = make_sig(*clsdict.get('__fields',
→ []))
        return super().__new__(cls, clsname, bases, clsdict)

class Structure(metaclass=StructureMeta):
    __fields__ = []
    def __init__(self, *args, **kwargs):
        bound_values = self.__signature__.bind(*args, **kwargs)
        for name, value in bound_values.arguments.items():
            setattr(self, name, value)

# Example
class Stock(Structure):
    __fields__ = ['name', 'shares', 'price']

class Point(Structure):
    __fields__ = ['x', 'y']
```

__signature__
inspect

```
>>> import inspect
>>> print(inspect.signature(Stock))
(name, shares, price)
>>> print(inspect.signature(Point))
(x, y)
>>>
```

9.17 Definice třídy s metaklasou

Úvod

Metaklasa je třída tříd. Vytváří se jako obyčejná třída, ale její instance jsou třídami. Metaklasa může být použita k definici nových tříd, které budou mít jiné chování než ty, které jsou definovány v Pythonu.

Metaklasa

Metaklasa je třída, která se chová jako třída, ale její instance jsou třídami. Metaklasa může být použita k definici nových tříd, které budou mít jiné chování než ty, které jsou definovány v Pythonu.

```
class MyMeta(type):
    def __new__(self, clsname, bases, clsdict):
        # clsname is name of class being defined
        # bases is tuple of base classes
        # clsdict is class dictionary
        return super().__new__(self, clsname, bases, clsdict)
```

Metaklasa může být použita k definici nových tříd, které budou mít jiné chování než ty, které jsou definovány v Pythonu.

```
class MyMeta(type):
    def __init__(self, clsname, bases, clsdict):
        super().__init__(clsname, bases, clsdict)
        # clsname is name of class being defined
        # bases is tuple of base classes
        # clsdict is class dictionary
```

Metaklasa může být použita k definici nových tříd, které budou mít jiné chování než ty, které jsou definovány v Pythonu.

```
class Root(metaclass=MyMeta):
    pass

class A(Root):
    pass
```

```
class B(Root):
    pass
```

__init__() æÚæşTäy■iijN ä;ääRfäzëä;Lè;æIçŽDæcÄæşëçşzçŽDäEäóžā
āŽāæ■d'iijNäyÄäylæaEædüçŽDædDäzžèÄEärsèÇ;āIJlād' gādNçŽDçzgæL'fä;Şçşzäy■éAŽëfĞçzŽäyÄäylæaü
ä;IJäyžäyÄäylæEüä;ŞçŽDäžTçTlā;Nā■RrijNäyNéIcāóŽāzL'āžEäyÄäylæEČçşziijNāóČçTlāIææcÄæ;NéG■è;ij

```
class NoMixedCaseMeta(type):
    def __new__(cls, clsname, bases, clsdict):
        for name in clsdict:
            if name.lower() != name:
                raise TypeError('Bad attribute name: ' + name)
        return super().__new__(cls, clsname, bases, clsdict)

class Root(metaclass=NoMixedCaseMeta):
    pass

class A(Root):
    def foo_bar(self): # Ok
        pass

class B(Root):
    def fooBar(self): # TypeError
        pass
```

ä;IJäyžæŽt'énYçzğāSñāóđçTlçŽDä;Nā■RrijNäyNéIcāIJL'äyÄäylæEČçşziijNāóČçTlāIææcÄæ;NéG■è;ij

```
from inspect import signature
import logging

class MatchSignaturesMeta(type):

    def __init__(self, clsname, bases, clsdict):
        super().__init__(clsname, bases, clsdict)
        sup = super(self, self)
        for name, value in clsdict.items():
            if name.startswith('_') or not callable(value):
                continue
            # Get the previous definition (if any) and compare the_
            ↪signatures
            prev_dfn = getattr(sup, name, None)
            if prev_dfn:
                prev_sig = signature(prev_dfn)
                val_sig = signature(value)
                if prev_sig != val_sig:
                    logging.warning('Signature mismatch in %s. %s !
                    ↪= %s',
                                value.__qualname__, prev_sig,
                                ↪val_sig)
```

```
# Example
class Root(metaclass=MatchSignaturesMeta):
    pass

class A(Root):
    def foo(self, x, y):
        pass

    def spam(self, x, *, z):
        pass

# Class with redefined methods, but slightly different signatures
class B(A):
    def foo(self, a, b):
        pass

    def spam(self, x, z):
        pass
```

Warning: Signature mismatch in B.spam. (self, x, *, z) != (self, x, z)

```
WARNING:root:Signature mismatch in B.spam. (self, x, *, z) != (self,
→ x, z)
WARNING:root:Signature mismatch in B.foo. (self, x, y) != (self, a,
→ b)
```

Warning: Signature mismatch in B.spam. (self, x, *, z) != (self, x, z)

Warning: Signature mismatch

Warning: Signature mismatch in B.spam. (self, x, *, z) != (self, x, z)

Warning: Signature mismatch in B.foo. (self, x, y) != (self, a, b)

```
class Root(metaclass=MatchSignaturesMeta):
    pass

class A(Root):
    def foo(self, x, y):
        pass

    def spam(self, x, *, z):
        pass

class B(A):
    def foo(self, a, b):
        pass

    def spam(self, x, z):
        pass
```

Warning: Signature mismatch in B.spam. (self, x, *, z) != (self, x, z)

```

    def __init__(self, name, shares, price):
        self.name = name
        self.shares = shares
        self.price = price
    def cost(self):
        return self.shares * self.price

cls_dict = {
    '__init__': __init__,
    'cost': cost,
}

# Make a class
import types

Stock = types.new_class('Stock', (), {}, lambda ns: ns.update(cls_dict))
Stock.__module__ = __name__

```

9.18 Creating a Class Manually from Parts

Example

The example shows how to create a class manually from parts. It defines a `Stock` class with two methods: `__init__` and `cost`. The `__init__` method initializes the `name`, `shares`, and `price` attributes. The `cost` method returns the total cost of the shares.

Implementation

The implementation uses the `types.new_class` function to create the class. It takes the class name, a tuple of base classes (empty in this case), a dictionary of class attributes (empty in this case), and a lambda function that updates the class dictionary with the methods defined in `cls_dict`.

```

# stock.py
# Example of making a class manually from parts

# Methods
def __init__(self, name, shares, price):
    self.name = name
    self.shares = shares
    self.price = price
def cost(self):
    return self.shares * self.price

cls_dict = {
    '__init__': __init__,
    'cost': cost,
}

# Make a class
import types

Stock = types.new_class('Stock', (), {}, lambda ns: ns.update(cls_dict))
Stock.__module__ = __name__

```

The example shows how to create a class manually from parts. It defines a `Stock` class with two methods: `__init__` and `cost`. The `__init__` method initializes the `name`, `shares`, and `price` attributes. The `cost` method returns the total cost of the shares.

```

>>> s = Stock('ACME', 50, 91.1)
>>> s
<stock.Stock object at 0x1006a9b10>
>>> s.cost()

```

```
4555.0
>>>
```

```
types.new_class('Stock', (), {'metaclass': abc.ABCMeta},
                 lambda ns: ns.update(cls_dict))
Stock.__module__ = __name__
Stock
<class '__main__.Stock'>
type(Stock)
<class 'abc.ABCMeta'>
```

```
>>> import abc
>>> Stock = types.new_class('Stock', (), {'metaclass': abc.ABCMeta},
...                             lambda ns: ns.update(cls_dict))
...
>>> Stock.__module__ = __name__
>>> Stock
<class '__main__.Stock'>
>>> type(Stock)
<class 'abc.ABCMeta'>
>>>
```

types.new_class('Stock', (), {'metaclass': abc.ABCMeta}, lambda ns: ns.update(cls_dict))

```
class Spam(Base, debug=True, typecheck=False):
    pass
```

types.new_class('Spam', (Base,), {'debug': True, 'typecheck': False}, lambda ns: ns.update(cls_dict))

```
Spam = types.new_class('Spam', (Base,),
                       {'debug': True, 'typecheck': False},
                       lambda ns: ns.update(cls_dict))
```

```
new_class('Spam', (Base,), {'debug': True, 'typecheck': False},
          lambda ns: ns.update(cls_dict))
Spam
<class '__main__.Spam'>
type(Spam)
<class 'Base'>
```

11.18. 9.18

```
collections.namedtuple('Spam', ['x', 'y', 'z'])
Spam(x=1, y=2, z=3)
Spam._fields_
('x', 'y', 'z')
```

```
>>> Stock = collections.namedtuple('Stock', ['name', 'shares',
↳ 'price'])
>>> Stock
<class '__main__.Stock'>
>>>
```

`namedtuple()` is a function that returns a `namedtuple` object. The first argument is the name of the tuple, and the second argument is a list of field names. The `namedtuple` object is a subclass of `tuple` and has the same methods as a tuple. The `namedtuple` object also has attributes for each field name, which can be used to access the values of the tuple.

```
import operator
import types
import sys

def namedtuple(classname, fieldnames):
    # Populate a dictionary of field property accessors
    cls_dict = { name: property(operator.itemgetter(n))
                  for n, name in enumerate(fieldnames) }

    # Make a __new__ function and add to the class dict
    def __new__(cls, *args):
        if len(args) != len(fieldnames):
            raise TypeError('Expected {} arguments'.
↳ format(len(fieldnames)))
        return tuple.__new__(cls, args)

    cls_dict['__new__'] = __new__

    # Make the class
    cls = types.new_class(classname, (tuple,), {},
                          lambda ns: ns.update(cls_dict))

    # Set the module to that of the caller
    cls.__module__ = sys._getframe(1).f_globals['__name__']
    return cls
```

The `namedtuple` function is a utility function that returns a `namedtuple` object. The first argument is the name of the tuple, and the second argument is a list of field names. The `namedtuple` object is a subclass of `tuple` and has the same methods as a tuple. The `namedtuple` object also has attributes for each field name, which can be used to access the values of the tuple.

```
>>> Point = namedtuple('Point', ['x', 'y'])
>>> Point
<class '__main__.Point'>
>>> p = Point(4, 5)
>>> len(p)
2
>>> p.x
4
>>> p.y
5
```

```
Stock = type('Stock', (), cls_dict)
```

```
import types
metaclass, kwargs, ns = types.prepare_class('Stock', (), {'metaclass': type})
```

9.19 ąJíaőŽäzŁ'čŽĎæŮůăĂŽăĹiăğŊăŇŮçszçŽĎæĹŔăŚŸ

ä:ä:ČsǎIłčśzècǎǒŽzǎL'čŽĐæŮúǎǞZǎřsǎLiǎgNǎNŮǎyǞéČlǎLǞçśzčŽĐǎLǞřǎSǞiijNǞǞǎy■ǞYřèǞAç

```
import operator
```

```
class StructTupleMeta(type):
    def __init__(cls, *args, **kwargs):
        super().__init__(*args, **kwargs)
        for n, name in enumerate(cls._fields):
            setattr(cls, name, property(operator.itemgetter(n)))

class StructTuple(tuple, metaclass=StructTupleMeta):
    _fields = []
    def __new__(cls, *args):
        if len(args) != len(cls._fields):
            raise ValueError('{} arguments required'.format(len(cls._fields)))
        return super().__new__(cls, args)
```

```
class Stock(StructTuple):
    _fields = ['name', 'shares', 'price']

class Point(StructTuple):
    _fields = ['x', 'y']
```

```
>>> s = Stock('ACME', 50, 91.1)
>>> s
('ACME', 50, 91.1)
>>> s[0]
'ACME'
>>> s.name
'ACME'
>>> s.shares * s.price
4555.0
>>> s.shares = 23
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
AttributeError: can't set attribute
>>>
```

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èŁŽäÿÄärRèŁCäÿÑijŇčšž StructTupleMeta èŎŭârÚâlŤčšžšāđæĀğ _fields
äÿŇčŽĐāšđæĀğârŇāŭâlŬeāliijŇ čDŭârŎärĒāŏČāžñè;ŇæŇcālŤčŽÿāžŤčŽĐârŕeŏŕēŬŏçŤžāŏŽāĒČčžĐæ;
operator.itemgetter() āŤŽāžžäÿÄäÿlèŏŕēŬŏāŽlāĜ;æŤriijŇ čDŭârŎ property()
āĜ;æŤŕārĒāĒŭè;ŇæŇcālŤčŽÿāžŤčŽĐāšđæĀğāĀĈ

æIJñèŁCæIJĀéŽ;æĜČčŽĐéČlāŤæŤŕčšēéAšÿāŕŇčŽĐālĪāġŇāŇŬæŇēld' æŤŕāžĀāžŤæŬŭāĀŽāŕš
StructTupleMeta äÿŇčŽĐ __init__() æŬžæšŤāŕlāIJæŕŕäÿŤčšžèčŇāŏŽāžŤæŬŭèèčŇèŕČčŤlāÿĀæŇāā.
cls āŖCæŤŕāršæŤŕéČčäÿlèčŇāŏŽāžŤčŽĐčšžāĀĈāŏŕēŽĒäÿŤriijŇäÿŤæŕāžčçāĀä;ŤčŤlāžĒ


```

def __get__(self, instance, cls):
    """
    Descriptor method needed to make calls work in a class
    """
    if instance is not None:
        return types.MethodType(self, instance)
    else:
        return self

class MultiDict(dict):
    """
    Special dictionary to build multimethods in a metaclass
    """
    def __setitem__(self, key, value):
        if key in self:
            # If key already exists, it must be a multimethod or
            ↪ callable
            current_value = self[key]
            if isinstance(current_value, MultiMethod):
                current_value.register(value)
            else:
                mvalue = MultiMethod(key)
                mvalue.register(current_value)
                mvalue.register(value)
                super().__setitem__(key, mvalue)
        else:
            super().__setitem__(key, value)

class MultipleMeta(type):
    """
    Metaclass that allows multiple dispatch of methods
    """
    def __new__(cls, clsname, bases, clsdict):
        return type.__new__(cls, clsname, bases, dict(clsdict))

    @classmethod
    def __prepare__(cls, clsname, bases):
        return MultiDict()

```

Example: overloaded __init__

```

class Spam(metaclass=MultipleMeta):
    def bar(self, x:int, y:int):
        print('Bar 1:', x, y)

    def bar(self, s:str, n:int = 0):
        print('Bar 2:', s, n)

# Example: overloaded __init__

```

```
import time

class Date(metaclass=MultipleMeta):
    def __init__(self, year: int, month: int, day: int):
        self.year = year
        self.month = month
        self.day = day

    def __init__(self):
        t = time.localtime()
        self.__init__(t.tm_year, t.tm_mon, t.tm_mday)
```

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```
>>> s = Spam()
>>> s.bar(2, 3)
Bar 1: 2 3
>>> s.bar('hello')
Bar 2: hello 0
>>> s.bar('hello', 5)
Bar 2: hello 5
>>> s.bar(2, 'hello')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "multiple.py", line 42, in __call__
    raise TypeError('No matching method for types {}'.
↪format(types))
TypeError: No matching method for types (<class 'int'>, <class 'str'
↪'>)
>>> # Overloaded __init__
>>> d = Date(2012, 12, 21)
>>> # Get today's date
>>> e = Date()
>>> e.year
2012
>>> e.month
12
>>> e.day
3
>>>
```

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`__prepare__()` returns a `MultiDict` object. `MultiDict` is a subclass of `dict` that allows multiple values for a single key. `MultiMethod` is a class that allows multiple methods for a single attribute.

```
MultiMethod.__call__ = lambda self, *args, **kwargs: self.__call__(*args, **kwargs)
MultiMethod.register = lambda self, name, method: self.__dict__[name] = method
MultiMethod.__getattr__ = lambda self, name: self.__dict__.get(name, None)
MultiMethod.__setattr__ = lambda self, name, value: self.__dict__[name] = value
```

```
>>> b = s.bar
>>> b
<bound method Spam.bar of <__main__.Spam object at 0x1006a46d0>>
>>> b.__self__
<__main__.Spam object at 0x1006a46d0>
>>> b.__func__
<__main__.MultiMethod object at 0x1006a4d50>
>>> b(2, 3)
Bar 1: 2 3
>>> b('hello')
Bar 2: hello 0
>>>
```

The `MultiMethod` class is a subclass of `dict` that allows multiple methods for a single attribute.

```
>>> s.bar(x=2, y=3)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: __call__() got an unexpected keyword argument 'y'

>>> s.bar(s='hello')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: __call__() got an unexpected keyword argument 's'
>>>
```

The `MultiMethod` class is a subclass of `dict` that allows multiple methods for a single attribute. The `__call__` method is defined as follows:

The `MultiMethod` class is a subclass of `dict` that allows multiple methods for a single attribute.

```
class A:
    pass
```



```
def __call__(self, *args):
    types = tuple(type(arg) for arg in args[1:])
    meth = self._methods.get(types, None)
    if meth:
        return meth(*args)
    else:
        return self._default(*args)

def __get__(self, instance, cls):
    if instance is not None:
        return types.MethodType(self, instance)
    else:
        return self
```

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```
class Spam:
    @multimethod
    def bar(self, *args):
        # Default method called if no match
        raise TypeError('No matching method for bar')

    @bar.match(int, int)
    def bar(self, x, y):
        print('Bar 1:', x, y)

    @bar.match(str, int)
    def bar(self, s, n = 0):
        print('Bar 2:', s, n)
```

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æL'ĂæIJL'ăžŃçL'l'ēČ;æYřāzşç■L'çŽĐiijŃæIJL'ăē;æIJL'āIRiijŃăžšèöyæIJĂăē;çŽĐāLđæşTăřsæYřāIJlæz
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 ä;EæYřiijŃēŽd'ăžEēŁZăylăzēăd'ŰiijŃēĂŽăyăyă■ăžTēřă;fçTlæŰzæşTéG■ē;çŽĐă;fçTlăy■ă

āIJlPythonçd'çăŃžărzăžŌăōđçŎřæŰzæşTéG■ē;çŽĐèōŁēōžăuşçzRçTşăĹăuşăžĚăĂČ
 ārăžăŌăiijTăRşēŁZăylăzL'èōžçŽĐăŎşăŽăiijŃăRřăzēăRČēĂČăyŃGuido van
 RossumçŽĐēŁZçřGă■ŽăōčiiijŻ [Five-Minute Multimethods in Python](#)

9.21 éAŁăĚ■éG■ăd'■çŽĐăşđæĂgæŰzæşT

éŰōécŸ

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Decorators

Decorators are a way to modify the behavior of a function or class.

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

    @property
    def name(self):
        return self._name

    @name.setter
    def name(self, value):
        if not isinstance(value, str):
            raise TypeError('name must be a string')
        self._name = value

    @property
    def age(self):
        return self._age

    @age.setter
    def age(self, value):
        if not isinstance(value, int):
            raise TypeError('age must be an int')
        self._age = value
```

Decorators are a way to modify the behavior of a function or class. They are often used to add functionality to existing code without modifying the code itself.

```
def typed_property(name, expected_type):
    storage_name = '_' + name

    @property
    def prop(self):
        return getattr(self, storage_name)

    @prop.setter
    def prop(self, value):
        if not isinstance(value, expected_type):
            raise TypeError('{} must be a {}'.format(name, expected_type))
        setattr(self, storage_name, value)

    return prop

# Example use
class Person:
```

```
name = typed_property('name', str)
age = typed_property('age', int)

def __init__(self, name, age):
    self.name = name
    self.age = age
```

9.22

typed_property() is a function that takes a name and an expected type and returns a descriptor object. It is used to create typed properties for a class. The descriptor object has a name attribute and an expected_type attribute. It also has a getter and a setter method. The getter method returns the value of the attribute, and the setter method sets the value of the attribute. The descriptor object is used to create a property for a class. The property is created by calling the descriptor object with the name of the attribute. The property is then assigned to the class. The property is used to access the attribute of an instance of the class. The property ensures that the attribute is of the expected type. If the attribute is not of the expected type, a ValueError is raised. The property also ensures that the attribute is not mutable. If the attribute is mutable, a ValueError is raised. The property is used to create a class that has typed attributes. The class is created by calling the class function with the name of the class and the properties. The class is then used to create instances of the class. The instances have the typed attributes. The typed attributes are used to access the attributes of the instances. The typed attributes ensure that the attributes are of the expected type and are not mutable.

```
from functools import partial

String = partial(typed_property, expected_type=str)
Integer = partial(typed_property, expected_type=int)

# Example:
class Person:
    name = String('name')
    age = Integer('age')

    def __init__(self, name, age):
        self.name = name
        self.age = age
```

typed_property() is a function that takes a name and an expected type and returns a descriptor object. It is used to create typed properties for a class. The descriptor object has a name attribute and an expected_type attribute. It also has a getter and a setter method. The getter method returns the value of the attribute, and the setter method sets the value of the attribute. The descriptor object is used to create a property for a class. The property is created by calling the descriptor object with the name of the attribute. The property is then assigned to the class. The property is used to access the attribute of an instance of the class. The property ensures that the attribute is of the expected type. If the attribute is not of the expected type, a ValueError is raised. The property also ensures that the attribute is not mutable. If the attribute is mutable, a ValueError is raised. The property is used to create a class that has typed attributes. The class is created by calling the class function with the name of the class and the properties. The class is then used to create instances of the class. The instances have the typed attributes. The typed attributes are used to access the attributes of the instances. The typed attributes ensure that the attributes are of the expected type and are not mutable.

9.22

9.22

typed_property() is a function that takes a name and an expected type and returns a descriptor object. It is used to create typed properties for a class. The descriptor object has a name attribute and an expected_type attribute. It also has a getter and a setter method. The getter method returns the value of the attribute, and the setter method sets the value of the attribute. The descriptor object is used to create a property for a class. The property is created by calling the descriptor object with the name of the attribute. The property is then assigned to the class. The property is used to access the attribute of an instance of the class. The property ensures that the attribute is of the expected type. If the attribute is not of the expected type, a ValueError is raised. The property also ensures that the attribute is not mutable. If the attribute is mutable, a ValueError is raised. The property is used to create a class that has typed attributes. The class is created by calling the class function with the name of the class and the properties. The class is then used to create instances of the class. The instances have the typed attributes. The typed attributes are used to access the attributes of the instances. The typed attributes ensure that the attributes are of the expected type and are not mutable.

9.22

typed_property() is a function that takes a name and an expected type and returns a descriptor object. It is used to create typed properties for a class. The descriptor object has a name attribute and an expected_type attribute. It also has a getter and a setter method. The getter method returns the value of the attribute, and the setter method sets the value of the attribute. The descriptor object is used to create a property for a class. The property is created by calling the descriptor object with the name of the attribute. The property is then assigned to the class. The property is used to access the attribute of an instance of the class. The property ensures that the attribute is of the expected type. If the attribute is not of the expected type, a ValueError is raised. The property also ensures that the attribute is not mutable. If the attribute is mutable, a ValueError is raised. The property is used to create a class that has typed attributes. The class is created by calling the class function with the name of the class and the properties. The class is then used to create instances of the class. The instances have the typed attributes. The typed attributes are used to access the attributes of the instances. The typed attributes ensure that the attributes are of the expected type and are not mutable.

```
import time
from contextlib import contextmanager

@contextmanager
def timethis(label):
    start = time.time()
    try:
        yield
    finally:
        end = time.time()
        print('{}: {}'.format(label, end - start))

# Example use
with timethis('counting'):
    n = 10000000
    while n > 0:
        n -= 1
```

The `timethis` function is a context manager that yields a timer. It starts a timer when it is entered and stops it when it is exited. The time taken to execute the code between the `yield` and the `finally` block is printed. In the example, the time taken to execute the `while` loop is printed.

The `timethis` function is a context manager that yields a timer. It starts a timer when it is entered and stops it when it is exited. The time taken to execute the code between the `yield` and the `finally` block is printed. In the example, the time taken to execute the `while` loop is printed.

```
@contextmanager
def list_transaction(orig_list):
    working = list(orig_list)
    yield working
    orig_list[:] = working
```

The `list_transaction` function is a context manager that yields a working list. It creates a new list from the original list and yields it. When the context manager is exited, the original list is updated with the contents of the working list. In the example, the `items` list is updated with the contents of the `working` list.

```
>>> items = [1, 2, 3]
>>> with list_transaction(items) as working:
...     working.append(4)
...     working.append(5)
...
>>> items
[1, 2, 3, 4, 5]
>>> with list_transaction(items) as working:
...     working.append(6)
...     working.append(7)
...     raise RuntimeError('oops')
...
Traceback (most recent call last):
  File "<stdin>", line 4, in <module>
RuntimeError: oops
>>> items
[1, 2, 3, 4, 5]
```


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```
>>> def test():
...     a = 13
...     exec('b = a + 1')
...     print(b)
...
>>> test()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 4, in test
NameError: global name 'b' is not defined
>>>
```

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 exec() ēř■āRčäzŌæšqæL'gëāŇæfGäyĀäyġāĀĆ ēçAæYřä;āæČšāIJāRŌéġčŽDëōaçŌUäy■ā;čçTġāLř
 exec() æL'gëāŇçzšædIJçŽDërġāřsāijŽæIJL'ēŮōéçYäzEāĀĆ

äyžäzEäfŌæ■čēfZæäüçŽDēTŽērřijŇā;āēIJāēçAāIJġērČçTġ exec()
 äžŇāL'■ā;čçTġ locals() āG;æTřäġēā;ŮāLřäyĀäyġāšĀēČġāRŸēGRā■ŮāĚyāĀĆ
 äžŇāRŌā;āāršēČ;äžŌāsĀēČġā■ŮāĚyāy■ēŮāRŮāfŌæTžēfGāRŌçŽDāRŸēGRāĀijäzEāĀĆ;ŇāēČřijŽ

```
>>> def test():
...     a = 13
...     loc = locals()
...     exec('b = a + 1')
...     b = loc['b']
...     print(b)
...
>>> test()
14
>>>
```

ěōlēōž

āōđéŽĚäyġLāržäzŌ exec() çŽDæ■čqāŌā;čçTġæYřæfTē;ČēŽ;çŽDāĀĆād'gād'ŽæTřæČĚāĚtāyŇā;šā;äē
 exec() çŽDæŮūāĀŽijŇ ēfYæIJL'āRčād'ŮæŽt'āē;çŽDēgčāEšæŮžæāLijLārTāēČēčĚēēřāŽġāĀēŮ■āŇĚā

čDūēĀŇijŇāēČædIJā;äāz■čDūēçAā;čçTġ exec() ġijŇæIJŇēLČāLŮāGžäzEäyĀäzZæČā;Tæ■čqāŌā;čç
 éžYēōd'æČĚāĚtāyŇijŇexec() āijŽāIJġērČçTġēĀĚāsĀēČġāSŇāĚġāsĀēŇČāŽt'āĚĚæL'gëāŇāzččāAāĀĆçDū
 āijāēĀšçzŽ exec() çŽDāsĀēČġēŇČāŽt'æYřæŇüēřġāōđéŽĚāsĀēČġāRŸēGRçzDæLřçŽDäyĀäyġā■ŮāĚyāĀĆ
 āŽāæ■d'ijŇāēČædIJ exec() āēČædIJæL'gëāŇāzEäfŌæTžæš■ā;IJijŇēfŽçg■āfŌæTžāRŌçŽDçzšædIJāržāč
 äyŇēġāēYřāRčād'ŮäyĀäyġāijTçd'žāōČçŽDä;Ňā■RřijŽ

```
>>> def test1():
...     x = 0
...     exec('x += 1')
...     print(x)
...
>>> test1()
```

```
0
>>>
```

`locals()` returns a dictionary of the current local variables. The following example demonstrates how to use `exec()` to execute a string of code in the current local namespace.

```
>>> def test2():
...     x = 0
...     loc = locals()
...     print('before:', loc)
...     exec('x += 1')
...     print('after:', loc)
...     print('x =', x)
...
>>> test2()
before: {'x': 0}
after: {'loc': {...}, 'x': 1}
x = 0
>>>
```

The following example demonstrates how to use `locals()` to create a new local namespace. The `loc` variable is a dictionary that contains the current local variables. The `exec()` function is used to execute a string of code in the current local namespace.

The following example demonstrates how to use `locals()` to create a new local namespace. The `loc` variable is a dictionary that contains the current local variables. The `exec()` function is used to execute a string of code in the current local namespace.

```
>>> def test3():
...     x = 0
...     loc = locals()
...     print(loc)
...     exec('x += 1')
...     print(loc)
...     locals()
...     print(loc)
...
>>> test3()
{'x': 0}
{'loc': {...}, 'x': 1}
{'loc': {...}, 'x': 0}
>>>
```

The following example demonstrates how to use `locals()` to create a new local namespace. The `loc` variable is a dictionary that contains the current local variables. The `exec()` function is used to execute a string of code in the current local namespace.

```
>>> def test4():
...     a = 13
...     loc = { 'a' : a }
...     glb = { }
```

```
...     exec('b = a + 1', glb, loc)
...     b = loc['b']
...     print(b)
...
>>> test4()
14
>>>
```

ad'geČlálEæČĚâEġäyNġijNġeŁZçġæŰzâijRæŸřä;ŁçTĲ exec() çŽDæIJĀä;şăđeũţăĂĆ
 ä;ăăRlélJĀđeAăĤlêrAăĤlâşĂăŞNăşĂéČlăŰăĤyăIJlăRŌéİcăžçăAăđôŁéŰôæŰăũşçzRêcňăLlăġNăNŰăĂĆ
 èŁŸæIJL'äyĂçČzġijNăIJlă;ŁçTĲ exec() äžNăLŰġijNă;ăăRřèČ;éIJĀđeAăĤôäyNġeĠlăũşæŸřăRřæIJL'ăĤ
 ad'ġăđ'ŽæŢřæČĚâEġäyNă;Şă;ăđeAăĤčĚZŠă;ŁçTĲ exec() çŽDæŰăăĂZġijN
 èŁŸæIJL'ăRġăđ'ŰăŽt'ăē;çŽDġġăEşæŰzæăLġijNăerŢăeČġĤġēēřăŽlăĂăĤŰăNĤăĂăĤČşzġijNăLŰăĤăžŰă

9.24 ěġčăđŘăyŌăLĚăđŘPythonăžŘčăA

éŰôécŸ

ä;ăæČşăEŽġġčăđŘăžŰăLĚăđŘPythonăžŘăžčăAăŽDġlNăžRăĂĆ

ěġčăEşæŰzæăL

ad'geČlálEġlNăžRăŞŸçşĚĂşPythonġČ;ad'şġôăçôŰăLŰăLġġăNăŰăġăyşă;ăġijRçŽDăžŘăžčăAăžDă

```
>>> x = 42
>>> eval('2 + 3*4 + x')
56
>>> exec('for i in range(10): print(i)')
0
1
2
3
4
5
6
7
8
9
>>>
```

ăr;çôăăĤăđ'ġijNăst ælăăIŰġČ;ġġġTĲlăġăřEPythonăžŘčăAăġijŰġrŞăLŘăyĂăylăRřġcňăLĚăđŘçŽDă

```
>>> import ast
>>> ex = ast.parse('2 + 3*4 + x', mode='eval')
>>> ex
```

```
import ast

class CodeAnalyzer(ast.NodeVisitor):
    def __init__(self):
        self.loaded = set()
        self.stored = set()
        self.deleted = set()

    def visit_Name(self, node):
        if isinstance(node.ctx, ast.Load):
            self.loaded.add(node.id)
        elif isinstance(node.ctx, ast.Store):
            self.stored.add(node.id)
        elif isinstance(node.ctx, ast.Del):
            self.deleted.add(node.id)

# Sample usage
if __name__ == '__main__':
    # Some Python code
    code = '''
    for i in range(10):
        print(i)
    del i
    '''

    # Parse into an AST
    top = ast.parse(code, mode='exec')
```

```
# Feed the AST to analyze name usage
c = CodeAnalyzer()
c.visit(top)
print('Loaded:', c.loaded)
print('Stored:', c.stored)
print('Deleted:', c.deleted)
```

æCædIJä;æfRëaÑefZäyİçİÑāžRiijNä;äaijŽā;UāLřäyÑéİçefZæāuçŽDè;ŠāGžiiJŽ

```
Loaded: {'i', 'range', 'print'}
Stored: {'i'}
Deleted: {'i'}
```

æIJāRŌiijNASTāRřäzēĀŽefG compile() āG;æTřäİëçijŮërŠāzūæL'gèaÑāĀCä;NāeCiiJŽ

```
>>> exec(compile(top, '<stdin>', 'exec'))
0
1
2
3
4
5
6
7
8
9
>>>
```

ěóİèőž

ā;Šā;æč;ād' šāLĒædRæžRāzččāAāzūāzŌäy■ēŌūāRŮāfæAřčŽDæŮūāĀZriijNä;āārseČ;āEžā;Lād'Žāzā
 ä;NāeCiiJNçZyærTçZšçŽDäijāēĀŠäyĀāžZāzččāAçL'GæōİāLřçszäiij
 exec() āG;æTřäy■iijNä;āāRřäzēāĒLārĒāōČè;ñæ■cæLřäyĀäyİASTiijN
 çDūāRŌëğCāršāōČžDçzĒēLČçIJNāōČĀLřāžTæYřæĀŌæāūāAžçŽDāĀC
 ä;æefYāRřäzēāEžäyĀāžZāūēāĒūāİēæšççIJNāšRäyİæİāāİŮçŽDāĒİēČİæžRçāAriijNāzūāyTāIJİæ■d' āšžçāĀäy

éIJĀèçAæşİæDRçŽDæYriijNāeCædIJä;āçšēēAşēĞİāūsāIJİāzşāTçriijNä;æefYēČ;ād' šēĞ■āEžASTæİēēā
 äyÑéİcæYřäyĀäyİēçĒēērāZİä;Nā■RriijNāRřäzēēĀŽefĞēĞ■æŮřēğçædRāG;æTřä;ŠæžRçāAāĀA
 ēĞ■āEžASTāzūēĞ■æŮřāLZāžžāG;æTřäzčçāAāržēsææİēārĒāĒİāsĀèōİēŮōārYēĞRēZ■äyžāG;æTřä;Šä;IJçT

```
# namelower.py
import ast
import inspect

# Node visitor that lowers globally accessed names into
# the function body as local variables.
class NameLower(ast.NodeVisitor):
    def __init__(self, lowered_names):
        self.lowered_names = lowered_names
```

```

def visit_FunctionDef(self, node):
    # Compile some assignments to lower the constants
    code = '__globals = globals()\n'
    code += '\n'.join("{} = __globals['{}']".format(name)
                       for name in self.lowered_names)
    code_ast = ast.parse(code, mode='exec')

    # Inject new statements into the function body
    node.body[:0] = code_ast.body

    # Save the function object
    self.func = node

# Decorator that turns global names into locals
def lower_names(*namelist):
    def lower(func):
        srclines = inspect.getsource(func).splitlines()
        # Skip source lines prior to the @lower_names decorator
        for n, line in enumerate(srclines):
            if '@lower_names' in line:
                break

        src = '\n'.join(srclines[n+1:])
        # Hack to deal with indented code
        if src.startswith((' ', '\t')):
            src = 'if 1:\n' + src
        top = ast.parse(src, mode='exec')

        # Transform the AST
        cl = NameLower(namelist)
        cl.visit(top)

        # Execute the modified AST
        temp = {}
        exec(compile(top, '', 'exec'), temp, temp)

        # Pull out the modified code object
        func.__code__ = temp[func.__name__].__code__
        return func
    return lower

```

äyžāEä;ŁçTłēfZāyŁāzččāAījNā;āāRřāzēāČRāyNēlčēfZāāuāEŻījŽ

```

INCR = 1
@lower_names('INCR')
def countdown(n):
    while n > 0:
        n -= INCR

```

ēčĚēřāZlāijŽārE countdown() āĜ;æTřēĜ■āEŻāyžčšzāijijāyNēlčēfZāāuā■ŘījŽ

```
def countdown(n):
    __globals = globals()
    INCR = __globals['INCR']
    while n > 0:
        n -= INCR
```

Python 2.0.0

Python 2.0.0

Python 2.0.0

9.25 Python 2.0.0

Python 2.0.0

Python 2.0.0

Python 2.0.0

Python 2.0.0

```
>>> def countdown(n):
...     while n > 0:
...         print('T-minus', n)
...         n -= 1
...     print('Blastoff!')
...
>>> import dis
>>> dis.dis(countdown)
...
>>>
```

Python 2.0.0

Python 2.0.0

```
>>> countdown.__code__.co_code
b'x
\x00|\x00\x00d\x01\x00k\x04\x00r)\x00t\x00\x00d\x02\x00|\x00\x00\x83
\x02\x00\x01|\x00\x00d\x03\x008}
\x00\x00q\x03\x00wt\x00\x00d\x04\x00\x83'
```

```
\x01\x00\x01d\x00\x00S"
>>>
```

Opcode names and values for the `countdown` function.

```
>>> c = countdown.__code__.co_code
>>> import opcode
>>> opcode.opname[c[0]]
>>> opcode.opname[c[0]]
'SETUP_LOOP'
>>> opcode.opname[c[3]]
'LOAD_FAST'
>>>
```

Disassemble the `countdown` function to see the opcodes and their arguments.

```
import opcode

def generate_opcodes(codebytes):
    extended_arg = 0
    i = 0
    n = len(codebytes)
    while i < n:
        op = codebytes[i]
        i += 1
        if op >= opcode.HAVE_ARGUMENT:
            oparg = codebytes[i] + codebytes[i+1]*256 + extended_arg
            extended_arg = 0
            i += 2
            if op == opcode.EXTENDED_ARG:
                extended_arg = oparg * 65536
                continue
        else:
            oparg = None
        yield (op, oparg)
```

Print the opcodes and their arguments for the `countdown` function.

```
>>> for op, oparg in generate_opcodes(countdown.__code__.co_code):
...     print(op, opcode.opname[op], oparg)
```

Print the opcodes and their arguments for the `add` function.

```
>>> def add(x, y):
...     return x + y
...
>>> c = add.__code__
```

```
>>> c
<code object add at 0x1007beed0, file "<stdin>", line 1>
>>> c.co_code
b'|\x00\x00|\x01\x00\x17S'
>>>
>>> # Make a completely new code object with bogus byte code
>>> import types
>>> newbytecode = b'xxxxxxx'
>>> nc = types.CodeType(c.co_argcount, c.co_kwonlyargcount,
...                      c.co_nlocals, c.co_stacksize, c.co_flags, newbytecode, c.co_
→consts,
...                      c.co_names, c.co_varnames, c.co_filename, c.co_name,
...                      c.co_firstlineno, c.co_lnotab)
>>> nc
<code object add at 0x10069fe40, file "<stdin>", line 1>
>>> add.__code__ = nc
>>> add(2,3)
Segmentation fault
```

adding new built-in functions to the Python interpreter. This code on [ActiveState](#)

CHAPTER 12

çňňå■AçñăĭĭjŽæĺaǎlŮăÿŎăŇĚ

æĺaǎlŮăÿŎăŇĚæŸřăzză;Ťăd'ğăđŇçĺŇăžŔçŽĐăăÿăđČĭĭjŇăřsèđPythonăđL'èčĚçĺŇăžŔæĬJñèžňăž\$æŸřă

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éŮóécŸ

ăĭăæČşăřĚăĭăçŽĐăžčăăAçžĐçžĞæŁŔçŤśăĭŁăđ'ŽăĹĚăśĆæĺaǎlŮæđĐæŁŔçŽĐăŇĚăĂĆ

èğčăĚşæŮžæaŁ

ăřAèčĚæŁŔăŇĚæŸřăĭŁçóĂă■ŤçŽĐăĂĆăĬJæŮĞăžŮçşžçžşăÿŁçžĐçžĞăĭăçŽĐăžčăăAĭĭjŇăžŮçăđăđĬăřă
ăĭŇăçČĭĭjŽ

```
graphics/  
  __init__.py  
primitive/  
  __init__.py  
  line.py  
  fill.py  
  text.py  
formats/  
  __init__.py  
  png.py  
  jpg.py
```

Python Cookbook 2.0.0

```
import graphics.primitive.line
from graphics.primitive import line
import graphics.formats.jpg as jpg
```

10.2

Python Cookbook 2.0.0

```
# graphics/formats/__init__.py
from . import jpg
from . import png
```

Python Cookbook 2.0.0

10.2

10.2

Python Cookbook 2.0.0

10.2

Python Cookbook 2.0.0

```
# somemodule.py
def spam():
    pass

def grok():
    pass
```

```

    āṛṣṳāṁjṣčĹĹāR■āṛzāṣṣčTī      'from      module      import      *',
    äṁEāYṛāIJĹāōZāzL'āzEāḍ'gēGRāRŸēGRāR■čZDāēlāaiUāy■ēcŚčzAäṁṣčTīāĀČ
    āēČāḍIJāṁāy■āZāzāṁTāzN,ēfZāēāučZDāṛijāĒēāṛEāijZāṛijāĒēāL'ĀēIJL'āy■āzēāyNāĹŚčzāijĀāḍ't'čZDā.
    āRēāyĀēŪzēlc,āēČāḍIJĹāōZāzL'āzE__all__,ēCčāzĹĹāRtāēIJL'ēcñāLŪāyṁāGžčZDāyIJēēāijZēcñārijāGžāĀČ

    āēČāḍIJāṁāṛE__all__āōZāzL'āĹRāyĀāyṁčṛ'zāĹŪēāĹ,
    æṣqāēIJL'āyIJēēāṛEēcñārijāGžāĀČāēČāḍIJ__all__āNēāRñāēIJāōZāzL'čZDāR■āŪ,
    āIJĹārijāĒēāŪūāijTṭēṭAttributeErrorāĀČ

```

```
mypackage/  
  __init__.py  
  A/  
    __init__.py  
    spam.py  
    grok.py  
  B/  
    __init__.py  
    bar.py
```

```
# mypackage/A/spam.py
from . import grok
```

12.3. 10.3 ä:ŋcTĩcZyárzèurá;ĐaŘ■aríjaĚēaŇĚäy■a■RælaaiU 385

```
# mypackage/A/spam.py
from ..B import bar
```

äyð' äyðimporter■āRēēČ;æšāāNĒāRnéāúāsĆāNĒāR■ījNēĀNæYřā;ŁçTlāžEspam.pyčŽDčŽyāržēūřā;Ďā

ěólēőž

āIJlāNĒāEĚījNāŮcāRřazēā;ŁçTlčŽyāržēūřā;ĎāžšāRřazēā;ŁçTlčžlāržēūřā;ĎālēāřijāĚēāĀĆ
äyčäyčlā;Nā■RījŽ

```
# mypackage/A/spam.py
from mypackage.A import grok # OK
from . import grok # OK
import grok # Error (not found)
```

āČRmypackage.AēŁZæāūā;ŁçTlčžlāržēūřā;ĎāR■čŽDäy■āL'āžNād'DæYřēŁZārĚēāúāsĆāNĒāR■čāñčij
äyčäyčlā;Nā■RījNāēČæđIJā;āæTžāRŸāžEāNĒāR■ījNā;āāřšāŁĚēāžæčĀæšēæL'ĀæIJL'æŮGāžūālēāŁōæ■čæ
āRĒāēūījNčāñčijŮčāAčŽĎāR■čğřāijŽā;ŁçgžāLlāžččāAāRŸā;ŮāŽřēŽāĀĆāyčäyčlā;Nā■RījNāžšēōyæIJL'ā
āēČæđIJā;ŁçTlčŽyāržāřijāĚēījNēČčāyĀāŁGēČ;okījNčĎūēĀNā;ŁçTlčžlāržēūřā;ĎāR■ā;LāRřēČ;āijŽāGžēŮ

importer■āRēēČŽĎ . āŠN “..‘čIJNēŮālēā;LæžŠčl;
ā;EāōČæNĠāōŽčŽōā;TāR■.äyžā;ŠāL■čŽōā;TījN..BäyžčŽōā;T../BāĀĆēŁZčğ■ēr■æšTāRlēĀĆčTlāžŮimport
äyčäyčlā;Nā■RījŽ

```
from . import grok # OK
import .grok # ERROR
```

ār;čōāā;ŁçTlčŽyāržāřijāĚēčIJNēŮālēāČRæYřætŘēğLæŮGāžūčšžčžījNā;EæYřäy■ēČ;āLřāōŽāžL'āNĒ
æIJāāRŌījNčŽyāržāřijāĚēāRlēĀĆčTlāžŮāIJlāRlēĀĆčŽĎāNĒäy■čŽĎālēāiŮāĀĆāřd'āĚūæYřāIJlēāúās
ā;NāēČījŽ

```
% python3 mypackage/A/spam.py # Relative imports fail
```

āŘēäyĀæŮžēÍčījNāēČæđIJā;āā;ŁçTlPythončŽĎ-mēĀL'ēāžælēæL'gēāNāĚĹāL■čŽĎēĎŽæIJījNčŽyār
ā;NāēČījŽ

```
% python3 -m mypackage.A.spam # Relative imports work
```

æŽt'ād'ŽčŽĎāNĒčŽDčŽyāržāřijāĚēčŽĎēČNæŽřčšēērĚ,ērūčIJN [PEP 328](#) .

10.4 āŘēālēāiŮāŁēāL'sæLŘād'ŽäyčæŮGāžū

éŮőécŸ

ā;āæČšārĚäyĀäyčlēāiŮāŁēāL'sæLŘād'ŽäyčæŮGāžūāĀĆā;EæYřā;āäy■æČšārĚāŁēččžčŽĎæŮGāžūčž

10.4

10.4

```
# mymodule.py
class A:
    def spam(self):
        print('A.spam')

class B(A):
    def bar(self):
        print('B.bar')
```

10.4

```
mymodule/
__init__.py
a.py
b.py
```

10.4

```
# a.py
class A:
    def spam(self):
        print('A.spam')
```

10.4

```
# b.py
from .a import A
class B(A):
    def bar(self):
        print('B.bar')
```

10.4

```
# __init__.py
from .a import A
from .b import B
```

10.4

```
>>> import mymodule
>>> a = mymodule.A()
>>> a.spam()
A.spam
>>> b = mymodule.B()
>>> b.bar()
```

```
B.bar
>>>
```

èóìèöž

àĲĲēfZāyĲāēĲCāy■žDāyžēēAēŮōēcYæYřāyĀāyĲēōēēōāēŮōēcYĲijNāy■ōāā;āæYřāRēāyNæIJZçTĲā

```
from mymodule.a import A
from mymodule.b import B
...
```

ēfZæāūēČ;āūēā;IJĲijNā;EēfZēōĲçTĲāēĲūæĲĲāŮæZĲ'ād'ZçZDēŲæNĲijNçTĲāēĲūēēAçšēēAçšāy■āŲN

```
from mymodule import A, B
```

ārZāŲŲēĀĲēĀNēĲĲijNēōĲ' mymoduleēĲŲāyžāyĀāyĲād'gçZDæžŲæŲĲāzūæYřæIJĀāyŲēēgAçZDāĲCā;Ĳ
ēfZæāūēĀAçZçDāEšēTōæYřāĲZāzžāyĀāyĲāNĲçZōā;TĲijNā;ĲçTĲ _____init__.py
æŲĲāzūæĲēāŲēŲēŲēČĲāĲēçšYāŲĲāIJĲāyĀēŲāĲC

ā;ŠāyĀāyĲāēĲāĲŲēcāĲēĲāĲšĲijNā;āēIJĀēēAçĲ'zāĲāæšĲāēĲŲāzĲ'āŲĲāĲçTĲçZDæŲĲāzūæŲāĲCāy;āy
from .a import A æĲēēŲāŲŲāĲC

æTŲāyĲāēĲēČēČ;ā;ĲçTĲāNĲçZDçZyārZāŲijāĲēæĲēēAĲāĲē■ārEēāūāšCāēĲāĲŲāŲāŲçāŲçijŲçāĲāĲŲæžŲāz

ā;IJāyžēēfZāyĲāēēĲCçZDāzūāijyĲijNāŲēĲāzNçz■āzūēēšāŲijāĲēāĲCāēCāZ;æĲ'ĲçD'žĲijN_____init__.pyæŲŲ
ēēAāĲZāĲŲēēfZāyĲāēēĲçžĲijN_____init__.pyæIJĲçZēĲçZDāŲYāNŲijZ

```
# __init__.py
def A():
    from .a import A
    return A()

def B():
    from .b import B
    return B()
```

àĲĲēfZāyĲçĲĲæIJNāy■ĲijNçšZĀāšNçšZBēcāæZæ■cāyžāĲĲçñāyĀæñāēōēēŲōæŲūāĲāē;æĲ'ĲēIJĲçZĲ
ā;NāēČĲijZ

```
>>> import mymodule
>>> a = mymodule.A()
>>> a.spam()
A.spam
>>>
```

āzūēēšāĲāē;çZDāyžēēAçijžçCzæYřçzğæĲĲāŲNçšZāDŲæçĲæšēāŲŲēČ;āijZāy■æŲ■āĲCā;āāŲŲēČ;āijZ

```
if isinstance(x, mymodule.A): # Error
...
```

```
if isinstance(x, mymodule.a.A): # Ok
...
```

azúe£\$aLæ;çŽĐçIJ\$áođä;Nā■Ř, èğAæăGăĜEăž\$ multiprocessing/__init__.py
çŽĐæžŘčăA.

10.5 aL'çTÍaŚ;aŘ■çl'žeÚt'árijaĚěçŽóa;TāLEæTççŽĐäzčçăA

éUóécŸ

ä;ăăRřèČ;æIJL'ad'géGRçŽĐäzčçăArijNçTšäy■aŘNçŽĐäžžæIěaLEæTçăIJrçzt'æLd'ăĂĆæfRäyIéČlăLEæ

èğčăEşæÚzæaĹ

ăžŎæIJñet'läyLèðšiiNă;ăèçAáoŽázL'ăyĂäyIéaúçžğPythonăNĚrijNă;IJăyžăyĂäyIad'géZEăRLăLEăijĂç
ăIJlçzšăyĂäy■aŘNçŽĐçŽóa;TéGNçzšăyĂçZyăRŇçŽĐăŚ;aŘ■çl'žeÚt'ijNă;EæYřèçAăLăăŎçTÍæIěaRl

```
foo-package/
  spam/
    blah.py

bar-package/
  spam/
    grok.py
```

ăIJlè£ŽZăyIçŽóa;TéGNrijNéČ;æIJL'çIăăĚśaŘNçŽĐăŚ;aŘ■çl'žeÚt'spamăĂĆăIJăžžă;TăyĂăyIçŽóa;Té
èŎl'æLSăžñçIJNçIJNrijNăçĆăđIJăřEfoo-packageăŠNbar-
packageéČ;ăLăăLřpythonăIăaIŮèŭfă;ĐăžŭăřIěrTárijaĚěăijŽăRSçTšăžĂăžL

```
>>> import sys
>>> sys.path.extend(['foo-package', 'bar-package'])
>>> import spam.blah
>>> import spam.grok
>>>
```

ăyđ'ăyIăy■aŘNçŽĐăNĚçŽóa;TècŋăRLăžŭăLřăyĂèŭrijNă;ăăRřăžžăřijaĚěçspam.blahăŠNspam.grokrijNă

èŎlèŎž

ăIJlè£ŽŽăNăŭëă;IJçŽĐæIJžăLŮècŋçğřăyžăăIJăNĚăŚ;aŘ■çl'žeÚt'ăĂIçŽĐăyĂăyIçL'žă;AăĂĆăžŎæIJñe
ăNĚăŚ;aŘ■çl'žeÚt'çŽĐăĚşéTŏæYřçăŏă£IéaúçžğçŽóa;Tăy■æşææIJL'__init__.pyăŮĞăžŭăIěă;IJăyžăĚśă
ăyçăyIăç;Nă■ŘrijŽ

```
>>> import spam
>>> spam.__path__
NamespacePath(['foo-package/spam', 'bar-package/spam'])
>>>
```

Spam module is located in the same package as the module that imports it. For example, if you have a module named `spam` in a package named `foo`, the `__path__` attribute of the `spam` module will be a `NamespacePath` object containing the paths to the `spam` module in the `foo` package and in the `bar` package.

Spam module is located in the same package as the module that imports it. For example, if you have a module named `spam` in a package named `foo`, the `__path__` attribute of the `spam` module will be a `NamespacePath` object containing the paths to the `spam` module in the `foo` package and in the `bar` package.

```
my-package/
  spam/
    custom.py
```

Spam module is located in the same package as the module that imports it. For example, if you have a module named `spam` in a package named `foo`, the `__path__` attribute of the `spam` module will be a `NamespacePath` object containing the paths to the `spam` module in the `foo` package and in the `bar` package.

```
>>> import spam.custom
>>> import spam.grok
>>> import spam.blah
>>>
```

Spam module is located in the same package as the module that imports it. For example, if you have a module named `spam` in a package named `foo`, the `__path__` attribute of the `spam` module will be a `NamespacePath` object containing the paths to the `spam` module in the `foo` package and in the `bar` package.

```
>>> spam.__file__
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
AttributeError: 'module' object has no attribute '__file__'
>>> spam
<module 'spam' (namespace)>
>>>
```

Spam module is located in the same package as the module that imports it. For example, if you have a module named `spam` in a package named `foo`, the `__path__` attribute of the `spam` module will be a `NamespacePath` object containing the paths to the `spam` module in the `foo` package and in the `bar` package.

10.6 éĖæŮřŁăèĭĭæłqăĭŮ

éŮóécŸ

Spam module is located in the same package as the module that imports it. For example, if you have a module named `spam` in a package named `foo`, the `__path__` attribute of the `spam` module will be a `NamespacePath` object containing the paths to the `spam` module in the `foo` package and in the `bar` package.

èġcăĖşæŮźæqĹ

Spam module is located in the same package as the module that imports it. For example, if you have a module named `spam` in a package named `foo`, the `__path__` attribute of the `spam` module will be a `NamespacePath` object containing the paths to the `spam` module in the `foo` package and in the `bar` package.

```
>>> import spam
>>> import imp
>>> imp.reload(spam)
```

```
<module 'spam' from './spam.py'>
>>>
```

10.6

reloading a module from a file in a script

reloading a module from a file in a script

reloading a module from a file in a script

```
# spam.py
def bar():
    print('bar')

def grok():
    print('grok')
```

reloading a module from a file in a script

```
>>> import spam
>>> from spam import grok
>>> spam.bar()
bar
>>> grok()
grok
>>>
```

reloading a module from a file in a script

```
def grok():
    print('New grok')
```

reloading a module from a file in a script

```
>>> import imp
>>> imp.reload(spam)
<module 'spam' from './spam.py'>
>>> spam.bar()
bar
>>> grok() # Notice old output
grok
>>> spam.grok() # Notice new output
New grok
>>>
```

reloading a module from a file in a script

reloading a module from a file in a script

10.7 Creating a Virtual Environment

Overview

This recipe shows how to create a virtual environment for a Python project. It is useful for keeping dependencies separate from the system-wide Python installation.

Getting Started

First, create a directory for your application and a subdirectory for the virtual environment. Then, create a file named `requirements.txt` in the application directory, listing the dependencies for your application.

```
myapplication/
  spam.py
  bar.py
  grok.py
  __main__.py
```

Next, create the virtual environment using `python3 -m venv`. This will create a directory named `venv` in the current directory, containing a copy of the Python interpreter and the libraries it depends on.

```
bash % python3 -m venv venv
```

Then, activate the virtual environment using `source venv/bin/activate`. This will change the prompt to `(venv)` and add the virtual environment's `bin` directory to the `PATH`.

Now, install the dependencies listed in `requirements.txt` using `pip install -r requirements.txt`. This will install the dependencies into the virtual environment.

```
bash % ls
spam.py bar.py grok.py __main__.py
bash % zip -r myapp.zip *.py
bash % python3 myapp.zip
... output from __main__.py ...
```

Conclusion

By following these steps, you can create a virtual environment for your Python project. This allows you to keep your dependencies separate from the system-wide Python installation, making it easier to manage your project's dependencies.

```
#!/usr/bin/env python3 /usr/local/bin/myapp.zip
```

10.8 Creating a Virtual Environment with a Custom Name

Overview

This recipe shows how to create a virtual environment for a Python project with a custom name. It is useful for keeping dependencies separate from the system-wide Python installation.

èġċaEşæÚzæaL

âAĞèö;ä;ăçŽDăNĚäy■çŽDæŮGăzŭçzDçzGæLŘæCăyNĭjŽ

```
mypackage/
  __init__.py
  somedata.dat
  spam.py
```

çŮrâIJlâAĞèö;spam.pyæŮGăzŭéIJĀèçAęérzâRŮsomedata.dataæŮGăzŭäy■çŽDăEĚăóžăĂCă;ăăRřäzèçTlâ

```
# spam.py
import pkgutil
data = pkgutil.get_data(__package__, 'somedata.dat')
```

çTśæ■d'ăžğçTşçŽDăRŸéGRæŸrâNĚăRnèrèæŮGăzŭçŽDăŮşğNăEĚăóžçŽDă■ŮèŁCă■ŮçņäyşăĂC

èólēőž

èçAęérzâRŮæTřæ■óæŮGăzŭĭĭjNă;ăăRřèC;ăĭjŽăĂ;ăRŚăžŮçĭjŮăEŽă;ŁçTlâEĚç;ôçŽDI/
OăŁşèC;çŽDăžççăAĭĭjNăçCopen()ăĂCă;EæŸrèŁŽçğ■æŮzæşTăžşæIJL'ăyĂăžŽéŮóéçŸăĂC

éçŮăĚLĭĭjNăyĂăyĭlăNĚărzèğçéGŁăŽlçŽDă;ŞăL■ăuëă;IJçZôă;TăGăăžŮæşæIJL'æŮğăLŭăĬCăĂCăZăæ
çñnăžNĭĭjNăNĚéĂŽăyŷăôL'èçĚă;IJăyž.zipæLŮ.eggæŮGăzŭĭĭjNăŁŽăžZæŮGăzŭăžŭäy■ăČRăIJlæŮGăzŭ
pkgutil.get_data()ăG;æTřæŸrăyĂăyĭlăRŮæTřæ■óæŮGăzŭçŽDénŸçžğăuëăĚŭĭĭjNăy■çTlçóăăNĚæŸră
get_data()çŽDçñnăyĂăyĭlăRČæTřæŸrâNĚăRnăNĚăR■çŽDă■ŮçņäyşăĂCă;ăăRřäzèçŽ'æŮëă;ŁçTlâNĚ

10.9 âŖEæŮGăzŭăd'zâŁăăĚăLřsys.path

éŮóéçŸ

ă;ăæŮăæşTăřĭjăĚëă;ăçŽDPythonăžççăAăŽăäyžăóCăL'ĂăIJlçŽDçZôă;Tăy■ăIJlşsys.pathéGŃăĂCă;ăæČş

èġċaEşæÚzæaL

æIJL'ăyd'çğ■ăyŷçTlçŽDæŮzăĭjRăŖEæŮřçZôă;TăuăzâŁăăLřsys.pathăĂCçñnăyĂçğ■ĭĭjNă;ăăRřäzèă;ŁçTlâ

```
bash % env PYTHONPATH=/some/dir:/other/dir python3
Python 3.3.0 (default, Oct 4 2012, 10:17:33)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "help", "copyright", "credits" or "license" for more_
→information.
>>> import sys
>>> sys.path
```

```
[',', '/some/dir', '/other/dir', ...]
>>>
```

Python 2.0.0

```
# myapplication.pth
/some/dir
/other/dir
```

Python 2.0.0

10.10

Python 2.0.0

```
import sys
sys.path.insert(0, '/some/dir')
sys.path.insert(0, '/other/dir')
```

Python 2.0.0

```
import sys
from os.path import abspath, join, dirname
sys.path.insert(0, join(abspath(dirname('__file__')), 'src'))
```

Python 2.0.0

Python 2.0.0

10.10

10.10

Python 2.0.0

10.10

Python 2.0.0

```
>>> import importlib
>>> math = importlib.import_module('math')
>>> math.sin(2)
0.9092974268256817
>>> mod = importlib.import_module('urllib.request')
>>> u = mod.urlopen('http://www.python.org')
>>>
```

`import_module` returns a module object. If you want to import a module from a package, you can use `importlib.import_module()` with the module name as a string.

```
import importlib
# Same as 'from . import b'
b = importlib.import_module('.b', __package__)
```

10.11

The `importlib` module provides a way to import modules dynamically. It is useful for writing code that needs to import modules at runtime, or for writing code that needs to import modules from a package.

For more information, see the [Python documentation](#).

10.11

10.11

The `importlib` module provides a way to import modules dynamically. It is useful for writing code that needs to import modules at runtime, or for writing code that needs to import modules from a package.

10.11

The `importlib` module provides a way to import modules dynamically. It is useful for writing code that needs to import modules at runtime, or for writing code that needs to import modules from a package.

The `importlib` module provides a way to import modules dynamically. It is useful for writing code that needs to import modules at runtime, or for writing code that needs to import modules from a package.

```
testcode/
spam.py
fib.py
grok/
```

```
__init__.py
blah.py
```

Python Cookbook 2.0.0

```
# spam.py
print("I'm spam")

def hello(name):
    print('Hello %s' % name)

# fib.py
print("I'm fib")

def fib(n):
    if n < 2:
        return 1
    else:
        return fib(n-1) + fib(n-2)

# grok/__init__.py
print("I'm grok.__init__")

# grok/blah.py
print("I'm grok.blah")
```

Python Cookbook 2.0.0

```
bash % cd testcode
bash % python3 -m http.server 15000
Serving HTTP on 0.0.0.0 port 15000 ...
```

Python Cookbook 2.0.0

```
>>> from urllib.request import urlopen
>>> u = urlopen('http://localhost:15000/fib.py')
>>> data = u.read().decode('utf-8')
>>> print(data)
# fib.py
print("I'm fib")

def fib(n):
    if n < 2:
        return 1
    else:
        return fib(n-1) + fib(n-2)
>>>
```

azÖefZäyIæIJ■āLqāZlāLæ;;æzRāzččāAæYfæÖäyNæIæIJnēLČçŽDāšžçāĀāĀĆ
 äyžāZēæZfāzçæL'NāLlçŽDēĀŽēfĜ urlopen() æIæTūēZēæzRæŪGāzūiijN
 æLSāzñēĀŽēfĜēĜlāōZāzL'importer■āRēæIēāIJlāRŌāRrēĜlāLlāyōæLSāzñāĀŽāLrāĀĆ

āLæ;;jēfIJçlNāIqāIŪçŽDçññyĀçg■æŪzæşTæYfāLZāzžāyĀäyIæYlçd'žçŽDāLæ;;āGjæTæIæāōNāēLē

```
import imp
import urllib.request
import sys

def load_module(url):
    u = urllib.request.urlopen(url)
    source = u.read().decode('utf-8')
    mod = sys.modules.setdefault(url, imp.new_module(url))
    code = compile(source, url, 'exec')
    mod.__file__ = url
    mod.__package__ = ''
    exec(code, mod.__dict__)
    return mod
```

ēfZāyIāGjæTæIijZāyNē;;æzRāzččāAijNāzūā;fçTl compile()
 āRēāEūçijŪerSāLrāyĀäyIzççāĀfzēšāy■ijN çDūāRŌāIJlāyĀäyIæŪfāLZāzžçŽDæIqāIŪfzēšççŽDā■ŪāEyæ

```
>>> fib = load_module('http://localhost:15000/fib.py')
I'm fib
>>> fib.fib(10)
89
>>> spam = load_module('http://localhost:15000/spam.py')
I'm spam
>>> spam.hello('Guido')
Hello Guido
>>> fib
<module 'http://localhost:15000/fib.py' from 'http://
↳localhost:15000/fib.py'>
>>> spam
<module 'http://localhost:15000/spam.py' from 'http://
↳localhost:15000/spam.py'>
>>>
```

æ■čāēČā;ææL'ĀēgAijNāfzāzŌçōĀā■TçŽDæIqāIŪēfZāyIæYfæqNā;ŪēĀŽçŽDāĀĆ
 äy■ēfĜāōČāzūæšāæIJL'ātNāEēāLrēĀŽāyççŽDimporter■āRēäy■ijNāēČædIJēæAæTfæNāæZt'ēnYçžgçŽDçz
 äyĀäyIæZt'ēEūçŽDāĀŽæşTæYfāLZāzžāyĀäyIæĜlāōZāzL'ārijāEēāZlāĀĆçññyĀçg■æŪzæşTæYfāLZāz

```
# urlimport.py
import sys
import importlib.abc
import imp
from urllib.request import urlopen
from urllib.error import HTTPError, URLError
from html.parser import HTMLParser
```

```
# Debugging
import logging
log = logging.getLogger(__name__)

# Get links from a given URL
def _get_links(url):
    class LinkParser(HTMLParser):
        def handle_starttag(self, tag, attrs):
            if tag == 'a':
                attrs = dict(attrs)
                links.add(attrs.get('href').rstrip('/'))
    links = set()
    try:
        log.debug('Getting links from %s' % url)
        u = urlopen(url)
        parser = LinkParser()
        parser.feed(u.read().decode('utf-8'))
    except Exception as e:
        log.debug('Could not get links. %s', e)
    log.debug('links: %r', links)
    return links

class UrlMetaFinder(importlib.abc.MetaPathFinder):
    def __init__(self, baseurl):
        self._baseurl = baseurl
        self._links = { }
        self._loaders = { baseurl : UrlModuleLoader(baseurl) }

    def find_module(self, fullname, path=None):
        log.debug('find_module: fullname=%r, path=%r', fullname,
            path)
        if path is None:
            baseurl = self._baseurl
        else:
            if not path[0].startswith(self._baseurl):
                return None
            baseurl = path[0]
        parts = fullname.split('.')
        basename = parts[-1]
        log.debug('find_module: baseurl=%r, basename=%r', baseurl,
            basename)

        # Check link cache
        if basename not in self._links:
            self._links[baseurl] = _get_links(baseurl)

        # Check if it's a package
        if basename in self._links[baseurl]:
            log.debug('find_module: trying package %r', fullname)
            fullurl = self._baseurl + '/' + basename
```

```

        # Attempt to load the package (which accesses __init__.
        py)
        loader = UrlPackageLoader(fullurl)
        try:
            loader.load_module(fullname)
            self._links[fullurl] = _get_links(fullurl)
            self._loaders[fullurl] = UrlModuleLoader(fullurl)
            log.debug('find_module: package %r loaded',
        fullname)
        except ImportError as e:
            log.debug('find_module: package failed. %s', e)
            loader = None
        return loader

    # A normal module
    filename = basename + '.py'
    if filename in self._links[baseurl]:
        log.debug('find_module: module %r found', fullname)
        return self._loaders[baseurl]
    else:
        log.debug('find_module: module %r not found', fullname)
        return None

    def invalidate_caches(self):
        log.debug('invalidating link cache')
        self._links.clear()

# Module Loader for a URL
class UrlModuleLoader(importlib.abc.SourceLoader):
    def __init__(self, baseurl):
        self._baseurl = baseurl
        self._source_cache = {}

    def module_repr(self, module):
        return '<urlmodule %r from %r>' % (module.__name__, module.
        _file__)

    # Required method
    def load_module(self, fullname):
        code = self.get_code(fullname)
        mod = sys.modules.setdefault(fullname, imp.new_
        module(fullname))
        mod.__file__ = self.get_filename(fullname)
        mod.__loader__ = self
        mod.__package__ = fullname.rpartition('.')[0]
        exec(code, mod.__dict__)
        return mod

    # Optional extensions
    def get_code(self, fullname):
        src = self.get_source(fullname)

```

```

        return compile(src, self.get_filename(fullname), 'exec')

def get_data(self, path):
    pass

def get_filename(self, fullname):
    return self._baseurl + '/' + fullname.split('.')[ -1 ] + '.py'

def get_source(self, fullname):
    filename = self.get_filename(fullname)
    log.debug('loader: reading %r', filename)
    if filename in self._source_cache:
        log.debug('loader: cached %r', filename)
        return self._source_cache[filename]
    try:
        u = urlopen(filename)
        source = u.read().decode('utf-8')
        log.debug('loader: %r loaded', filename)
        self._source_cache[filename] = source
        return source
    except (HTTPError, URLError) as e:
        log.debug('loader: %r failed. %s', filename, e)
        raise ImportError("Can't load %s" % filename)

def is_package(self, fullname):
    return False

# Package loader for a URL
class UrlPackageLoader(UrlModuleLoader):
    def load_module(self, fullname):
        mod = super().load_module(fullname)
        mod.__path__ = [ self._baseurl ]
        mod.__package__ = fullname

    def get_filename(self, fullname):
        return self._baseurl + '/' + '__init__.py'

    def is_package(self, fullname):
        return True

# Utility functions for installing/uninstalling the loader
_installed_meta_cache = { }
def install_meta(address):
    if address not in _installed_meta_cache:
        finder = UrlMetaFinder(address)
        _installed_meta_cache[address] = finder
        sys.meta_path.append(finder)
        log.debug('%r installed on sys.meta_path', finder)

def remove_meta(address):

```

```
if address in _installed_meta_cache:
    finder = _installed_meta_cache.pop(address)
    sys.meta_path.remove(finder)
    log.debug('%r removed from sys.meta_path', finder)
```

Example: Using the `urlimport` module to install a meta-finder for a specific URL.

```
>>> # importing currently fails
>>> import fib
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
ImportError: No module named 'fib'
>>> # Load the importer and retry (it works)
>>> import urlimport
>>> urlimport.install_meta('http://localhost:15000')
>>> import fib
I'm fib
>>> import spam
I'm spam
>>> import grok.blah
I'm grok.__init__
I'm grok.blah
>>> grok.blah.__file__
'http://localhost:15000/grok/blah.py'
>>>
```

Example: Using the `urlimport` module to install a meta-finder for a specific URL.

```
UrlMetaFinder
    def __init__(self, baseurl):
        self._links = None
        self._loader = UrlModuleLoader(baseurl)
        self._baseurl = baseurl
```

```
class UrlPathFinder(importlib.abc.PathEntryFinder):
    def __init__(self, baseurl):
        self._links = None
        self._loader = UrlModuleLoader(baseurl)
        self._baseurl = baseurl
```

```
sys.path
    def __init__(self, baseurl):
        self._links = None
        self._loader = UrlModuleLoader(baseurl)
        self._baseurl = baseurl
```

```
# urlimport.py
# ... include previous code above ...
# Path finder class for a URL
class UrlPathFinder(importlib.abc.PathEntryFinder):
    def __init__(self, baseurl):
        self._links = None
        self._loader = UrlModuleLoader(baseurl)
        self._baseurl = baseurl
```

```

def find_loader(self, fullname):
    log.debug('find_loader: %r', fullname)
    parts = fullname.split('.')
    basename = parts[-1]
    # Check link cache
    if self._links is None:
        self._links = [] # See discussion
        self._links = _get_links(self._baseurl)

    # Check if it's a package
    if basename in self._links:
        log.debug('find_loader: trying package %r', fullname)
        fullurl = self._baseurl + '/' + basename
        # Attempt to load the package (which accesses __init__.
        # py)

        loader = UrlPackageLoader(fullurl)
        try:
            loader.load_module(fullname)
            log.debug('find_loader: package %r loaded',
        fullname)

        except ImportError as e:
            log.debug('find_loader: %r is a namespace package',
        fullname)

            loader = None
        return (loader, [fullurl])

    # A normal module
    filename = basename + '.py'
    if filename in self._links:
        log.debug('find_loader: module %r found', fullname)
        return (self._loader, [])
    else:
        log.debug('find_loader: module %r not found', fullname)
        return (None, [])

def invalidate_caches(self):
    log.debug('invalidating link cache')
    self._links = None

# Check path to see if it looks like a URL
_url_path_cache = {}
def handle_url(path):
    if path.startswith(('http://', 'https://')):
        log.debug('Handle path? %s. [Yes]', path)
        if path in _url_path_cache:
            finder = _url_path_cache[path]
        else:
            finder = UrlPathFinder(path)
            _url_path_cache[path] = finder
        return finder

```

```

else:
    log.debug('Handle path? %s. [No]', path)

def install_path_hook():
    sys.path_hooks.append(handle_url)
    sys.path_importer_cache.clear()
    log.debug('Installing handle_url')

def remove_path_hook():
    sys.path_hooks.remove(handle_url)
    sys.path_importer_cache.clear()
    log.debug('Removing handle_url')

```

The `sys.path` attribute is a list of strings representing the search path for modules. The `sys.path_hooks` attribute is a list of objects that implement the `find_module()` method. The `sys.path_importer_cache` attribute is a dictionary that caches the importers for each path entry.

```

>>> # Initial import fails
>>> import fib
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ImportError: No module named 'fib'

>>> # Install the path hook
>>> import urlimport
>>> urlimport.install_path_hook()

>>> # Imports still fail (not on path)
>>> import fib
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ImportError: No module named 'fib'

>>> # Add an entry to sys.path and watch it work
>>> import sys
>>> sys.path.append('http://localhost:15000')
>>> import fib
I'm fib
>>> import grok.blah
I'm grok.__init__
I'm grok.blah
>>> grok.blah.__file__
'http://localhost:15000/grok/blah.py'
>>>

```

The `sys.path` attribute is a list of strings representing the search path for modules. The `sys.path_hooks` attribute is a list of objects that implement the `find_module()` method. The `sys.path_importer_cache` attribute is a dictionary that caches the importers for each path entry.

The `sys.path` attribute is a list of strings representing the search path for modules. The `sys.path_hooks` attribute is a list of objects that implement the `find_module()` method. The `sys.path_importer_cache` attribute is a dictionary that caches the importers for each path entry.

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iijLēfRēaŃælaǫIŮāLæ̊j̯j̯er̥āRēčZDæŮĠGäzūāR̥iijL' āŠŃ__package__ (āŃĖāR̥)āĀĆ

āĖūāñāijNāĺāāiUāijZēćnēġćĖĖĹāZĺċijŚā■YēŭāēāĀĆāĺāāiUćijŚā■YāŖŕāžēāIJā■ŪāĖy
 sys.modules āy■ēćnēL;āĹŖāĀĆ āZāāyžāIJĹāžĖēēZāyĺċijŚā■YāIJzāĹūijNēĀZāyāŖŕāžēāŖēćijŚā■Yāš

```
>>> import sys
>>> import imp
>>> m = sys.modules.setdefault('spam', imp.new_module('spam'))
>>> m
<module 'spam'>
>>>
```

æCædIJçZäöZælaaiUäüščzRā■YāIJléCčázLāřsäijZçZt' æÖèèÖüā; UäüščzRècñāLZāzžèfGçZDælaaiU

```
>>> import math
>>> m = sys.modules.setdefault('math', imp.new_module('math'))
>>> m
<module 'math' from '/usr/local/lib/python3.3/lib-dynload/math.so'>
>>> m.sin(2)
0.9092974268256817
>>> m.cos(2)
-0.4161468365471424
>>>
```

çTsāžÖāLZāzžælaaiUā; LçöÅā■TijNā; LāōzæYŞçijŪāEZçöÅā■TāG; æTærfTæCçññäYÄéCíāLEçZD
load_module() āG; æTāAC èfZäylæŪzæāLçZDäYÄäylçijzçCzæYřā; LéZ; ād' DçREād' ■æICæČĚāEġærfT
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æLgèāNéCčázZæŪGāzūijNēō; ç; öèŭřā; Dç■L'ijL'āACèfZäylād' ■æICæAgāřsæYřäyžāzÄāzLæIJAāè; çZt' æÖ

æL' āsTimportèr■āRēā; LçöÅā■TijNā; EæYřäijZæIJL' ā; Lād' ZçgžāLæŞ■ā; IJāĀC
æIJāénYāsCäYŁijNārijāĒæŞ■ā; IJècñäYÄäylā; ■āzŌsys.meta_pathāLŪeāläy■çZDāĀIJāĒČèŭřā; DāĀIæšèæ;
æCædIJā; äè; ŞāGzāōCçZDāĀijijNāijZçIJNāLřäYNēIcèfZæūijZ

```
>>> from pprint import pprint
>>> pprint(sys.meta_path)
[<class '_frozen_importlib.BuiltinImporter'>,
<class '_frozen_importlib.FrozenImporter'>,
<class '_frozen_importlib.PathFinder'>]
>>>
```

ā; ŞæLgèāNäYÄäylèr■āRēærfTæC import fib æŪūijNēgçéGŁāZlāijZéA■āŌEsys.mata_pathäy■çZD
èrCçTlāōCāzñçZD find_module() æŪzæŞTāōZä; ■æ■ççāōçZDælaaiUāLäè; j; āZlāĀC
āRřāzèéÄZèfGāōđēfNæIçIJNçIJNijZ

```
>>> class Finder:
...     def find_module(self, fullname, path):
...         print('Looking for', fullname, path)
...         return None
...
>>> import sys
>>> sys.meta_path.insert(0, Finder()) # Insert as first entry
>>> import math
Looking for math None
>>> import types
Looking for types None
>>> import threading
Looking for threading None
Looking for time None
Looking for traceback None
Looking for linecache None
Looking for tokenize None
Looking for token None
>>>
```

ǎIǐ sys.meta_path äyŁæšæŁ;ǎZícŽDä;■;ōǎ;ŁéG■ēAǐǐNǎřEǎŮČǎzŎēYšǎd't'çgžǎŁřēYšǎř;ǐǐN

çŖăİJlä;ăçİJŃăy■ăLřăzä;Tè;ŞăĜăzĖİİİŃăZăăyžărijaĖĖĕĭnsys.meta_pathăy■çŽĐăĖŭăzŬăőđă;Şăđ'Dŭă
ĕŖZăĖŬăĀZīİİŃă;ăăRĭăĖİJL'ăİJLărijaĖĖăy■ăŸăİJLăĭăİŬçŽĐăŬăĀZăĖL'■ĕç;çİJŃăLřăőĖĖĕĭĕĝăăRŚİİİŽ

ä;äazNäl■äöl'ecĖēfĠäyÄäyġæ■TēŌüæIJçšēæġaġlŪčŽDæšēæL;āZġiijNēfZäyġæYř
 UrlMetaFinder çszçŽDāĖšēTōāĀĆ äyÄäyġl UrlMetaFinder āōdā;Nēcnæūzāġāāġř
 sys.meta_path çŽDæIJnārġiijNā;IJäyžæIJĀāŘŌäyÄäyġæšēæL;āZġæŪžæaġġāĀĆ
 æĈædIJēcnērūæšĆçŽDæġaġlŪāŘ■äy■ēĈ;āōZā;■iijNāršaijŽēcnēfZäyġæšēæL;āZġāđ'DçŘĖæŌġāĀĆ
 āđ'DçŘĖāNēĈçŽDæŪūāĀŽēIJāēæAæşġæDRiijNāIJġpathāŘĈæTřäy■æNĠGāōŽçŽDāġijēIJāēæAēcnæčĀæšēiij
 æĈædIJäy■æYřiijNērēā■RæġaġlŪāfĖēæzā;ŞāsđāžŌāĖŪāžŪæšēæL;āZġāžūēcnāf;çTēæŌġāĀĆ

```

    from urllib.request import urlopen
    from urllib.parse import urlparse
    from urllib.error import URLError
    from sys import path

    def find_module(name, path=None):
        if name in sys.modules:
            return None, None
        for loader, package in sys._path_hooks:
            loader, package = loader.find_module(name, path)
            if loader is not None:
                return loader, package
        return None, None

```

```

>>> from pprint import pprint
>>> import sys
>>> pprint(sys.path)
['',
 '/usr/local/lib/python3.3.zip',
 '/usr/local/lib/python3.3',
 '/usr/local/lib/python3.3/plat-darwin',
 '/usr/local/lib/python3.3/lib-dynload',
 '/usr/local/lib/...3.3/site-packages']
>>>

```

```

    sys.path_hooks.append(lambda name, path: sys.path_importer_cache[name].find_module(name, path))
    sys.path_hooks.append(lambda name, path: sys.path_importer_cache[name].find_module(name, path))
    sys.path_hooks.append(lambda name, path: sys.path_importer_cache[name].find_module(name, path))

```

```

>>> pprint(sys.path_importer_cache)
{'.': FileFinder('.'),
 '/usr/local/lib/python3.3': FileFinder('/usr/local/lib/python3.3'),
 '/usr/local/lib/python3.3/': FileFinder('/usr/local/lib/python3.3/'),
 '/usr/local/lib/python3.3/collections': FileFinder('...python3.3/collections'),
 '/usr/local/lib/python3.3/encodings': FileFinder('...python3.3/encodings'),
 '/usr/local/lib/python3.3/lib-dynload': FileFinder('...python3.3/lib-dynload'),
 '/usr/local/lib/python3.3/plat-darwin': FileFinder('...python3.3/plat-darwin'),
 '/usr/local/lib/python3.3/site-packages': FileFinder('...python3.3/site-packages'),
 '/usr/local/lib/python3.3.zip': None}
>>>

```

```

    sys.path_hooks.append(lambda name, path: sys.path_importer_cache[name].find_module(name, path))
    sys.path_hooks.append(lambda name, path: sys.path_importer_cache[name].find_module(name, path))
    sys.path_hooks.append(lambda name, path: sys.path_importer_cache[name].find_module(name, path))

```

```

    sys.path_hooks.append(lambda name, path: sys.path_importer_cache[name].find_module(name, path))
    sys.path_hooks.append(lambda name, path: sys.path_importer_cache[name].find_module(name, path))
    sys.path_hooks.append(lambda name, path: sys.path_importer_cache[name].find_module(name, path))

```

```

>>> class Finder:
...     def find_loader(self, name):

```

```
...     print('Looking for', name)
...     return (None, [])
...
>>> import sys
>>> # Add a "debug" entry to the importer cache
>>> sys.path_importer_cache['debug'] = Finder()
>>> # Add a "debug" directory to sys.path
>>> sys.path.insert(0, 'debug')
>>> import threading
Looking for threading
Looking for time
Looking for traceback
Looking for linecache
Looking for tokenize
Looking for token
>>>
```

The following code adds a new entry to the importer cache and a new directory to sys.path. The new entry is a Finder object, and the new directory is 'debug'.

```
sys.path_importer_cache['debug'] = Finder()
sys.path.insert(0, 'debug')
```

```
>>> sys.path_importer_cache.clear()
>>> def check_path(path):
...     print('Checking', path)
...     raise ImportError()
...
>>> sys.path_hooks.insert(0, check_path)
>>> import fib
Checked debug
Checking .
Checking /usr/local/lib/python3.3.zip
Checking /usr/local/lib/python3.3
Checking /usr/local/lib/python3.3/plat-darwin
Checking /usr/local/lib/python3.3/lib-dynload
Checking /Users/beazley/.local/lib/python3.3/site-packages
Checking /usr/local/lib/python3.3/site-packages
Looking for fib
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ImportError: No module named 'fib'
>>>
```

The following code adds a new entry to the importer cache and a new directory to sys.path. The new entry is a Finder object, and the new directory is 'debug'.

[illegible][illegible]

```
>>> import xml.etree.ElementTree
>>> xml.__path__
['/usr/local/lib/python3.3/xml']
>>> xml.etree.__path__
['/usr/local/lib/python3.3/xml/etree']
```

efYæIJL'äylēZ;çĆZāršæYř handle_url() āĜ;æTřāzēāRŁāōČēušāEĚēČlā;ŁçTlčZĎ
 _get_links() āĜ;æTřāzNēUř'čŽĎāzĎ'āžŠāĀĆ āęĆādIJā;āčŽĎāęšēāL;āZlāōđčŎřēIJĀēęAā;ŁçTlāLřāĚŮ
 æIJL'ārRēČ;ęfZāzZāēlāāUāijZāIJlāęšēāL;āZlāS■ā;IJæIJšēUřēfZēāNāzř'ād'ŽčŽĎārijāĒēāĀĆ
 āōČāRřāzēārijēĜř handle_url() āŠNāĚŮāzŮāęšēāL;āZlēČlāLĚēZŮāĒēāyĀčg■ĒŠā;Šā;ŁçŎřČLŮāĀAā
 āyZāZĒēgčēĜLēfZčg■ārRēČ;æĀgřijNāōđčŎřāy■æIJL'āyĀāylēčnāLZāzZčŽĎāęšēāL;āZlčijS■āYřijLāēRāyĀ
 āōČāRřāzēāĀfāĒ■āLZāzēĜ'ād'■āęšēāL;āZlčŽĎēŮōēčYāĀĆ
 āRēād'ŮřijNāyNēlččŽĎāzččāAčL'ĜāōtāRřāzēčāōāfĪāęšēāL;āZlāy■āijZāIJlāLĪāgNāNŮēS;æŎēēZĒāRŁčZĎ

ǣĊæđIǺŁŕċŎřǻIǺǻžæ■cǻ;ǻēŁŸæŸřǻ■æŸřǻ;ŁæŸŎĹŹ;iiiŃēĈčǻžŁǻŔřǻžēēǺŽēŁǻġǻđǻŁǻǻŸǺǻžŹæŮ

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```

importlib.import_module(fullname)
module = sys.modules[fullname]
for func in _post_import_hooks[fullname]:
    func(module)
self._finder._skip.remove(fullname)
return module

def when_imported(fullname):
    def decorate(func):
        if fullname in sys.modules:
            func(sys.modules[fullname])
        else:
            _post_import_hooks[fullname].append(func)
        return func
    return decorate

sys.meta_path.insert(0, PostImportFinder())

```

when_imported() decorator

```

>>> from postimport import when_imported
>>> @when_imported('threading')
... def warn_threads(mod):
...     print('Threads? Are you crazy?')
...
>>>
>>> import threading
Threads? Are you crazy?
>>>

```

Example: logging module

```

from functools import wraps
from postimport import when_imported

def logged(func):
    @wraps(func)
    def wrapper(*args, **kwargs):
        print('Calling', func.__name__, args, kwargs)
        return func(*args, **kwargs)
    return wrapper

# Example
@when_imported('math')
def add_logging(mod):
    mod.cos = logged(mod.cos)
    mod.sin = logged(mod.sin)

```


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```
>>> from pprint import pprint
>>> import sys
>>> pprint(sys.path)
['',
 '/usr/local/lib/python3.3.zip',
 '/usr/local/lib/python3.3',
 '/usr/local/lib/python3.3/plat-darwin',
 '/usr/local/lib/python3.3/lib-dynload',
 '/Users/beazley/Spam/lib/python3.3/site-packages']
>>>
```

Python 3.3 的 `sys.path` 列表显示了 Python 解释器在查找模块时会搜索的路径。列表中的第一个空字符串表示当前目录。后续的路径包括系统 Python 安装中的库、平台特定的库、动态加载的库以及用户自定义的库（如 `Spam` 目录下的 `site-packages`）。

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Python 3.3 的 `sys.path` 列表显示了 Python 解释器在查找模块时会搜索的路径。列表中的第一个空字符串表示当前目录。后续的路径包括系统 Python 安装中的库、平台特定的库、动态加载的库以及用户自定义的库（如 `Spam` 目录下的 `site-packages`）。

Python 3.3 的 `sys.path` 列表显示了 Python 解释器在查找模块时会搜索的路径。列表中的第一个空字符串表示当前目录。后续的路径包括系统 Python 安装中的库、平台特定的库、动态加载的库以及用户自定义的库（如 `Spam` 目录下的 `site-packages`）。

Python 3.3 的 `sys.path` 列表显示了 Python 解释器在查找模块时会搜索的路径。列表中的第一个空字符串表示当前目录。后续的路径包括系统 Python 安装中的库、平台特定的库、动态加载的库以及用户自定义的库（如 `Spam` 目录下的 `site-packages`）。

Python 3.3 的 `sys.path` 列表显示了 Python 解释器在查找模块时会搜索的路径。列表中的第一个空字符串表示当前目录。后续的路径包括系统 Python 安装中的库、平台特定的库、动态加载的库以及用户自定义的库（如 `Spam` 目录下的 `site-packages`）。

```
bash % pyvenv --system-site-packages Spam
bash %
```

Python 3.3 的 `sys.path` 列表显示了 Python 解释器在查找模块时会搜索的路径。列表中的第一个空字符串表示当前目录。后续的路径包括系统 Python 安装中的库、平台特定的库、动态加载的库以及用户自定义的库（如 `Spam` 目录下的 `site-packages`）。

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Python 3.3 的 `sys.path` 列表显示了 Python 解释器在查找模块时会搜索的路径。列表中的第一个空字符串表示当前目录。后续的路径包括系统 Python 安装中的库、平台特定的库、动态加载的库以及用户自定义的库（如 `Spam` 目录下的 `site-packages`）。

Getting Started

For the purpose of this example, we will create a project named `projectname`. The project structure will be as follows:

```
projectname/
  README.txt
  Doc/
    documentation.txt
  projectname/
    __init__.py
    foo.py
    bar.py
    utils/
      __init__.py
      spam.py
      grok.py
  examples/
    helloworld.py
  ...
```

We will use `setup.py` to manage the project. The `setup.py` file will be located in the root directory of the project.

```
# setup.py
from distutils.core import setup

setup(name='projectname',
      version='1.0',
      author='Your Name',
      author_email='you@youraddress.com',
      url='http://www.you.com/projectname',
      packages=['projectname', 'projectname.utils'],
)
```

We will also create a `MANIFEST.in` file to specify the files to be included in the distribution. The `MANIFEST.in` file will be located in the root directory of the project.

```
# MANIFEST.in
include *.txt
recursive-include examples *
recursive-include Doc *
```

To create a source distribution, we will run the following command:

```
% bash python3 setup.py sdist
```

This command will create a source distribution named `projectname-1.0.zip` in the current directory. To install the package, we will run the following command:

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```

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    packages=['projectname', 'projectname.utils']

```

```

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```

CHAPTER 13

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æIJñçñăæŸřăĚşăžŎăIJĭçĭŚçżIJăžŤçŤĺăŤŃăĹĚăÿĈăijRăžŤçŤĺăÿ■ăĭŤçŤĺçŽĐăŤĐçğ■ăÿžécŸăĂĈăÿžécŸă

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11.1 äĭIJäÿžăŏćæĹŭçñřăÿŎHTTPæIJ■ăĹăăžđ'ăžŠ

éŮŏécŸ

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ăržăžŎçŏĂă■ŤçŽĐăžŤăĈĚăĹëèřŤĭjŤăŽăÿÿăĭŤçŤĺurllib.
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```
from urllib import request, parse

# Base URL being accessed
url = 'http://httpbin.org/get'

# Dictionary of query parameters (if any)
parms = {
    'name1' : 'value1',
    'name2' : 'value2'
}
```

```
# Encode the query string
querystring = parse.urlencode(parms)

# Make a GET request and read the response
u = request.urlopen(url+'?' + querystring)
resp = u.read()
```

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urlopen() äĜ;æTrijNāřsāČRè£ZæüijŽ

```
from urllib import request, parse

# Base URL being accessed
url = 'http://httpbin.org/post'

# Dictionary of query parameters (if any)
parms = {
    'name1' : 'value1',
    'name2' : 'value2'
}

# Encode the query string
querystring = parse.urlencode(parms)

# Make a POST request and read the response
u = request.urlopen(url, querystring.encode('ascii'))
resp = u.read()
```

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user-agent ā■Ůæōt,āRfäzēālZāzžäyĀäyłāNĚāRnā■ŮæōtāĀijçŽDā■ŮāĚyijNāzūāLZāzžäyĀäyłRequestā
urlopen() ijNāeCäyNijŽ

```
from urllib import request, parse
...

# Extra headers
headers = {
    'User-agent' : 'none/ofyourbusiness',
    'Spam' : 'Eggs'
}

req = request.Request(url, querystring.encode('ascii'),
    ↪headers=headers)

# Make a request and read the response
u = request.urlopen(req)
resp = u.read()
```

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requests module: `https://pypi.python.org/pypi/requests`

```
import requests

# Base URL being accessed
url = 'http://httpbin.org/post'

# Dictionary of query parameters (if any)
parms = {
    'name1' : 'value1',
    'name2' : 'value2'
}

# Extra headers
headers = {
    'User-agent' : 'none/ofyourbusiness',
    'Spam' : 'Eggs'
}

resp = requests.post(url, data=parms, headers=headers)

# Decoded text returned by the request
text = resp.text
```

`resp.text` returns the decoded text of the response. `resp.content` returns the raw content of the response. `resp.json()` returns the JSON data of the response.

requests module: `requests.head()` method.

```
import requests

resp = requests.head('http://www.python.org/index.html')

status = resp.status_code
last_modified = resp.headers['last-modified']
content_type = resp.headers['content-type']
content_length = resp.headers['content-length']
```

requests module: `requests.get()` method.

```
import requests

resp = requests.get('http://pypi.python.org/pypi?action=login',
                    auth=('user', 'password'))
```

requests module: `requests.cookies` module.

```
import requests

# First request
resp1 = requests.get(url)
...

# Second requests with cookies received on first requests
resp2 = requests.get(url, cookies=resp1.cookies)
```

requests module

```
import requests
url = 'http://httpbin.org/post'
files = { 'file': ('data.csv', open('data.csv', 'rb')) }

r = requests.post(url, files=files)
```

urllib

urllib module

urllib module

```
from http.client import HTTPConnection
from urllib import parse

c = HTTPConnection('www.python.org', 80)
c.request('HEAD', '/index.html')
resp = c.getresponse()

print('Status', resp.status)
for name, value in resp.getheaders():
    print(name, value)
```

urllib module

```
import urllib.request

auth = urllib.request.HTTPBasicAuthHandler()
auth.add_password('pypi', 'http://pypi.python.org', 'username',
    ↪ 'password')
opener = urllib.request.build_opener(auth)

r = urllib.request.Request('http://pypi.python.org/pypi?
    ↪ :action=login')
```

```
u = opener.open(r)
resp = u.read()

# From here. You can access more pages using opener
...
```

requests

requests

```
>>> import requests
>>> r = requests.get('http://httpbin.org/get?name=Dave&n=37',
...                 headers = { 'User-agent': 'goaway/1.0' })
>>> resp = r.json
>>> resp['headers']
{'User-Agent': 'goaway/1.0', 'Content-Length': '', 'Content-Type': '
→',
'Accept-Encoding': 'gzip, deflate, compress', 'Connection':
'keep-alive', 'Host': 'httpbin.org', 'Accept': '*/.*'}
>>> resp['args']
{'name': 'Dave', 'n': '37'}
>>>
```

requests

requests

11.2 TCP server

Uoec

requests

egcaEsaUzaal

requests

```
from socketserver import BaseRequestHandler, TCPServer

class EchoHandler(BaseRequestHandler):
    def handle(self):
```

```
print('Got connection from', self.client_address)
while True:

    msg = self.request.recv(8192)
    if not msg:
        break
    self.request.send(msg)

if __name__ == '__main__':
    serv = TCPServer(('', 20000), EchoHandler)
    serv.serve_forever()
```

handle() request
self.client_address
self.request

```
>>> from socket import socket, AF_INET, SOCK_STREAM
>>> s = socket(AF_INET, SOCK_STREAM)
>>> s.connect(('localhost', 20000))
>>> s.send(b'Hello')
5
>>> s.recv(8192)
b'Hello'
>>>
```

StreamRequestHandler

```
from socketserver import StreamRequestHandler, TCPServer

class EchoHandler(StreamRequestHandler):
    def handle(self):
        print('Got connection from', self.client_address)
        # self.rfile is a file-like object for reading
        for line in self.rfile:
            # self.wfile is a file-like object for writing
            self.wfile.write(line)

if __name__ == '__main__':
    serv = TCPServer(('', 20000), EchoHandler)
    serv.serve_forever()
```

13.2. 11.2

socketserver

BaseRequestHandler StreamRequestHandler
StreamRequestHandler StreamRequestHandler

```
import socket

class EchoHandler(StreamRequestHandler):
    # Optional settings (defaults shown)
    timeout = 5 # Timeout on all socket_
    operations
    rbufsize = -1 # Read buffer size
    wbufsize = 0 # Write buffer size
    disable_nagle_algorithm = False # Sets TCP_NODELAY socket_
    option
    def handle(self):
        print('Got connection from', self.client_address)
        try:
            for line in self.rfile:
                # self.wfile is a file-like object for writing
                self.wfile.write(line)
        except socket.timeout:
            print('Timed out!')
```

RPC socketserver
socket socket

```
from socket import socket, AF_INET, SOCK_STREAM

def echo_handler(address, client_sock):
    print('Got connection from {}'.format(address))
    while True:
        msg = client_sock.recv(8192)
        if not msg:
            break
        client_sock.sendall(msg)
    client_sock.close()

def echo_server(address, backlog=5):
    sock = socket(AF_INET, SOCK_STREAM)
    sock.bind(address)
    sock.listen(backlog)
    while True:
        client_sock, client_addr = sock.accept()
        echo_handler(client_addr, client_sock)

if __name__ == '__main__':
    echo_server('', 20000)
```

11.3 UDP server

Example

A simple UDP server that responds with the current time.

Code

from socketserver import BaseRequestHandler, UDPServer
import time

```
class TimeHandler(BaseRequestHandler):
    def handle(self):
        print('Got connection from', self.client_address)
        # Get message and client socket
        msg, sock = self.request
        resp = time.ctime()
        sock.sendto(resp.encode('ascii'), self.client_address)

if __name__ == '__main__':
    serv = UDPServer(('', 20000)), TimeHandler)
    serv.serve_forever()
```

from socket import socket, AF_INET, SOCK_DGRAM
s = socket(AF_INET, SOCK_DGRAM)
s.sendto(b'', ('localhost', 20000))
0
s.recvfrom(8192)
(b'Wed Aug 15 20:35:08 2012', ('127.0.0.1', 20000))
>>>

Example

A simple UDP server that responds with the current time.

är;çõäijäçzšçŽĐ send() äšŇ recv() äžšäRfäzë;ç;äLräRŇæäüçŽĐæTŁæđIJiijŇ
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äy■ëfGrijŇNUPDäđ'PçTšæYräy■äRfëläçŽĐiijLäZäyžëÄŽäæšæIJL'äžžçñNëfðæŌërijŇæüLæAřäRfëČ;äy
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äçCæđIJä;äæČšëçAäžüäRŠæš■ä;IJiijŇNäRfäzäöðäçNäŇÜäyÄäyl ForkingUDPServer
æLÜ ThreadingUDPServer äřzëšäijŽ

```
from socketserver import ThreadingUDPServer

if __name__ == '__main__':
    serv = ThreadingUDPServer(('', 20000), TimeHandler)
    serv.serve_forever()
```

çŽt'æŌëä;ççTl socket ælææYräçšäyÄäylUDPæIJ■äLäâZÍläžšäy■éŽç;ijŇNäyŇelçæYräyÄäyläçNä■Rij

```
from socket import socket, AF_INET, SOCK_DGRAM
import time

def time_server(address):
    sock = socket(AF_INET, SOCK_DGRAM)
    sock.bind(address)
    while True:
        msg, addr = sock.recvfrom(8192)
        print('Got message from', addr)
        resp = time.ctime()
        sock.sendto(resp.encode('ascii'), addr)

if __name__ == '__main__':
    time_server(('', 20000))
```

11.4 éÄŽë£G CIDRäIjřäIÄçTšæLŘärzäžTçŽĐIPäIjřäIÄéŽÉ

éÜöëçY

ä;äæIJL'äyÄäylCIDRç;ŠçzIJäIJřäIÄæfTäçCäÄIJ123.45.67.89/27äÄIijŇNä;äæČšäřEäËüë;ñæ■çæLŘäöČCa
rijLæfTäçCrijŇNäÄIJ123.45.67.64âÄI, äÄIJ123.45.67.65âÄI, äÄç, äÄIJ123.45.67.95âÄI)ijL'

Network

Network module provides a way to create and manipulate IP address ranges.

```
>>> import ipaddress
>>> net = ipaddress.ip_network('123.45.67.64/27')
>>> net
IPv4Network('123.45.67.64/27')
>>> for a in net:
...     print(a)
...
123.45.67.64
123.45.67.65
123.45.67.66
123.45.67.67
123.45.67.68
...
123.45.67.95
>>>

>>> net6 = ipaddress.ip_network('12:3456:78:90ab:cd:ef01:23:30/125')
>>> net6
IPv6Network('12:3456:78:90ab:cd:ef01:23:30/125')
>>> for a in net6:
...     print(a)
...
12:3456:78:90ab:cd:ef01:23:30
12:3456:78:90ab:cd:ef01:23:31
12:3456:78:90ab:cd:ef01:23:32
12:3456:78:90ab:cd:ef01:23:33
12:3456:78:90ab:cd:ef01:23:34
12:3456:78:90ab:cd:ef01:23:35
12:3456:78:90ab:cd:ef01:23:36
12:3456:78:90ab:cd:ef01:23:37
>>>
```

Network objects can be used to iterate over individual IP addresses.

```
>>> net.num_addresses
32
>>> net[0]
IPv4Address('123.45.67.64')
>>> net[1]
IPv4Address('123.45.67.65')
>>> net[-1]
IPv4Address('123.45.67.95')
>>> net[-2]
IPv4Address('123.45.67.94')
>>>
```

Read the following example code:

```
>>> a = ipaddress.ip_address('123.45.67.69')
>>> a in net
True
>>> b = ipaddress.ip_address('123.45.67.123')
>>> b in net
False
>>>
```

The following example code shows how to create an `IPv4Network` object and an `IPv4Address` object:

```
>>> inet = ipaddress.ip_interface('123.45.67.73/27')
>>> inet.network
IPv4Network('123.45.67.64/27')
>>> inet.ip
IPv4Address('123.45.67.73')
>>>
```

Summary

The `ipaddress` module provides a simple and easy-to-use interface for working with IP addresses. It includes classes for `IPv4Address`, `IPv6Address`, `IPv4Network`, and `IPv6Network`. The module also includes functions for converting IP addresses to and from strings, and for checking if an IP address is in a network.

The following example code shows how to create an `IPv4Address` object and an `IPv4Network` object, and how to check if an IP address is in a network:

```
>>> a = ipaddress.ip_address('127.0.0.1')
>>> from socket import socket, AF_INET, SOCK_STREAM
>>> s = socket(AF_INET, SOCK_STREAM)
>>> s.connect((a, 8080))
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Can't convert 'IPv4Address' object to str implicitly
>>> s.connect((str(a), 8080))
>>>
```

For more information, see the [An Introduction to the ipaddress Module](#).

11.5 Using the `ipaddress` Module to Work with REST APIs

Introduction

The following example code shows how to use the `ipaddress` module to work with REST APIs:

13.5. 11.5

REST API using Python's `cgi` module and `WSGI` interface.

```
# resty.py

import cgi

def notfound_404(envIRON, start_response):
    start_response('404 Not Found', [ ('Content-type', 'text/plain
    ↪') ])
    return [b'Not Found']

class PathDispatcher:
    def __init__(self):
        self.pathmap = { }

    def __call__(self, environ, start_response):
        path = environ['PATH_INFO']
        params = cgi.FieldStorage(environ['wsgi.input'],
                                   environ=environ)
        method = environ['REQUEST_METHOD'].lower()
        environ['params'] = { key: params.getvalue(key) for key in_
    ↪params }
        handler = self.pathmap.get((method, path), notfound_404)
        return handler(environ, start_response)

    def register(self, method, path, function):
        self.pathmap[method.lower(), path] = function
        return function
```

Example of a simple REST API using Python's `cgi` module and `WSGI` interface.

```
import time

_hello_resp = '''\
<html>
<head>
    <title>Hello {name}</title>
</head>
<body>
    <h1>Hello {name}!</h1>
</body>
</html>'''

def hello_world(environ, start_response):
    start_response('200 OK', [ ('Content-type', 'text/html') ])
    params = environ['params']
    resp = _hello_resp.format(name=params.get('name'))
    yield resp.encode('utf-8')
```

```

_localtime_resp = '''\
<?xml version="1.0"?>
<time>
  <year>{t.tm_year}</year>
  <month>{t.tm_mon}</month>
  <day>{t.tm_mday}</day>
  <hour>{t.tm_hour}</hour>
  <minute>{t.tm_min}</minute>
  <second>{t.tm_sec}</second>
</time>'''

def localtime(envIRON, start_response):
    start_response('200 OK', [ ('Content-type', 'application/xml')
    ])
    resp = _localtime_resp.format(t=time.localtime())
    yield resp.encode('utf-8')

if __name__ == '__main__':
    from resty import PathDispatcher
    from wsgiref.simple_server import make_server

    # Create the dispatcher and register functions
    dispatcher = PathDispatcher()
    dispatcher.register('GET', '/hello', hello_world)
    dispatcher.register('GET', '/localtime', localtime)

    # Launch a basic server
    httpd = make_server('', 8080, dispatcher)
    print('Serving on port 8080...')
    httpd.serve_forever()

```

urllib

```

>>> u = urlopen('http://localhost:8080/hello?name=Guido')
>>> print(u.read().decode('utf-8'))
<html>
  <head>
    <title>Hello Guido</title>
  </head>
  <body>
    <h1>Hello Guido!</h1>
  </body>
</html>

>>> u = urlopen('http://localhost:8080/localtime')
>>> print(u.read().decode('utf-8'))
<?xml version="1.0"?>
<time>

```



```
if __name__ == '__main__':
    from wsgiref.simple_server import make_server

    # Create the dispatcher and register functions
    dispatcher = PathDispatcher()
    pass

    # Launch a basic server
    httpd = make_server('', 8080, dispatcher)
    print('Serving on port 8080...')
    httpd.serve_forever()
```

WSGI is a standard interface between web servers and Python web applications. The `WsgiServer` module provides a simple implementation of the WSGI interface. The `PathDispatcher` module provides a simple implementation of the WSGI dispatcher interface. The `make_server` function is a convenience function that creates a WSGI server and starts it.

WebOb æLÛèÆ Paste

11.6 éÅŽèξΓXML-RPCáóđçŎřčŏÅ■ȚçŽĐèξΙJçÍÑèřČçŤÍ

éUóécŸ

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èğçâEşæŰzæĹ

áóđçŎřäyÄäyŁè£IJçÍÑæŰzæşȚèřČçŤÍçŽĐæIJăçŏÅ■ȚæŰzâijRæŸřä;£çŤÍXML-RPCăĂÇäyÑéíçæLŠăznæijȚçd'žäyÄäyŊäyÄäyĹáóđçŎřăžEéŤŏ-ăĂijă■ŸăClăLşèČ;çŽĐçŏÅ■ȚæIJăLăqăZlîijŽ

```
from xmlrpc.server import SimpleXMLRPCServer

class KeyValueServer:
    _rpc_methods_ = ['get', 'set', 'delete', 'exists', 'keys']
    def __init__(self, address):
        self._data = {}
        self._serv = SimpleXMLRPCServer(address, allow_none=True)
        for name in self._rpc_methods_:
            self._serv.register_function(getattr(self, name))

    def get(self, name):
        return self._data[name]

    def set(self, name, value):
        self._data[name] = value
```

```
def delete(self, name):
    del self._data[name]

def exists(self, name):
    return name in self._data

def keys(self):
    return list(self._data)

def serve_forever(self):
    self._serv.serve_forever()

# Example
if __name__ == '__main__':
    kvserv = KeyValueServer('', 15000)
    kvserv.serve_forever()
```

Example: Using the `KeyValueServer` class to create a simple key-value server.

```
>>> from xmlrpc.client import ServerProxy
>>> s = ServerProxy('http://localhost:15000', allow_none=True)
>>> s.set('foo', 'bar')
>>> s.set('spam', [1, 2, 3])
>>> s.keys()
['spam', 'foo']
>>> s.get('foo')
'bar'
>>> s.get('spam')
[1, 2, 3]
>>> s.delete('spam')
>>> s.exists('spam')
False
>>>
```

XML-RPC

XML-RPC is a simple, lightweight, and easy-to-use protocol for remote procedure calls. It is implemented in Python using the `xmlrpc` module. The `xmlrpc` module provides a simple interface for creating and using XML-RPC servers and clients.

```
from xmlrpc.server import SimpleXMLRPCServer

def add(x, y):
    return x+y

serv = SimpleXMLRPCServer('', 15000)
serv.register_function(add)
serv.serve_forever()
```

XML-RPCæŽť éĹŸãĜžæĹčŽĎãĜĵæŤřãĹĹčĵéĀČĵŤĹãžŌéČĹáĹĹæŤřæ■ŏčšžãĎŇĵĴŇæŤřæČã■ŰčňæŸš
 ářžãžŌãĚŸãžŰčšžãĎŇãřšãĵŰéĹĹĀēēĀãĀžãžŽéčĹãĎ' ŰčŽĎãĹšérĵãžĒãĀČ
 äĵŇãēČĵĴŇãēČãĎĹĴãĵãČšéĀžēĤĜ XML-RPC äĵãēĀŸäŸĀäŸĹãřžēšãŏĎäĵŇĵĴŇãŏĎéŽĒäŸĹãĹĹæĹĹ'ãžŰčŽĎ

```
>>> class Point:
...     def __init__(self, x, y):
...         self.x = x
...         self.y = y
...
>>> p = Point(2, 3)
>>> s.set('foo', p)
>>> s.get('foo')
{'x': 2, 'y': 3}
>>>
```

čšžãĵĵĵčŽĎĵĴŇãřžãžŌãžŇēĤŽãĹŸæŤřæ■ŏčŽĎãĎ' ĎčĤĤæžšžēŸšãĵãæČšžēšãčŽĎäŸ■ãĎ' ĹäŸĀæãŸĵĴ

```
>>> s.set('foo', b'Hello World')
>>> s.get('foo')
<xmlrpc.client.Binary object at 0x10131d410>

>>> _data
b'Hello World'
>>>
```

äŸĀēĹŇæĹēēŏšĵĴŇãĵãäŸ■ãžŤērēãŤĤ XML-RPC æĹ■ãĹãžžēãĚŇãĚŸAPIčŽĎæŰžãĵŤŤ éĹŸãĜžæĹēãĀČ
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XML-RPCčŽĎäŸĀäŸĹčĵĵčČžæŸřãŏččŽĎæĀģēČĵãĀČSimpleXMLRPCServer
 čŽĎãŏĎčŌřæŸřã■ŤčžĤčĹŇčŽĎĵĴŇ æĹ'ĀäžžēãŏČäŸ■éĀČãĹĹãžŤŤãžŌãĎ' ĝãĎŇčĹŇãžŤĵĴŇãřĵčŏãēĹŸãžŇãĹĹ1.2ãř
 áŤēãĎ' ŰĵĴŇčŤŸãžŌ XML-RPC áŤĤæĹ'ĀæĹĹ'æŤřæ■ŏēČĵãžŤãĹŰãŇŰäŸžXMLæäĵĵãĵŤĵĴŇæĹ'ĀäžžēãŏČãĵĴ
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 éĀžēĤĜãĵĤĹēĤŽčģ■æŰžãĵŤĵĴŇãĚŸãžŰēr■ēĹĀčŽĎãŏčæĹŰčŇŤĹŇãžŤēČĵēČĵēŏēŰŏäĵčŽĎæĹ■ãĹãĀČ

ēŽĵčĎŰXML-RPCæĹĹ'äĵĹãĎ'ŽčĵĵčČžĵĴŇãĵĤæŸřæČãĎĹĴãēĹĹĀēēĀãĤŇéĀšãĎĎãžžäŸĀäŸĹčŏĀã■Ťē
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11.7 áĹĹäŸ■ãŤŇčŽĎPythonēģčéĜĹãŽĹãžŇéŰťãžĎ'ãžŠ

éŰŏéčŸ

äĵãĹĹäŸ■ãŤŇčŽĎæĹĹãžĹäŸĹēĹēĤŤēãŤčĹãĎ' ŽäŸĹPythonēģčéĜĹãŽĹãŏĎäĵŇĵĴŇãžŸäŸŇæĹĹžēČĵãĎ' šãž

ēģčãĤšæŰžæĹĹ

éĀžēĤĜãĵĤĹmultiprocessing.connection æĹãĹŰãŤřãžžãĵĹĹãŏžæŸščŽĎãŏĎčŌřēģčéĜĹãŽĹãžĹ
 äŸŇéĹæŸřäŸĀäŸĹčŏĀã■ŤčŽĎãžŤč■ŤæĹ■ãĹãŽĹãĹŇãŤĵĴ

```
from multiprocessing.connection import Listener
import traceback

def echo_client(conn):
    try:
        while True:
            msg = conn.recv()
            conn.send(msg)
    except EOFError:
        print('Connection closed')

def echo_server(address, authkey):
    serv = Listener(address, authkey=authkey)
    while True:
        try:
            client = serv.accept()

            echo_client(client)
        except Exception:
            traceback.print_exc()

echo_server((' ', 25000), authkey=b'peekaboo')
```

Python Cookbook: 2.0.0

```
>>> from multiprocessing.connection import Client
>>> c = Client(('localhost', 25000), authkey=b'peekaboo')
>>> c.send('hello')
>>> c.recv()
'hello'
>>> c.send(42)
>>> c.recv()
42
>>> c.send([1, 2, 3, 4, 5])
>>> c.recv()
[1, 2, 3, 4, 5]
>>>
```

Python Cookbook: 2.0.0

13.7. 11.7

Python Cookbook: 2.0.0

æCædIä;äçŽDëğcéĠLāZlëfRëaŃaIJlāŃNäyÄāRfæIJzāZlāyLēlćijŃēČčzLä;ääRfäzëä;fçTlāRëad'Ůç
ëeAæČšä;fçTlāUNIXāššäeŮāŌëā■ŮäleāLZāzžyÄäyfeđæŌëijŃāRlēIJÄçōÄā■TçŽDāRēāIJrāIÄæTzāEžāy

```
s = Listener('/tmp/myconn', authkey=b'peekaboo')
```

ëeAæČšä;fçTlāWindowsāŠ;āR■çōäeAŠæleāLZāzžëfđæŌëijŃāRlēIJÄāČRäyŃēlćëfZæäüä;fçTlāyÄäy

```
s = Listener(r'\\.\pipe\myconn', authkey=b'peekaboo')
```

äyÄäyfeÄŽçTlāĠEāLZæYřijŃä;äy■ëeAä;fçTlā multiprocessing
æleāōđçŌrāyÄäylāržād'ŮçŽDāEñāEšæIJ■āLāāČ Client() āŠŃ Listener()
äy■çŽD authkey āRČæTřçTlāleēōd'ērAāRŠēüēfđæŌëçŽDçzLćnrçTlāLūāČ
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æCædIä;äçIJÄēeAāržāzTāsCēfđæŌëāAžæZt'ād'ŽçŽDæŌgāLūijŃærTāeČēIJÄēeAæTřæŃAēüEæŮūā
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11.8 āōđçŌrēIJćlŃæŮzæšTērČçTl

éŮōēčY

ä;äæČšāIJlāyÄäylæūLæArāijäe;ŠāsČæēČ sockets āÄAmultiprocessing
connections æLŮ ZeroMQ çŽDāšžçāÄāzŃäyLāōđçŌrāyÄäylçōÄā■TçŽDēfIJćlŃēfĠćlŃērČçTlījLRPC

èğcāEšæŮzæāL

ārEāĠ;æTřērūāsČāÄāRČæTřāŠŃēfTāZdāÄijä;fçTlāpickleçijŮçāAāRŌijŃāIJlāy■āRŃçŽDëğcéĠLāZ
äyŃēlćæYrāyÄäylçōÄā■TçŽDPRCād'DçRēāZlīijŃāRfäzëēčŃæTt'āRlāLrāyÄäylæIJ■āLāZlāy■āŌzīijZ

```
# rpcserver.py

import pickle
class RPCHandler:
    def __init__(self):
        self._functions = { }

    def register_function(self, func):
        self._functions[func.__name__] = func

    def handle_connection(self, connection):
        try:
            while True:
                # Receive a message
                func_name, args, kwargs = pickle.loads(connection.
→recv())

                # Run the RPC and send a response
```

```

        try:
            r = self._functions[func_name](*args, **kwargs)
            connection.send(pickle.dumps(r))
        except Exception as e:
            connection.send(pickle.dumps(e))
    except EOFError:
        pass

```

Example 13.8: A simple RPC server using multiprocessing and threading. The server listens on a socket and handles incoming connections. For each connection, it spawns a new thread to handle the request. The server is implemented as a class, and the main function is `rpc_server`. The server can handle multiple requests simultaneously, and it can handle requests from multiple clients.

```

from multiprocessing.connection import Listener
from threading import Thread

def rpc_server(handler, address, authkey):
    sock = Listener(address, authkey=authkey)
    while True:
        client = sock.accept()
        t = Thread(target=handler.handle_connection, args=(client,))
        t.daemon = True
        t.start()

# Some remote functions
def add(x, y):
    return x + y

def sub(x, y):
    return x - y

# Register with a handler
handler = RPCHandler()
handler.register_function(add)
handler.register_function(sub)

# Run the server
rpc_server(handler, ('localhost', 17000), authkey=b'peekaboo')

```

Example 13.9: A simple RPC client using multiprocessing and threading. The client sends a request to the server and receives a response. The client is implemented as a class, and the main function is `rpc_client`. The client can send multiple requests simultaneously, and it can send requests to multiple servers.

```

import pickle

class RPCProxy:
    def __init__(self, connection):
        self._connection = connection
    def __getattr__(self, name):
        def do_rpc(*args, **kwargs):
            self._connection.send(pickle.dumps((name, args, _
            kwargs)))
            result = pickle.loads(self._connection.recv())

```

```

    if isinstance(result, Exception):
        raise result
    return result
return do_rpc

```

Python Cookbook 2.0.0

```

>>> from multiprocessing.connection import Client
>>> c = Client(('localhost', 17000), authkey=b'peekaboo')
>>> proxy = RPCProxy(c)
>>> proxy.add(2, 3)

5
>>> proxy.sub(2, 3)
-1
>>> proxy.sub([1, 2], 4)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "rpcserver.py", line 37, in do_rpc
    raise result
TypeError: unsupported operand type(s) for -: 'list' and 'int'
>>>

```

Python Cookbook 2.0.0

Python Cookbook 2.0.0

Python Cookbook 2.0.0

Python Cookbook 2.0.0

Python Cookbook 2.0.0

```
# jsonrpcserver.py
import json

class RPCHandler:
    def __init__(self):
        self._functions = { }

    def register_function(self, func):
        self._functions[func.__name__] = func

    def handle_connection(self, connection):
        try:
            while True:
                # Receive a message
                func_name, args, kwargs = json.loads(connection.
→recv())

                # Run the RPC and send a response
                try:
                    r = self._functions[func_name](*args,**kwargs)
                    connection.send(json.dumps(r))
                except Exception as e:
                    connection.send(json.dumps(str(e)))
            except EOFError:
                pass

# jsonrpcclient.py
import json

class RPCProxy:
    def __init__(self, connection):
        self._connection = connection

    def __getattr__(self, name):
        def do_rpc(*args, **kwargs):
            self._connection.send(json.dumps((name, args, kwargs)))
            result = json.loads(self._connection.recv())
            return result
        return do_rpc
```

The `jsonrpcserver.py` module defines a `RPCHandler` class that can handle incoming JSON-RPC requests. The `__init__` method initializes a dictionary `_functions` to store the registered functions. The `register_function` method registers a function with the handler. The `handle_connection` method takes a connection object and processes incoming requests in a loop. It receives a message, parses it, and then runs the corresponding function. The result is sent back to the client. If an exception occurs, the error message is sent back. The `jsonrpcclient.py` module defines a `RPCProxy` class that acts as a client. It takes a connection object in its `__init__` method. The `__getattr__` method creates a `do_rpc` function that sends the request to the server and returns the result.

The `SimpleXMLRPCServer` module provides a simple XML-RPC server. The `SimpleXMLRPCServer` class is used to create a server. The `ServerProxy` class is used to create a proxy for the server. The `SimpleXMLRPCServer` module also includes a `SimpleXMLRPCServer` class that can be used to create a server.

11.9 HMAC Authentication

Overview

This recipe shows how to implement a simple HMAC authentication protocol between a client and a server.

Implementation

The following code implements the HMAC authentication protocol. The client sends a message to the server, and the server responds with a digest. The client then verifies the digest using the shared secret key.

```
import hmac
import os

def client_authenticate(connection, secret_key):
    """
    Authenticate client to a remote service.
    connection represents a network connection.
    secret_key is a key known only to both client/server.
    """
    message = connection.recv(32)
    hash = hmac.new(secret_key, message)
    digest = hash.digest()
    connection.send(digest)

def server_authenticate(connection, secret_key):
    """
    Request client authentication.
    """
    message = os.urandom(32)
    connection.send(message)
    hash = hmac.new(secret_key, message)
    digest = hash.digest()
    response = connection.recv(len(digest))
    return hmac.compare_digest(digest, response)
```

The client authenticates the server by sending a message and receiving a digest. The server authenticates the client by sending a message and receiving a digest. The shared secret key is used to generate the digest. The digest is then compared to the received digest to verify the message.

```
from socket import socket, AF_INET, SOCK_STREAM

secret_key = b'peekaboo'

def echo_handler(client_sock):
    if not server_authenticate(client_sock, secret_key):
        client_sock.close()
```


11.10 Using SSL

Example

This example shows how to use the `ssl` module to create an SSL server and client.

Code

The example consists of two parts: a server and a client. The server is a simple echo server that listens on a specified address and port. The client is a simple echo client that connects to the server and sends a message.

```
from socket import socket, AF_INET, SOCK_STREAM
import ssl

KEYFILE = 'server_key.pem' # Private key of the server
CERTFILE = 'server_cert.pem' # Server certificate (given to client)

def echo_client(s):
    while True:
        data = s.recv(8192)
        if data == b'':
            break
        s.send(data)
    s.close()
    print('Connection closed')

def echo_server(address):
    s = socket(AF_INET, SOCK_STREAM)
    s.bind(address)
    s.listen(1)

    # Wrap with an SSL layer requiring client certs
    s_ssl = ssl.wrap_socket(s,
                            keyfile=KEYFILE,
                            certfile=CERTFILE,
                            server_side=True
                            )

    # Wait for connections
    while True:
        try:
            c, a = s_ssl.accept()
            print('Got connection', c, a)
            echo_client(c)
        except Exception as e:
            print('{}: {}'.format(e.__class__.__name__, e))

echo_server(('', 20000))
```

Example 13.10: Using SSL to secure a socket connection

```
>>> from socket import socket, AF_INET, SOCK_STREAM
>>> import ssl
>>> s = socket(AF_INET, SOCK_STREAM)
>>> s_ssl = ssl.wrap_socket(s,
                           cert_reqs=ssl.CERT_REQUIRED,
                           ca_certs = 'server_cert.pem')
>>> s_ssl.connect(('localhost', 20000))
>>> s_ssl.send(b'Hello World?')
12
>>> s_ssl.recv(8192)
b'Hello World?'
>>>
```

The example shows how to use the `ssl` module to wrap a socket connection. The `ssl.wrap_socket()` function takes a socket object and returns a new object that implements the same interface as the original socket, but with SSL support. The `cert_reqs` parameter specifies the level of certificate verification required, and the `ca_certs` parameter specifies the path to a file containing the certificates of the trusted Certificate Authorities (CAs).

```
import ssl

class SSLMixin:
    """
    Mixin class that adds support for SSL to existing servers based
    on the socketserver module.
    """
    def __init__(self, *args,
                 keyfile=None, certfile=None, ca_certs=None,
                 cert_reqs=ssl.NONE,
                 **kwargs):
        self._keyfile = keyfile
        self._certfile = certfile
        self._ca_certs = ca_certs
        self._cert_reqs = cert_reqs
        super().__init__(*args, **kwargs)

    def get_request(self):
        client, addr = super().get_request()
        client_ssl = ssl.wrap_socket(client,
                                     keyfile = self._keyfile,
                                     certfile = self._certfile,
                                     ca_certs = self._ca_certs,
                                     cert_reqs = self._cert_reqs,
                                     server_side = True)

        return client_ssl, addr
```

The `SSLMixin` class is a mixin class that can be used to add SSL support to existing server classes from the `socketserver` module. It overrides the `get_request()` method to wrap the socket returned by the superclass with an SSL object.

```
# XML-RPC server with SSL

from xmlrpc.server import SimpleXMLRPCServer

class SSLSimpleXMLRPCServer(SSLMixin, SimpleXMLRPCServer):
    pass

Here's the XML-RPC server from Recipe 11.6 modified only slightly
to use SSL:

import ssl
from xmlrpc.server import SimpleXMLRPCServer
from sslmixin import SSLMixin

class SSLSimpleXMLRPCServer(SSLMixin, SimpleXMLRPCServer):
    pass

class KeyValueServer:
    _rpc_methods_ = ['get', 'set', 'delete', 'exists', 'keys']
    def __init__(self, *args, **kwargs):
        self._data = {}
        self._serv = SSLSimpleXMLRPCServer(*args, allow_none=True,
        **kwargs)
        for name in self._rpc_methods_:
            self._serv.register_function(getattr(self, name))

    def get(self, name):
        return self._data[name]

    def set(self, name, value):
        self._data[name] = value

    def delete(self, name):
        del self._data[name]

    def exists(self, name):
        return name in self._data

    def keys(self):
        return list(self._data)

    def serve_forever(self):
        self._serv.serve_forever()

if __name__ == '__main__':
    KEYFILE='server_key.pem'      # Private key of the server
    CERTFILE='server_cert.pem'    # Server certificate
    kvserv = KeyValueServer(('', 15000),
                            keyfile=KEYFILE,
                            certfile=CERTFILE),
```

```
kvserve.serve_forever()
```

xmlrpc.client
https: 15000

```
>>> from xmlrpc.client import ServerProxy
>>> s = ServerProxy('https://localhost:15000', allow_none=True)
>>> s.set('foo', 'bar')
>>> s.set('spam', [1, 2, 3])
>>> s.keys()
['spam', 'foo']
>>> s.get('foo')
'bar'
>>> s.get('spam')
[1, 2, 3]
>>> s.delete('spam')
>>> s.exists('spam')
False
>>>
```

SSL certificate verification
XML-RPC

```
from xmlrpc.client import SafeTransport, ServerProxy
import ssl

class VerifyCertSafeTransport(SafeTransport):
    def __init__(self, cafile, certfile=None, keyfile=None):
        SafeTransport.__init__(self)
        self._ssl_context = ssl.SSLContext(ssl.PROTOCOL_TLSv1)
        self._ssl_context.load_verify_locations(cafile)
        if cert:
            self._ssl_context.load_cert_chain(certfile, keyfile)
        self._ssl_context.verify_mode = ssl.CERT_REQUIRED

    def make_connection(self, host):
        # Items in the passed dictionary are passed as keyword
        # arguments to the http.client.HTTPSConnection()
        # constructor.
        # The context argument allows an ssl.SSLContext instance to
        # be passed with information about the SSL configuration
        s = super().make_connection((host, {'context': self._ssl_
        context}))

        return s

# Create the client proxy
s = ServerProxy('https://localhost:15000',
```

```
transport=VerifyCertSafeTransport('server_cert.pem',
allow_none=True)
```

æI■åŁāZÍāŖEērAāžēāŖSéĀAçzZāōcæŁūçnrīijNāōcæŁūçnrælēçāōēōd'āōČčŽDāŖLæŖTæĀğāĀČēfZčğ
æČæđIJæI■åŁāZÍāČšēAçāōēōd'āōcæŁūçnrīijNāŖfāžēārEæI■åŁāZÍāŖfāŁāžčçāAāfōæTzæČāyNīijŽ

```
if __name__ == '__main__':
    KEYFILE='server_key.pem' # Private key of the server
    CERTFILE='server_cert.pem' # Server certificate
    CA_CERTS='client_cert.pem' # Certificates of accepted clients

    kvserv = KeyValueServer(('', 15000),
                             keyfile=KEYFILE,
                             certfile=CERTFILE,
                             ca_certs=CA_CERTS,
                             cert_reqs=ssl.CERT_REQUIRED,
                             )
    kvserv.serve_forever()
```

äyžāŖEēōl'XML-RPCāōcæŁūçnrāŖSéĀAērAāžēīijNāfōæTz ServerProxy
čŽDāŁāğNāNŪāžčçāAāČāyNīijŽ

```
# Create the client proxy
s = ServerProxy('https://localhost:15000',
                transport=VerifyCertSafeTransport('server_cert.pem',
                                                    'client_cert.pem',
                                                    'client_key.pem'),
                allow_none=True)
```

èōlēōž

ērTçIĀāŌžēfŖēāNæIJnēŁČčŽDāžčçāAēČ;ætNērTā;āčŽDčšzçžšēĒ;ōēČ;āŁZāSŇçŖEēğčSSLāĀČ
ārŖēČ;æIJĀād'ğčŽDæNŖSæLYæYŖāēČā;TāyĀæ■ēæ■ēčŽDēŌūāŖŪāŁāğNēĒ;ōkeyāĀAērAāžēāSŇāĒūāžŪ

æLSèğçēGLāyNāŁŖāžTēIJĀēAāTēīijNērRāyĀāySSLēfđæŌēçzŁçnrāyĀēLñēČ;āijZæIJL'āyĀāyŁçğAē
ēfZāyĪēfAāžēāNĒāŖnāžEāĒēSēāžūāIJārŖāyĀānāēfđæŌēçŽDæŪūāĀZēČ;āijZāŖSéĀAçzZārzaēŪzāĀČ
ārzažŌāĒāĒSæI■åŁāZÍīijNāōČāžnčŽDērAāžēēĀŽāyŷæYŖēcnæiČāĀērAāžēæIJžæđDærTāēČVerisignāĀ
āyžāŖEçāōēōd'æI■åŁāZÍç■āŖ■īijNāōcæŁūçnrāZđāfĪā■YāyĀāz;āNĒāŖnāžEāfāāžzæŌLæĪČæIJžæđDčŽD
ā;NāēČīijNwebætŖēğĪāZĪāfĪā■YāžEāyžēēAçŽDēōd'ērAæIJžæđDčŽDērAāžēīijNāžūā;fçTĪāōČæĪēāyžærŖā
ārzaēIJnārŖēŁČčđ'žā;NēĀNēĪĀīijNāŖtæYŖāyžāžEætNērTīijNæLSāžnāŖfāžēāŁZāžžēGfç■āŖ■čŽDērAāžēīij

```
bash % openssl req -new -x509 -days 365 -nodes -out server_cert.pem
-keyout server_key.pem
```

```
Generating a 1024 bit RSA private key .....++++++
...++++++
```

```
writing new private key to 'server_key.pem'
```


WsGCplSOaDNdKKzl+b2UT2Zp3AIW4Qd51bouSNnR4M/gnr9ZD1ZctFd3jS+C5XRp
D3vvcW5lAnCCC80P6rXy7d7hTeFu5EYKtRGXNvVNd/06NALGDflrrOwxF3Y=
—END CERTIFICATE—

ãĪĹãĪĹ■ãĹãĹŽĹčñřázččãĹäŸ■ĪĪĪŃçġAéŠěãŠŇerAäzēæŮĠäzŮäĪĪŽècñäĪjāczŽSSĹçŽŸãĒşçŽĎãŇĒècĒãĠ;
çġAéŠěãžTērēãĪĹãĹĹ■ŸãĪĪãĪĹ■ãĹãĹŽĹäŸ■ĪĪĪŃäzŮãĹäzēãĹĹ'ãĒĹãĹĹãĹĹ'ãĀČ

ãĪĹãĹãĹĹçñřázččãĹäŸ■ĪĪĪŃēĪĹãĹãĹĹ■ŸäŸÄäŸĹãĹĹTērAäzēæĹĹãĹĹãĹĹĠäzŮäĪĪēçãĹōēōđ'æĪĹ■ãĹ
ãĹČãĹĪĪj;ãæşãæĪĹ'èĹŽäŸĹæŮĠäzŮĪĪĪŃä;ããŖřázēãĪĹãĹãĹĹçñřãĹđ'■ãĹŮäŸÄäŸ;æĪĹ■ãĹãĹŽĹçŽĎērAäzēãžŮä;
èĹđæĹōēãžžçñŃãŖĹĪĪŃãĪĹ■ãĹãĹŽĹäĪjŽæŖŖä;ŽãĹČçŽĎērAäzēĪĪŃçĎŮãŖĹōä;ããŖşēČ;ä;ĹçĹĹĹçççŖãĹĹ■ŸçŽ

æĪĹ■ãĹãĹŽĹäžšēČ;éĀĹ'æŃĹ'æŸŖãŖēēAçãĹōēōđ'ãĹãĹĹçñřçŽĎēžñäž;ãĀČãĹČãĹĪĪēAēĹŽæãŮãĹŽçŽĎ
æĪĹ■ãĹãĹŽĹäžšēĪĹãĹãĹĹ■ŸäŸÄäŸĹēcñãĹäzēžērAäzēæĹĹãĹĹãĹĹĠäzŮäĪĪēçãĹōēōđ'ãĹãĹĹçñřērAäzēãĀČ

ãĹČãĹĪĪj;ãēēAãĪĹçĪĪşãĹđçĹŖãČCäŸ■äŸžä;äçŽĎç;ŚçžĪĪæĪĹ■ãĹãĹäŸäŸĹSSĹçŽĎæŤŖæŃãĪĪŃēĹŽãŖŖēĹ
ä;ãēŸäžTērēãŖČēĀČãĒŮäžŮçŽĎæŮĠäçĪĪŃãĹŽãē;ēĹsèt'žäŸ■ãŖŚæŮŮēŮ'æĒæŸŃērŤãĹČæ■çäŸŸãŮēä;ĪĪ
^ _

11.11 èĹŽçĹŃéŮŤ'äĪjãéĀŚSocketæŮĠäzŮæŖŖèĹŖçņę

éŮōēcŸ

ä;ãæĪĹ'ãĹ'ŽäŸĹPythonēġçēĠĹãĹŽĹççĹŃãĪĹãĹŖŃæŮŮēĹŖēãŃĪĪŃä;ãæČşãŖEæşŖäŸĹæĹŚäĪjĀçŽĎæŮĠ
æŖŤãēČĪĪŃãĹĠēōĹ;æĪĹ'äŸĹæĪĹ■ãĹãĹŽĹççĹŃçŽŸäžTērēđæĹōēērŮæşČĪĪŃä;EæŸŖãĹđēŽĒçŽĎçŽŸäžTērēĀzē;Ś

ēġçãEşæŮžæĹĹ

äŸžäžEãĪĹãĹ'ŽäŸĹēĹŽçĹŃäŸ■äĪjãéĀŚæŮĠäzŮæŖŖèĹŖçņęĪĪŃä;ãēēŮãĒĹēĪĹãĹãĹEãŖEãĹōČäžñēĹđæĹōēãĹŖ
èĀŃãĪĹwindowsäŸĹēĹčä;ãēĪĹãĹãĹ;ĹçĹĹãŚ;ãŖ■çōãēAşşãĀČäŸ■ēĹĠä;ãæŮãēĪĹçĪĪşçŽĎēĪĹãĹãĹōžæş■ä;
éĀŽäŸŸä;ĹçĹĹmultiprocessing æĹãĹŮæĒēãĹŽäžžēĹŽæãŮçŽĎēĹđæĹōēäĪjŽæŽŤ'ãĹžæŸşäŸÄäžãĀČ

äŸÄæŮēäŸÄäŸĹēĹđæĹōēcñãĹŽäžžĪĪŃä;ããŖřázēä;ĹçĹĹ multiprocessing.
reduction äŸ■çŽĎ send_handle() äŖŇ recv_handle()
ãĠ;æŤŖãĪĹäŸ■ãŖŖçŽĎãĹ'ĎçŖEãĹŽĹçŽŤ'æĹōēäĪjãéĀŚæŮĠäzŮæŖŖèĹŖçņęãĀČ
äŸŃēĹççŽĎä;Ńã■ŖäĪjŤçĹ'žäžEæĪĹãşžæĪĹŃççŽĎçĹĹşŤĪjŽ

```
import multiprocessing
from multiprocessing.reduction import recv_handle, send_handle
import socket

def worker(in_p, out_p):
    out_p.close()
    while True:
        fd = recv_handle(in_p)
        print('CHILD: GOT FD', fd)
        with socket.socket(socket.AF_INET, socket.SOCK_STREAM,
            ↪fileno=fd) as s:
            while True:
```

```

        msg = s.recv(1024)
        if not msg:
            break
        print('CHILD: RECV {!r}'.format(msg))
        s.send(msg)

def server(address, in_p, out_p, worker_pid):
    in_p.close()
    s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    s.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, True)
    s.bind(address)
    s.listen(1)
    while True:
        client, addr = s.accept()
        print('SERVER: Got connection from', addr)
        send_handle(out_p, client.fileno(), worker_pid)
        client.close()

if __name__ == '__main__':
    c1, c2 = multiprocessing.Pipe()
    worker_p = multiprocessing.Process(target=worker, args=(c1, c2))
    worker_p.start()

    server_p = multiprocessing.Process(target=server,
                                       args=('', 15000), c1, c2, worker_p.pid)
    server_p.start()

    c1.close()
    c2.close()

```

multiprocessing module. The server process is created with target=server and args=('', 15000). The worker process is created with target=worker and args=(c1, c2). The server process is started with start(). The worker process is started with start(). The server process is started with start(). The worker process is started with start().

The server process is started with start(). The worker process is started with start(). The server process is started with start(). The worker process is started with start().

```

bash % python3 passfd.py SERVER: Got connection from ('127.0.0.1', 55543)
CHILD: GOT FD 7 CHILD: RECV b'Hellorn' CHILD: RECV b'Worldrn'

```

The server process is started with start(). The worker process is started with start(). The server process is started with start(). The worker process is started with start().

11.11

The server process is started with start(). The worker process is started with start(). The server process is started with start(). The worker process is started with start().

send_handle() recv_handle() multiprocessing.Pool(1).apply_async(func, args=(worker, client.fileno(), worker_pid))

```
# servermp.py
from multiprocessing.connection import Listener
from multiprocessing.reduction import send_handle
import socket

def server(work_address, port):
    # Wait for the worker to connect
    work_serv = Listener(work_address, authkey=b'peekaboo')
    worker = work_serv.accept()
    worker_pid = worker.recv()

    # Now run a TCP/IP server and send clients to worker
    s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    s.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, True)
    s.bind(('', port))
    s.listen(1)
    while True:
        client, addr = s.accept()
        print('SERVER: Got connection from', addr)

        send_handle(worker, client.fileno(), worker_pid)
        client.close()

if __name__ == '__main__':
    import sys
    if len(sys.argv) != 3:
        print('Usage: server.py server_address port', file=sys.
stderr)
        raise SystemExit(1)

    server(sys.argv[1], int(sys.argv[2]))
```

python3 servermp.py /tmp/servconn 15000

```
# workermp.py

from multiprocessing.connection import Client
from multiprocessing.reduction import recv_handle
import os
from socket import socket, AF_INET, SOCK_STREAM

def worker(server_address):
    serv = Client(server_address, authkey=b'peekaboo')
    serv.send(os.getpid())
    while True:
        fd = recv_handle(serv)
```

```

print('WORKER: GOT FD', fd)
with socket(AF_INET, SOCK_STREAM, fileno=fd) as client:
    while True:
        msg = client.recv(1024)
        if not msg:
            break
        print('WORKER: RECV {!r}'.format(msg))
        client.send(msg)

if __name__ == '__main__':
    import sys
    if len(sys.argv) != 2:
        print('Usage: worker.py server_address', file=sys.stderr)
        raise SystemExit(1)

    worker(sys.argv[1])

```

python3 workermp.py /tmp/servconn .

```

# server.py
import socket

import struct

def send_fd(sock, fd):
    '''
    Send a single file descriptor.
    '''
    sock.sendmsg([b'x'],
                  [(socket.SOL_SOCKET, socket.SCM_RIGHTS, struct.
    pack('i', fd))])
    ack = sock.recv(2)
    assert ack == b'OK'

def server(work_address, port):
    # Wait for the worker to connect
    work_serv = socket.socket(socket.AF_UNIX, socket.SOCK_STREAM)
    work_serv.bind(work_address)
    work_serv.listen(1)
    worker, addr = work_serv.accept()

    # Now run a TCP/IP server and send clients to worker
    s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    s.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, True)
    s.bind(('', port))
    s.listen(1)
    while True:

```

```

        client, addr = s.accept()
        print('SERVER: Got connection from', addr)
        send_fd(worker, client.fileno())
        client.close()

if __name__ == '__main__':
    import sys
    if len(sys.argv) != 3:
        print('Usage: server.py server_address port', file=sys.
stderr)
        raise SystemExit(1)

    server(sys.argv[1], int(sys.argv[2]))

```

Python 2.7.10

```

# worker.py
import socket
import struct

def recv_fd(sock):
    '''
    Receive a single file descriptor
    '''
    msg, ancdata, flags, addr = sock.recvmsg(1,
socket.CMSG_LEN(struct.
calcsiz('i')))

    cmsg_level, cmsg_type, cmsg_data = ancdata[0]
    assert cmsg_level == socket.SOL_SOCKET and cmsg_type == socket.
SCM_RIGHTS
    sock.sendall(b'OK')

    return struct.unpack('i', cmsg_data)[0]

def worker(server_address):
    serv = socket.socket(socket.AF_UNIX, socket.SOCK_STREAM)
    serv.connect(server_address)
    while True:
        fd = recv_fd(serv)
        print('WORKER: GOT FD', fd)
        with socket.socket(socket.AF_INET, socket.SOCK_STREAM,
fileno=fd) as client:
            while True:
                msg = client.recv(1024)
                if not msg:
                    break
                print('WORKER: RECV {!r}'.format(msg))
                client.send(msg)

```

```
if __name__ == '__main__':
    import sys
    if len(sys.argv) != 2:
        print('Usage: worker.py server_address', file=sys.stderr)
        raise SystemExit(1)

    worker(sys.argv[1])
```

æCædIJä;æCşalJlä;äçŽDçlNäžRäy■aijäĀšæŮGäzūæRRèfrçñēijNāzžèóöä;ääRCéYĚĀĚūāzŮāyĀāzŽ
æŕTæĈ Unix Network Programming by W. Richard Stevens (Prentice
Hall, 1990). āIJlWindowsäyLäijäēĀšæŮGäzūæRRèfrçñēēūšUnixæYŕäy■āyĀæāūçŽDijNāzžèóöä;äçā
multiprocessing.reduction äy■çŽDæžRäzççāAçIJNçIJNāĒūāūēā;IJāŌşçRĒāĈ

11.12 çRĒèğčäžNäzúél'sáLlçŽDIO

éUóécY

ä;āāžTērēāūşçzRāRñēfGāşžāžŌāžNāzúél'sáLlæLŮaijCæ■ēlOçŽDāNĒēijNā;EæYŕä;æēfYāy■ēĈ;āōNāŒ
æLŮēĀĒæYŕæCædIJä;ççTlāōĈçŽDērläijŽāržä;äçŽDçlNäžRäzğçTşāzĀāzLā;sāş■āĈ

èğčāEşæŮzæāL

āžNāzúél'sáLlI/OæIJñērlāyLæĒēōşāŕsæYŕāŕEāşžæIJñI/Oæş■ā;IJiijLæŕTæCērzaŠNāĒēzīijL'è;nāNŮāyž
ä;NāēĈiijNā;şæTŕæ■ōāIJlæşRāyļsocketäyLēcñæŌēāRŮāŔŌiijNāōĈaijŽē;næ■cæLŕäyĀāyļ
receive āžNāzūriijNçDūāŔŌēcñä;āāōŽāzL'çŽDāZdērĈæŮzæşTæLŮāĠ;æTŕæĒēād'DçRĒāĈ
ä;IJāyžāyĀāyļāŕŕēĈ;çŽDētuāğNçCzīijNāyĀāyļāžNāzúél'sáLlçŽDæāEæđūāŕŕēĈ;aijZāzēāyĀāyļāōđçŌŕāžEā

```
class EventHandler:
    def fileno(self):
        'Return the associated file descriptor'
        raise NotImplemented('must implement')

    def wants_to_receive(self):
        'Return True if receiving is allowed'
        return False

    def handle_receive(self):
        'Perform the receive operation'
        pass

    def wants_to_send(self):
        'Return True if sending is requested'
        return False

    def handle_send(self):
```

```
'Send outgoing data'
pass
```

èĚŽāyĭçšçŽĎāōdāĭNāĭIJāyžæRŠāzūēcnāŤĭāĔēçšzāijijāyNéĭcéĚæāūçŽĎāžNāzūāĭĭçŌřāy■ĭijŽ

```
import select

def event_loop(handlers):
    while True:
        wants_recv = [h for h in handlers if h.wants_to_receive()]
        wants_send = [h for h in handlers if h.wants_to_send()]
        can_recv, can_send, _ = select.select(wants_recv, wants_
→send, [])
        for h in can_recv:
            h.handle_receive()
        for h in can_send:
            h.handle_send()
```

āžNāzūāĭĭçŌřçŽĎāĔēçŤōēĈĭāĤæŸr select() `` ěřĈçŤĭĭijNāōĈāijŽāy■æŮ■èĭōērcæŮĜā
āIJĭěřĈçŤĭ `` select() āžNāL■ĭijNāŮūēŮŤāĭĭçŌřāijŽērcēŮōæLĤāĤIJĭçŽĎādĤçŘĔāŽĭæĭāĔēšāōŽ
çĎūāRŌāōĈāřĔçzŠæđIJāĤŮēāĤæRŘāĭççŽŽ select() āĤĈçĎūāRŌ select()
èĚŤāŽĎāĖĔādĖæŌēāRŮæĤŮāRŠēĤāçŽĎāržēšaçžĎæĤŘçŽĎāĤŮēāĭāĤĈ
çĎūāRŌçŽyāžŤçŽĎ handle_receive() æĤŮ handle_send()
æŮžæšŤēcnēğēāRŠāĤĈ

çijŮāĔēžāžŤçŤĭĭNāžRçŽĎæŮūāĤŽĭijNEventHandler
çŽĎāōdāĭNāijŽēcnāĤāžžāĤĈāĭNāçĈĭijNāyNéĭcéŸřāyđ'āyĭçōĤāā■ŤçŽĎāšžāžŌUDPCĭŤçzIJæIJ■āĤaçŽĎād

```
import socket
import time

class UDPServer(EventHandler):
    def __init__(self, address):
        self.sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
        self.sock.bind(address)

    def fileno(self):
        return self.sock.fileno()

    def wants_to_receive(self):
        return True

class UDPTimeServer(UDPServer):
    def handle_receive(self):
        msg, addr = self.sock.recvfrom(1)
        self.sock.sendto(time.ctime().encode('ascii'), addr)

class UDPEchoServer(UDPServer):
    def handle_receive(self):
        msg, addr = self.sock.recvfrom(8192)
        self.sock.sendto(msg, addr)
```

```
if __name__ == '__main__':
    handlers = [ UDPTimerServer('14000'), UDPEchoServer('15000')]
    event_loop(handlers)
```

æŤÑerŤefŽæŤäzččäAijÑerŤçĬÄzŌäRçad'ŮäyÄäyŤPythonèġččĠLäZlèfðæŌäŏČijŽ

```
>>> from socket import *
>>> s = socket(AF_INET, SOCK_DGRAM)
>>> s.sendto(b'', ('localhost', 14000))
0
>>> s.recvfrom(128)
(b'Tue Sep 18 14:29:23 2012', ('127.0.0.1', 14000))
>>> s.sendto(b'Hello', ('localhost', 15000))
5
>>> s.recvfrom(128)
(b'Hello', ('127.0.0.1', 15000))
>>>
```

äöđčŌräyÄäyŤTCPæĬäLäZlèfðæŤæŤr'äLäad'æĬCäyÄçČzĭijÑäZäyžærRäyÄäyŤäöçæLüçnréČĭèçAäLĬäyÑéĬçäYräyÄäyŤCPäžŤçŤäöçæLüçnräçNäŤRijŽ

```
class TCPServer(EventHandler):
    def __init__(self, address, client_handler, handler_list):
        self.sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
        self.sock.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, True)
        self.sock.bind(address)
        self.sock.listen(1)
        self.client_handler = client_handler
        self.handler_list = handler_list

    def fileno(self):
        return self.sock.fileno()

    def wants_to_receive(self):
        return True

    def handle_receive(self):
        client, addr = self.sock.accept()
        # Add the client to the event loop's handler list
        self.handler_list.append(self.client_handler(client, self.handler_list))

class TCPClient(EventHandler):
    def __init__(self, sock, handler_list):
        self.sock = sock
        self.handler_list = handler_list
        self.outgoing = bytearray()
```

```
def fileno(self):
    return self.sock.fileno()

def close(self):
    self.sock.close()
    # Remove myself from the event loop's handler list
    self.handler_list.remove(self)

def wants_to_send(self):
    return True if self.outgoing else False

def handle_send(self):
    nsent = self.sock.send(self.outgoing)
    self.outgoing = self.outgoing[nsent:]

class TCPEchoClient(TCPClient):
    def wants_to_receive(self):
        return True

    def handle_receive(self):
        data = self.sock.recv(8192)
        if not data:
            self.close()
        else:
            self.outgoing.extend(data)

if __name__ == '__main__':
    handlers = []
    handlers.append(TCPListener(('', 16000), TCPEchoClient, handlers))
    event_loop(handlers)
```

TCPä;Nä;RçZDäEšéTöçCzæYřazŎad' DçREäZÍlay■āLŮealácdaLāāŠNāLæéZd' āōcæLūçnrçZDæS■ā;IJā
 årzæfRäyÄäyŕeðæŎēijNäyÄäyŕæŮrçZDad' DçREäZÍlécnaLZāzāzūāLāāLŕāLŮealāy■āĀCā;ŠēfðæŎēēcnāE
 æCædIJā;æēfRēāNçINāzRāzŕēfTçIĀçTīTelnetæLŮçszāijijāūēāEūēfðæŎēijNāōCāijZārEā;āāRSéĀAçZDæŕ

èólēōž

āōdéZĒäyLæL' ĀæIJL'çZDāzNāzūēl' sāLŕæqEædūāŎšçRĒēūšäyLēlççZDā;Nā;RçZyāūōæŮāāGāāĀCāōc
 ā;EæYŕāIJāIJĀæyāfCçZDēČlāLEijNēČ;āijZæIJL'äyÄäyŕe;ōērcçZDā;ŕçŎŕæŕæcĀæšææ' zaLŕsocketijNā

āzNāzūēl' sāLŕI/OçZDāyÄäyŕāRŕēČ;āē;ād' DæYŕāōČēČ;ād' DçREēlāyāyād' gçZDāzūāRSēfðæŎēijNēĀN
 āzšāršæYŕēf'ijNselect() ērČçTīijLæLŮāEūāzŮç■L'æTŕçZDīijL'ēČ;çZSāRnād' gēGRçZDsocketāzūā■
 āIJlā;ŕçŎŕāy■āyĀænaad' DçREäyÄäyŕāzNāzūijNāzūāy■ēIJĀēAāEūāzŮçZDāzūāRSæIJzāLūāĀC

āzNāzūēl' sāLŕI/OçZDçijžçCzæYŕæšqæIJL'çIJšæ■ççZDāRŕæ■æIJzāLūāĀC
 æCædIJāzā;TāzNāzūād' DçREäZÍlæŮzæšTēYzāāæLŮæL'gēāNäyÄäyŕeĀŮæŮūēōāçōŮijNāōCāijZēYzāāæ
 ērČçTīlécāzZāzūāy■æYŕāzNāzūēl' sāLŕlécŎæāijçZDāzSāG;æTŕāzšāijZæIJL'ēŮōécYijNāRŕæāūēæAæYŕæš

ārāzŎēYzāāæLŮēĀŮæŮūēōāçōŮçZDēŮōécYārŕāzēēĀZēfGārEāzNāzūāRSéĀAäyŕāEūāzŮā■TçNŕç

ay■ēfGrijNāIJlāžNāzūā;ŁčŌřāy■āijTāĒēād'ŽčžčlNāŠNād'ŽēfŽčlNāYrērTē;ČæčYæL'NčŽDrijN
 āyNēlččŽDā;Nā■RāijTčd'žāžEāēČā;Tā;ŁčTl concurrent.futures
 ælāāiUālēāōđčŌrijŽ

```
from concurrent.futures import ThreadPoolExecutor
import os

class ThreadPoolHandler(EventHandler):
    def __init__(self, nworkers):
        if os.name == 'posix':
            self.signal_done_sock, self.done_sock = socket.
→socketpair()
        else:
            server = socket.socket(socket.AF_INET, socket.SOCK_
→STREAM)
            server.bind(('127.0.0.1', 0))
            server.listen(1)
            self.signal_done_sock = socket.socket(socket.AF_INET,
                                                    socket.SOCK_
→STREAM)
            self.signal_done_sock.connect(server.getsockname())
            self.done_sock, _ = server.accept()
            server.close()

            self.pending = []
            self.pool = ThreadPoolExecutor(nworkers)

    def fileno(self):
        return self.done_sock.fileno()

    # Callback that executes when the thread is done
    def _complete(self, callback, r):

        self.pending.append((callback, r.result()))
        self.signal_done_sock.send(b'x')

    # Run a function in a thread pool
    def run(self, func, args=(), kwargs={}, *, callback):
        r = self.pool.submit(func, *args, **kwargs)
        r.add_done_callback(lambda r: self._complete(callback, r))

    def wants_to_receive(self):
        return True

    # Run callback functions of completed work
    def handle_receive(self):
        # Invoke all pending callback functions
        for callback, result in self.pending:
            callback(result)
            self.done_sock.recv(1)
        self.pending = []
```

aJlāzčāAāyīijNrun() æŰzæsŰtēcŋŰlāIēārEāuēā;IJæRŘāzd'čžZāZđērČāG;æŰræsāiijNād'ĐčREāōN
 āōđēZĚāuēā;IJēcŋæRŘāzd'čžZ ThreadPoolexecutor āōđā;NāĀĆ
 āyēēfGāyĀāyIēZ;čČzæŰrāRērČēōāçōŰčžSædIJāŠNāžNāžūā;ŰčŰŰiijNāyžāžEēgčāEšāōČiijNæLŠāžnāLZāž
 ā;ŰçžŰčŰNæšāāōNæLŰRāuēā;IJāRŰiijNāōČāijZæL'gēāNçšžāyŰčŽD _complete()
 æŰzæsŰTāĀĆ ēfZāyIæŰzæsŰTāEæšŰRāyIsocketāyLāEŽāEēāŰŰēLČāžNāL'āijŽēōšæNČēŰčžDāZđērČāG;æŰ
 fileno() æŰzæsŰTēfŰāZđāRēād'ŰčŽDēČcāyIsocketāĀĆ āZāæd'iijNēfZāyIāŰŰēLČēcŋāEŽāEēāŰŰiijNā
 çDūāRŰ handle_receive() æŰzæsŰTēcŋæfĀæt'žāžūāyžæL'ĀæIJL'āžNāL'æRŘāzd'čžDāuēā;IJæL'gēāN
 āIēçZ;ēōšīijNēr'āžEēfZāžLād'ŽēfđæLŠēGāuēēČ;æZŰāžEāĀĆ
 āyNēIcæŰrāyĀāyIçōĀāŰŰčžDæIJāLāāZīiijNāijŰčd'žāžEāçCā;Űā;ŰçŰŰčžŰčŰNæšāāIēāōđçŰrēĀŰæŰŰčžDē

```

# A really bad Fibonacci implementation
def fib(n):
    if n < 2:
        return 1
    else:
        return fib(n - 1) + fib(n - 2)

class UDPFibServer(UDPServer):
    def handle_receive(self):
        msg, addr = self.sock.recvfrom(128)
        n = int(msg)
        pool.run(fib, (n,), callback=lambda r: self.respond(r, _
        ↪addr))

    def respond(self, result, addr):
        self.sock.sendto(str(result).encode('ascii'), addr)

if __name__ == '__main__':
    pool = ThreadPoolHandler(16)
    handlers = [ pool, UDPFibServer(('', 16000))]
    event_loop(handlers)
    
```

ēfRēāNēfZāyIæIJāLāāZīiijNçDūāRŰŰērŰçŰIĀçŰlāEūāōČPythonçŰNāžRæIēætNērŰāōČiijŽ

```

from socket import *
sock = socket(AF_INET, SOCK_DGRAM)
for x in range(40):
    sock.sendto(str(x).encode('ascii'), ('localhost', 16000))
    resp = sock.recvfrom(8192)
    print(resp[0])
    
```

ā;āāžŰērēēČ;āIJlāyāRŰNçŰŰāRčāyēēGād'ŰčžDæL'gēāNēfZāyIçŰNāžRīiijNāžūāyŰāyŰāijŽā;sāšāLŰrāE
 āūšçžRēŰēērzaōNāžEēfZāyĀārRēLČiijNēČcāžLā;āāžŰērēā;ŰçŰŰēfZēGŰçžDāžčçāĀāRŰiijšāžšēōyāy
 āyēēfGīiijNāēČædIJā;āçRĚēgčāžEāšžæIJnāŰšçRĚiijNā;āārēēČ;çRĚēgčēfZāžZæāEæđūæL'Āā;ŰçŰŰčžDæāy
 ā;IJāyžāržāZđērČāG;æŰŰçijŰçŰŰNçžDæZēāžčīiijNāžNāžūēl'šāLŰçijŰçāĀæIJL'æŰūāĀZāijZā;ŰçŰŰlāLŰāRčŰŰŰ

11.13 Sending data over a socket

Overview

This recipe shows how to send data over a socket. It is a simple example that demonstrates the basic steps.

Implementation

The following code shows how to send data over a socket. It is a simple example that demonstrates the basic steps.

```
# zerocopy.py

def send_from(arr, dest):
    view = memoryview(arr).cast('B')
    while len(view):
        nsent = dest.send(view)
        view = view[nsent:]

def recv_into(arr, source):
    view = memoryview(arr).cast('B')
    while len(view):
        nrecv = source.recv_into(view)
        view = view[nrecv:]
```

The following code shows how to receive data over a socket. It is a simple example that demonstrates the basic steps.

```
>>> from socket import *
>>> s = socket(AF_INET, SOCK_STREAM)
>>> s.bind(('', 25000))
>>> s.listen(1)
>>> c, a = s.accept()
>>>
```

The following code shows how to receive data over a socket. It is a simple example that demonstrates the basic steps.

```
>>> from socket import *
>>> c = socket(AF_INET, SOCK_STREAM)
>>> c.connect(('localhost', 25000))
>>>
```

The following code shows how to receive data over a socket. It is a simple example that demonstrates the basic steps.

```
# Server
>>> import numpy
>>> a = numpy.arange(0.0, 50000000.0)
>>> send_from(a, c)
>>>
```

```
# Client
>>> import numpy
>>> a = numpy.zeros(shape=50000000, dtype=float)
>>> a[0:10]
array([ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.])
>>> recv_into(a, c)
>>> a[0:10]
array([ 0.,  1.,  2.,  3.,  4.,  5.,  6.,  7.,  8.,  9.])
>>>
```

æIJlæTṛæ■ōārEēZEādnÁlEāyČaijRèðoqōŮaŠNázšəaÑēðoqōŮcłNāzRāy■iijNēGħaūsəEŻčłNāzRāeIəāōđč
 äy■ēfGiijNēeAæYřä;āçqāōōđæČšēfZæāūəAŽtījNā;āāRřēČ;éIJĀēeAārEā;āçŽDæTṛæ■ōē;ñæ■céLRāŌšāgNā
 ä;āāRřēČ;ēfYēIJĀēeAārEāeTṛæ■ōālGālŠāLRād'ŽäyłaiŮiijNāZāyžad'gēČłāLEāŠNč;SçzIJçZyāEšçŽDāGj
 äyÄçg■æŮzæṣTæYřä;fçTlæšRçg■æIJžālŮāzRāłŮāŇŮæTṛæ■ōāĀTāĀTāRřēČ;ārEāEūē;ñæ■céLRāyĀ
 äy■ēfGiijNēfZæāūəIJĀçłŁaijŽālZāzæTṛæ■ōçŽDäyĀäyład'■ālŮāĀČ
 ārščōŮä;āāRlæYřéZūçčŌçŽDāAŽēfZāžZījNā;āçŽDāžčçAæIJĀçłŁēfYæYřaijZæIJL'ad'gēGRçŽDārRādNā
 æIJnēŁČéĀŽēfGā;fçTlāEĀē■YēgEāZ;āsTçd'žāzEāyĀāžZé■TāṣTæS■ā;IJāĀČ
 æIJnēt'łāyŁiijNāyĀäyłāEĀ■YēgEāZ;āršæYřāyĀäyłāūs■YāIJlæTṛçzDçŽDēeEçZŮāsČāĀČāy■āzEāzEæYřē
 āEĀē■YēgEāZ;ēfYēČ;āzēāy■āRŇçŽDæŮžaijRē;ñæ■céLRāy■āRŇçšzādNāeIēəłçŌræTṛæ■ōāĀČ
 ēfZāyłāršæYřāyNēIcēfZāyłēr■āRēcŽDçŽōçŽDījŽ

```
view = memoryview(arr).cast('B')
```

aóČæŎěáRŮäyÄäyłæTřčžĎ arrázúârĚaĚŮě;ňæ■ćäyžäyÄäyłæŮáčņęáRŮa■ŮèŁĆçŻĎaĚĚa■YęęĚāZ;āĂ
 æřTāęĆ socket.send() æŁŮ send.recv_into() āĀĆ
 aĬJlāĚĚćĬrijŇefZāžZæŮzæšTęĆ;ad'šçŽt'æŎěaš■ā;IJefZāyłæĚĚa■YāŇzāššāĀĆā;ŇaęĆrijŇsock.
 send() çŽt'æŎěāzŎāĚĚa■Yāy■āRŚçTšæTřæ■ŏēĀŇāy■éIJāęęAād'■āŁŮāĀĆ send.
 recv_into() ä;ŁçTłefZāyłæĚĚa■YāŇzāššā;IJäyžæŎěáRŮæš■ā;IJçŻĎē;šāĚęcijšāĚęšāŇzāĀĆ

ǎĹŕǎyŇčŽDǎyǎǎylēZŷCzǎrsǎYŕsocketǎĜ;ǎTŕǎRŕēČ;ǎRlǎ\$■ǎ;IJeČlǎLEǎTŕǎ■ōǎĀĆ
 éǎŽǎyǎǎlēēōsīijNǎĹSǎžnǎ;Ŭǎ;ŁçTlǎĹLǎd'Žǎy■ǎRŇčŽD send() ǎSŇ recv_into()
 ǎlēǎijǎēŁSǎTŕǎylǎTŕçzDǎĀĆ ǎy■čTlǎNēǎĹČŕijNǎfRǎǎqǎ\$■ǎ;IǎRŎŕijNēğEǎZ;ǎijŽēǎŽēfǎǎRǎSéǎǎǎēĹŬ
 ǎŬŕČŽDēğEǎZŷǎRŇǎǎūǎž\$ǎYŕǎĒēǎ■YēēČZŬǎsČǎĀĆǎZǎǎ■d'ijNēfYǎYŕǎsǎǎIǎLǎǎžzǎ;TçŽDǎd'ǎǎĹŬǎ\$

ɛfZɛGŋæIJL'äy̥ləŮóécYǻřsæYřæŮœǻRŮĖǻĖǻfĖĖǻzǻžNǻĖĹçšĖéAŞæIJL'ǻd'ŽǻřSæTřæ■óœAècǻnǻRŚéǻ
 äzǻä;ŁǻǻŮCèĈ;écDǻĹĖĖĖ■äyÄǻyǻlæTřçzDǻĹŮĖǻĖĖçǻǻfĹǻǻŮCèĈ;ǻřĖæŮœǻRŮçŽDǻTřæ■ǻT;ǻĖĖäyÄǻyǻǻš
 æĈǻdIJæsaǻŁdæšTçšĖéAŞçŽDǻřĹiijNǻRŚéǻǻĖǻĖĖǻřsǻ;ŮǻĖĹǻřĖæTřæ■ǻd'gǻřRǻRŚéǻǻĖfGǻĖĹiijNçDǻǻ

CHAPTER 14

çññ■AăžNçñăiijŽăžúăRŚcijŮčlín

ărzăžŌăžúăRŚcijŮčlín, PythonăIJL'ăd'Žçg■éT£æIJ§æŤræŇAçŽDæŮžæşT,
ăŇĚæŇñăd'Žçž£çlín, èrČçŤlă■Řè£Žçlín, äžěăRĹăRĎçg■ăRĎæăũçŽDăĚşăžŌçŤşæĹRăŽlăĜ;æŤrçŽDæĹĂăũ
è£ŽăyĂçñăărĚăijŽçžŽăĜăžúăRŚcijŮčlínăRĎçg■æŮžéİççŽDæĹĂăũg,
ăŇĚæŇñéĂŽçŤlçŽDăd'Žçž£çlínæĹĂæIJřăžěăRĹăžúëăŇèőăçóŮçŽDăőđçŎřæŮžæşT.

ăCRçžRéIŇăyřărŇçŽDçlínăžRăSŸæL'ĂçşééAşçŽDéČçæăũ,
ăd'ğăőăŇĚă£ČăžúăRŚçŽDçlínăžRăIJL'æ;IJăIJlçŽDă■śéŽl'. äŽăæ■d',
æIJñçăçŽDăyžèëAçŽDăăĜăžŇăyĂæŸřçžŽăĜžæŽt'ăĹăăRřă£ăèŤŮăŠŇæŸşèrČèrŤçŽDăžçăăA.

Contents:

12.1 âRřăĹlăyŎăAĹJæ■ćçž£çlín

éŮőéçŸ

ăjăèëAăyžéIJăèëAăžúăRŚæL'ğëăŇçŽDăžçăăAăĹŽăžž/éŤĂæfAçž£çlín

èğçăEşşæŮžæăĹ

threading äžŞăRřăžěăIJlă■ŤçŇñçŽDçž£çlínăy■æL'ğëăŇăžžă;ŤçŽDăIJl
Python äy■ăRřăžèëŤçŤlçŽDăřžèşăăĂČă;ăăRřăžèăĹŽăžžăyĂăyĹ Thread
ăržèşăăžúăŤăjăèëAæL'ğëăŇçŽDăřžèşăăžè target âRČæŤrçŽDă;ćăijRăRŘă;ŽçžŽèřăřžèşăăĂČ
ăyŇéİçæŸřăyĂăyĹçŎĂă■ŤçŽDă;Ňă■RiijŽ

```
# Code to execute in an independent thread
import time
```

```
if t.is_alive():
    print('Still running')
else:
    print('Completed')
```

```

ä;ääžšârRäzëârEäyÄäyŁçžŁłÍŃâŁăăĚăĽŕă;ȘăĽ■çžŁłÍŃijŃăžúç■Ľ'ă;ĚăőČçžĽæ■ćijŽ
t.join()

```

```
t = Thread(target=countdown, args=(10,), daemon=True)
t.start()
```

```
class CountdownTask:
    def __init__(self):
        self._running = True

    def terminate(self):
        self._running = False

    def run(self, n):
        while self._running and n > 0:
            print('T-minus', n)
            n -= 1
            time.sleep(5)

c = CountdownTask()
t = Thread(target=c.run, args=(10,))
t.start()
c.terminate() # Signal termination
t.join()      # Wait for actual termination (if needed)
```

æCædIJçžŁçlNæL'gëaÑäyÄäZäČRI/OëfZæuüçŽĐéYzâadæ\$■ä;IJijÑéCčázLéŽžèfGè;øèrcæİëçzLæ■
äçNä■ŘæCäyÑijŽ

```
class IOTask:
    def terminate(self):
        self._running = False

    def run(self, sock):
        # sock is a socket
        sock.settimeout(5)          # Set timeout period
        while self._running:
            # Perform a blocking I/O operation w/ timeout
            try:
                data = sock.recv(8192)
                break
            except socket.timeout:
                continue
            # Continued processing
            ...
        # Terminated
        return
```

ěölěőž

çTšazŎäĚlāsÄègčéGŁéTArjĹGILijL'çŽĐäŎšāZāijNPython
çŽĐçžŁçlNéçnéŽŘāLūāLřāRÑäyÄæUūāLzāRlāĚæöyāyÄäyŁçžŁçlNæL'gëaÑéŁZæuüäyÄäyŁæL'gëaÑæĹadN
çŽĐçžŁçlNæZt' éACçTlāžŎad'ĐçREI/OāŠNāĚūāzŪéIJĀèçAāzūāRŠæL'gëaÑçŽĐéYzâadæ\$■ä;IJijLæfTæçC

æIJLæUūä;äaijŽçIJNāLřāyNèçžèfZçg■éŽžèfGçžgæL'f Thread
çszæİæăđçŎřçŽĐçžŁçlNijŽ

```
from threading import Thread

class CountdownThread(Thread):
    def __init__(self, n):
        super().__init__()
        self.n = n

    def run(self):
        while self.n > 0:

            print('T-minus', self.n)
            self.n -= 1
            time.sleep(5)

c = CountdownThread(5)
c.start()
```

ārçōæfZæuüāzšāŘřäžæuüä;IJijNä;EèfZä;Łäç;ŪäçŽĐäzčçāAäçİèçŪäžŎ


```
t = Thread(target=countdown, args=(10, started_evt))
t.start()

# Wait for the thread to start
started_evt.wait()
print('countdown is running')
```

Countdown is running

Countdown starting

event countdown()

Example

event

event

clear()

event

event

event

event

Condition

Condition

```
import threading
import time

class PeriodicTimer:
    def __init__(self, interval):
        self._interval = interval
        self._flag = 0
        self._cv = threading.Condition()

    def start(self):
        t = threading.Thread(target=self.run)
        t.daemon = True

        t.start()

    def run(self):
        """
        Run the timer and notify waiting threads after each interval
        """
        while True:
            time.sleep(self._interval)
            with self._cv:
                self._flag ^= 1
                self._cv.notify_all()
```

```
def wait_for_tick(self):
    """
    Wait for the next tick of the timer
    """
    with self._cv:
        last_flag = self._flag
        while last_flag == self._flag:
            self._cv.wait()

# Example use of the timer
ptimer = PeriodicTimer(5)
ptimer.start()

# Two threads that synchronize on the timer
def countdown(nticks):
    while nticks > 0:
        ptimer.wait_for_tick()
        print('T-minus', nticks)
        nticks -= 1

def countup(last):
    n = 0
    while n < last:
        ptimer.wait_for_tick()
        print('Counting', n)
        n += 1

threading.Thread(target=countdown, args=(10,)).start()
threading.Thread(target=countup, args=(5,)).start()
```

eventarżesqŻDäyÄäyleG■ēçAçL'żçCzæYřa;ŞaõCècñèõç;öäyżçIJ\$æUüaijŽaTd' éEŞæL'ÄæIJL'ç■L'ā;Ė
Condition arżesqælēæZfäzčāĀCèĀCèZŚäyÄäyNèŁZæōtä;ŁçTlāfāāRūeĠRāōđçŎřçŽDäzčçāAiiJŽ

```
# Worker thread
def worker(n, sema):
    # Wait to be signaled
    sema.acquire()

    # Do some work
    print('Working', n)

# Create some threads
sema = threading.Semaphore(0)
nworkers = 10
for n in range(nworkers):
    t = threading.Thread(target=worker, args=(n, sema,))
    t.start()
```

ēŁRèqNäyLèç;żçŽDäzčçāAārEaijŽaRřaLlāyÄäyŁçŻŁçÍNæšaiijNā;EæYřažūæšqæIJL'āzÄāzLāžNæČĖāŘŚ


```
def get(self):
    with self._cv:
        while len(self._queue) == 0:
            self._cv.wait()
        return heapq.heappop(self._queue) [-1]
```

task_done() and join() [ijZ](#)

```
from queue import Queue
from threading import Thread

# A thread that produces data
def producer(out_q):
    while running:
        # Produce some data
        ...
        out_q.put(data)

# A thread that consumes data
def consumer(in_q):
    while True:
        # Get some data
        data = in_q.get()

        # Process the data
        ...
        # Indicate completion
        in_q.task_done()

# Create the shared queue and launch both threads
q = Queue()
t1 = Thread(target=consumer, args=(q,))
t2 = Thread(target=producer, args=(q,))
t1.start()
t2.start()

# Wait for all produced items to be consumed
q.join()
```

Event [æTĩ](#) [äLräy](#) [Äetüä](#); [Łĩij](#) [NèŁ](#) [Zæuüä](#) [AIJçTš](#) [äzge](#) [ÄĖä](#) [Aiärsä](#) [Rräzëe](#) [ÄŽeŁ](#) [GëŁ](#) [ZäyŁ](#) [Eventä](#) [rřzësä](#) [æİëç](#) [ZŠætŁ](#)

```
from queue import Queue
from threading import Thread, Event

# A thread that produces data
def producer(out_q):
    while running:
```

```

    # Produce some data
    ...
    # Make an (data, event) pair and hand it to the consumer
    evt = Event()
    out_q.put((data, evt))
    ...
    # Wait for the consumer to process the item
    evt.wait()

# A thread that consumes data
def consumer(in_q):
    while True:
        # Get some data
        data, evt = in_q.get()
        # Process the data
        ...
        # Indicate completion
        evt.set()

```

Queue

Queue is a thread-safe data structure that allows you to pass data between threads. It is a collection of objects that can be added to or removed from. The objects are added to the queue by one thread and removed from the queue by another thread. The queue is thread-safe, meaning that it can be used by multiple threads without the need for locks or other synchronization mechanisms.

```

from queue import Queue
from threading import Thread
import copy

# A thread that produces data
def producer(out_q):
    while True:
        # Produce some data
        ...
        out_q.put(copy.deepcopy(data))

# A thread that consumes data
def consumer(in_q):
    while True:
        # Get some data
        data = in_q.get()
        # Process the data
        ...

```

Queue is a thread-safe data structure that allows you to pass data between threads. It is a collection of objects that can be added to or removed from. The objects are added to the queue by one thread and removed from the queue by another thread. The queue is thread-safe, meaning that it can be used by multiple threads without the need for locks or other synchronization mechanisms.

```
import queue
q = queue.Queue()

try:
    data = q.get(block=False)
except queue.Empty:
    ...

try:
    q.put(item, block=False)
except queue.Full:
    ...

try:
    data = q.get(timeout=5.0)
except queue.Empty:
    ...
```

put() æÛzæſTāŠNäyÄäyġāZzāōZād' ġārRçŽĐēYſāLŪäyÄetüä;ŁçTġijNēŁZæāüā;ŠēYſāLŪāüſæzæUūārſ.

```
def producer(q):
    ...
    try:
        q.put(item, block=False)
    except queue.Full:
        log.warning('queued item %r discarded!', item)
```

æĊædġā;äerTāZçēōġ' æúLèr' zèÄĖçŁçġNāġġæL' ġèqNāČŖ q.get() æŁZæāüçŽĐæŠā;ġæUūġijNēūĖæUūēĠāġġçzġæġāzēä;ŁæčĀæſççzġæġæĠāſUġijNā;āāžTèrēā;ŁçTġ
q.get() çŽĐāŖŕéĀġāŖĊæTŕ timeout ġijNāçCäyNġijŽ

```
_running = True

def consumer(q):
    while _running:
        try:
            item = q.get(timeout=5.0)
            # Process item
            ...
        except queue.Empty:
            pass
```

æġĀāŖŖġijNāġġ q.qsize() ġijN q.full() ġijN q.empty()
çġġāōđçTġæŪzæſTāŖŕäzēēŌūāŖŪäyÄäyġēYſāLŪçŽĐā;Šāġġād' ġārRāŠNçġġæĀĀāĀČä;ĖççĀæſġæĐŖġijN
empty() āġd' æŪāĠzèŁZäyġēYſāLŪäyžçġ' žġijNā;ĖāŖNæUūāŖēād' ŪäyÄäyġçzçġġNāŖŕēČ;āüſçzŖāŖŖēŁZæ

12.4 SharedCounter

Overview

A shared counter object that can be shared by multiple threads.

Implementation

The SharedCounter class is a counter object that can be shared by multiple threads. It uses a lock to ensure that only one thread can increment or decrement the counter at a time.

```
import threading

class SharedCounter:
    """
    A counter object that can be shared by multiple threads.
    """
    def __init__(self, initial_value = 0):
        self._value = initial_value
        self._value_lock = threading.Lock()

    def incr(self, delta=1):
        """
        Increment the counter with locking
        """
        with self._value_lock:
            self._value += delta

    def decr(self, delta=1):
        """
        Decrement the counter with locking
        """
        with self._value_lock:
            self._value -= delta
```

The SharedCounter class is a counter object that can be shared by multiple threads. It uses a lock to ensure that only one thread can increment or decrement the counter at a time.

Example

The SharedCounter class is a counter object that can be shared by multiple threads. It uses a lock to ensure that only one thread can increment or decrement the counter at a time.

```
import threading

class SharedCounter:
```



```
'''
    Decrement the counter with locking
'''
with SharedCounter._lock:
    self.incr(-delta)
```

Decrement the counter with locking

```
from threading import Semaphore
import urllib.request

# At most, five threads allowed to run at once
_fetch_url_sema = Semaphore(5)

def fetch_url(url):
    with _fetch_url_sema:
        return urllib.request.urlopen(url)
```

At most, five threads allowed to run at once

12.5 éŸſæ■cæ■zéŦAçŽDāŁăéŦAæIžāLŪ

éUőécŸ

Thread-local state to stored information on locks already acquired

èğcāEşæŪzæāL

Thread-local state to stored information on locks already acquired

```
import threading
from contextlib import contextmanager

# Thread-local state to stored information on locks already acquired
_local = threading.local()

@contextmanager
def acquire(*locks):
    # Sort locks by object identifier
```

```
locks = sorted(locks, key=lambda x: id(x))

# Make sure lock order of previously acquired locks is not
violated
acquired = getattr(_local, 'acquired', [])
if acquired and max(id(lock) for lock in acquired) >=
id(locks[0]):
    raise RuntimeError('Lock Order Violation')

# Acquire all of the locks
acquired.extend(locks)
_local.acquired = acquired

try:
    for lock in locks:
        lock.acquire()
    yield
finally:
    # Release locks in reverse order of acquisition
    for lock in reversed(locks):
        lock.release()
    del acquired[-len(locks):]
```

acquire() If the lock is already held by the same thread, the thread will not acquire it.

```
import threading
x_lock = threading.Lock()
y_lock = threading.Lock()

def thread_1():
    while True:
        with acquire(x_lock, y_lock):
            print('Thread-1')

def thread_2():
    while True:
        with acquire(y_lock, x_lock):
            print('Thread-2')

t1 = threading.Thread(target=thread_1)
t1.daemon = True
t1.start()

t2 = threading.Thread(target=thread_2)
t2.daemon = True
t2.start()
```

acquire() If the lock is already held by the same thread, the thread will not acquire it.

acquire() æš;IċnâĤÑæŮerČĤĪijŇâRřazéeĂŽefĠçžċÍŇæIJŇâIJřâŸăĆĪijĻT
 ÅĠĞeő;ă;ăçŽĎžčċăĀæŸřefŽæăăăEŽčŽĎijŽ

```
import threading
x_lock = threading.Lock()
y_lock = threading.Lock()

def thread_1():
    while True:
        with acquire(x_lock):
            with acquire(y_lock):
                print('Thread-1')

def thread_2():
    while True:
        with acquire(y_lock):
            with acquire(x_lock):
                print('Thread-2')

t1 = threading.Thread(target=thread_1)
t1.daemon = True
t1.start()

t2 = threading.Thread(target=thread_2)
t2.daemon = True
t2.start()
```

æĊæĎIJăæfRëăÑefŽăyĻçĻĻæIJŇçŽĎžčċăĀĭijŇăfĒăôŽăijŽæIJĻăyĂăyĻçžċÍŇâRŚçĤŸât'ĲæžĈĭijŇâ

```
Exception in thread Thread-1:
Traceback (most recent call last):
  File "/usr/local/lib/python3.3/threading.py", line 639, in _
    bootstrap_inner
    self.run()
  File "/usr/local/lib/python3.3/threading.py", line 596, in run
    self._target(*self._args, **self._kwargs)
  File "deadlock.py", line 49, in thread_1
    with acquire(y_lock):
  File "/usr/local/lib/python3.3/contextlib.py", line 48, in __
    enter__
    return next(self.gen)
  File "deadlock.py", line 15, in acquire
    raise RuntimeError("Lock Order Violation")
RuntimeError: Lock Order Violation
>>>
```

âRŚçĤŸât'ĲæžČčŽĎăŌŸăŽăăIJăžŌĭijŇæřRăyĻçžċÍŇéČ;èõřă;ĤçĪĂèĠăŭŝăŭŝçžRèŌŭăRŮăĻřçŽĎéŤĂă
 acquire() äĠ;æĤĪijŽæčĂæŸëăžŇăĻăŭŝçžRèŌŭăRŮçŽĎéŤĂăĻŮăĪĭijŇ
 çĤŝăžŌéŤĂæŸřæŇĻçĒĠăĠăžRăŌŸăĻŮèŌŭăRŮçŽĎijŇæĻĂăžăăĠ;æĤĪijŽeôđ'ăyžăžŇăĻăŭŝèŌŭăRŮç

12.6

Python Cookbook 2.0.0

Python Cookbook 2.0.0

Python Cookbook 2.0.0

Python Cookbook 2.0.0

```
import threading

# The philosopher thread
def philosopher(left, right):
    while True:
        with acquire(left, right):
            print(threading.currentThread(), 'eating')

# The chopsticks (represented by locks)
NSTICKS = 5
chopsticks = [threading.Lock() for n in range(NSTICKS)]

# Create all of the philosophers
for n in range(NSTICKS):
    t = threading.Thread(target=philosopher,
                        args=(chopsticks[n], chopsticks[(n+1) %
NSTICKS]))
    t.start()
```

Python Cookbook 2.0.0

12.6

12.6

Python Cookbook 2.0.0

14.6. 12.6

æIJL æUuāIJlād' ŽčžčlŃcijŮčlŃNäy■rijNä;æIJæeAāRlāflā■Yā;ŠāL■eēRēāNčžčlŃNčŽDčLūæĀĀāĀĆ
 èeAēfŽāzLāAŽrijNāRrā;fçTl thread.local() āLŽāzžāyĀāyĭæIJnāIJrçžčlŃNā■YāĆlāržèsāāĀĆ
 āržèfŽāyĭāržèsāçŽDāsdaēĀğçŽDāflā■YāŠNēržāRŮāēS■ā;IJéČ;āRlāijŽāržāL'gēāNčžčlŃNāRrēgArijNēĀNāĒ

ā;IJāyžā;fçTlæIJnāIJrā■YāĆlçŽDāyĀāyĭæIJL'èuēççŽDāōdēŽĒä;Nā■RijN
 èĀČēZŠāIJl8.3ārRēLČāōŽāzL'ēfĠçŽD LazyConnection āyĭāyNæŮĠçōāçRēāŽlçsžāĀĆ
 āyNēlçæLŠāznāržāōČēfŽēāNāyĀāzŽārRçŽDāfōāTžā;fā;ŮāōČāRrāzēēĀČçTlāzŌād' ŽčžčlŃrijŽ

```
from socket import socket, AF_INET, SOCK_STREAM
import threading

class LazyConnection:
    def __init__(self, address, family=AF_INET, type=SOCK_STREAM):
        self.address = address
        self.family = AF_INET
        self.type = SOCK_STREAM
        self.local = threading.local()

    def __enter__(self):
        if hasattr(self.local, 'sock'):
            raise RuntimeError('Already connected')
        self.local.sock = socket(self.family, self.type)
        self.local.sock.connect(self.address)
        return self.local.sock

    def __exit__(self, exc_ty, exc_val, tb):
        self.local.sock.close()
        del self.local.sock
```

āzčçāAāy■rijNēĠlāūsēgČāršāržāžŮ self.local āsdaēĀğçŽDā;fçTlāĀĆ
 āōČēcnāLlāgNāNŮār;āyĀāyĭ threading.local() āōdā;NāĀĆ
 āĒūāzŮāŮzæŮzæŮTæS■ā;IJēcnā■YāĆlāyž self.local.sock çŽDāēŮāŌēā■ŮāržèsāāĀĆ
 æIJL'āžEēfŽāzŽāršāRrāzēāIJlād' ŽčžčlŃNäy■āōL'āĒlçŽDā;fçTl LazyConnection
 āōdā;NāžEāĀĆā;NāēČijŽ

```
from functools import partial
def test(conn):
    with conn as s:
        s.send(b'GET /index.html HTTP/1.0\r\n')
        s.send(b'Host: www.python.org\r\n')

        s.send(b'\r\n')
        resp = b''.join(iter(partial(s.recv, 8192), b''))

    print('Got {} bytes'.format(len(resp)))

if __name__ == '__main__':
    conn = LazyConnection(('www.python.org', 80))
```



```

while True:
    msg = sock.recv(65536)
    if not msg:
        break
    sock.sendall(msg)
print('Client closed connection')
sock.close()

def echo_server(addr):
    pool = ThreadPoolExecutor(128)
    sock = socket(AF_INET, SOCK_STREAM)
    sock.bind(addr)
    sock.listen(5)
    while True:
        client_sock, client_addr = sock.accept()
        pool.submit(echo_client, client_sock, client_addr)

echo_server(('', 15000))

```

æCædIJaæCşæL'NâLlâLZâzä;æèGtâûşçŽDçžŁćlNæšäijŃ
 éĀŽäyyâRřäzëjŁçTlâyĀäyIQueueælëe;žæLzâóđçŎřăĀCäyNélcæYřäyĀäyŁćl■ā;ōäy■ăRŃăjEæYřæL'NâLlâó

```

from socket import socket, AF_INET, SOCK_STREAM
from threading import Thread
from queue import Queue

def echo_client(q):
    '''
    Handle a client connection
    '''
    sock, client_addr = q.get()
    print('Got connection from', client_addr)
    while True:
        msg = sock.recv(65536)
        if not msg:
            break
        sock.sendall(msg)
    print('Client closed connection')

    sock.close()

def echo_server(addr, nworkers):
    # Launch the client workers
    q = Queue()
    for n in range(nworkers):
        t = Thread(target=echo_client, args=(q,))
        t.daemon = True
        t.start()

    # Run the server

```



```
print('Client closed connection')
sock.close()

def echo_server(addr, nworkers):
    # Run the server
    sock = socket(AF_INET, SOCK_STREAM)
    sock.bind(addr)
    sock.listen(5)
    while True:
        client_sock, client_addr = sock.accept()
        t = Thread(target=echo_client, args=(client_sock, client_
        addr))
        t.daemon = True
        t.start()

echo_server('', 15000)
```

är;çøæfZäyläzšâRfäzëäüëä;IJiijN ä;EæYräöCäy■Ç;æLta;æIJL'äzžerTäZ;éÄZèfGäLZäzzad'gëGRçz
éÄZèfGä;fçTlécDäELäLlâgNâNÜçZDçzçfçlNæsäiijNä;ääRfäzëö;ç;øâRÑæUüèRëaÑçzçfçlNçZDäyLéZRa

ä;ääRfëÇ;äijZäEšâfCälZäzzad'gëGRçzçfçlNäijZæIJL'äzÄäZLäRÖædIJäÄC
çÖräzçæS■ä;IJçszçzšâRfäzëä;Lè;zæIçZDälZäzzäGäa■CäylçzçfçlNçZDçzçfçlNæsäaÄC
çTZeGšijNäRÑæUüâGäa■CäylçzçfçlNçL'ä;Eäüëä;IJäzüäy■äijZärzäEüäzÜäzççäAäzççTšæÄgèÇ;ä;šäS■äÄ
ä;ŠçDüäzEijNäeCædIJæL'ÄæIJL'çzçfçlNäRÑæUüècnaTd' éEšäzüçnNä■šäIJCPUäyLæL'gëaÑiijNéCçärsäy■
éÄZäyüijNä;ääZTërëäRlâIJl/Oad'DçREçZyâEšäzççäAäy■ä;fçTlçzçfçlNæsäaÄC

älZäzzad'gçZDçzçfçlNæsäçZDäyÄäyLäRfëÇ;éIJÄèeAäEšæslçZDëUöécYæYräEëa■YçZDä;fçTlâÄC
ä;NäeCijNäeCædIJä;ääIJIOS XçszçzšäyLélçälZäzz2000äyLçzçfçlNijNçszçzšæYçd'zPythonèfZçlNä;fçTl
äy■èfGijNèfZäylèøaçöUéÄZäyæYräIJL'èrräüöçZDäÄCä;šälZäzzäyÄäylçzçfçlNæUüijNæS■ä;IJçszçzšäi
æTlç;öçzçfçlNçZDæL'gëaÑæälIijLéÄZäyæYrä8MBad'gärRijL'äÄCä;EæYrèfZäyläEëa■YäRlæIJL'äyÄärR
äZäæ■d'iijNPythonèfZçlNä;fçTlälçZDçIJšäödaEëa■YäEüäöda;LärR
ijLærTäeCijNärzäzÖ2000äyLçzçfçlNæIèèöšijNäRlâ;fçTlälräzE70MBçZDçIJšäödaEëa■YijNèÄNäy■æYr
æCædIJä;äæNëäfCèZZæNšäEëa■Yad'gärRijNäRfäzëä;fçTl threading.
stack_size() äG;æTfæIëéZ■ä;ÖäöCäÄCä;NäeCijZ

```
import threading
threading.stack_size(65536)
```

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ä;ääijZärSçÖRPythonèfZçlNäRlâ;fçTlälräzEäd'gæeC210MBçZDèZZæNšäEëa■YijNèÄNçIJšäödaEëa■Y
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ä;äæIJL'äylçlNäzRëæAæL'gëaÑCPUärEéZEädnäüëä;IJiijNä;äæCšèöf'äzÜäl'çTläd'ZæäyCPUçZDäijYä

Parallelism

`concurrent.futures` module provides a `ProcessPoolExecutor` class that can be used to execute tasks in parallel. This is useful for tasks that are CPU-bound and can be executed independently of each other. The `ProcessPoolExecutor` class is part of the `concurrent.futures` module, which is a standard library module in Python. It provides a simple interface for creating and managing a pool of processes that can execute tasks in parallel. The `ProcessPoolExecutor` class is a subclass of the `Executor` class, which is a base class for all executors in the `concurrent.futures` module. The `ProcessPoolExecutor` class is designed to be used in a similar way to the `ThreadPoolExecutor` class, which is used for executing tasks in parallel using threads. The `ProcessPoolExecutor` class is useful for tasks that are CPU-bound and can be executed independently of each other. It is also useful for tasks that require access to system resources that are not available to threads, such as network connections or hardware devices. The `ProcessPoolExecutor` class is a powerful tool for parallelizing tasks in Python, and it is a key component of the `concurrent.futures` module.

```
logs/
 20120701.log.gz
 20120702.log.gz
 20120703.log.gz
 20120704.log.gz
 20120705.log.gz
 20120706.log.gz
 ...
```

Each log file contains a list of HTTP requests made by robots. The following is an example of the output of the `find_robots` function:

```
124.115.6.12 - - [10/Jul/2012:00:18:50 -0500] "GET /robots.txt ..."
→200 71
210.212.209.67 - - [10/Jul/2012:00:18:51 -0500] "GET /ply/ ..." 200
→11875
210.212.209.67 - - [10/Jul/2012:00:18:51 -0500] "GET /favicon.ico ..
→." 404 369
61.135.216.105 - - [10/Jul/2012:00:20:04 -0500] "GET /blog/atom.xml
→..." 304 -
...
```

The following is an example of the output of the `find_all_robots` function:

```
# findrobots.py

import gzip
import io
import glob

def find_robots(filename):
    """
    Find all of the hosts that access robots.txt in a single log
    →file
    """
    robots = set()
    with gzip.open(filename) as f:
        for line in io.TextIOWrapper(f, encoding='ascii'):
            fields = line.split()
            if fields[6] == '/robots.txt':
                robots.add(fields[0])
    return robots

def find_all_robots(logdir):
```

```
'''
Find all hosts across and entire sequence of files
'''
files = glob.glob(logdir+'/*.log.gz')
all_robots = set()
for robots in map(find_robots, files):
    all_robots.update(robots)
return all_robots

if __name__ == '__main__':
    robots = find_all_robots('logs')
    for ipaddr in robots:
        print(ipaddr)
```

The `find_robots()` function finds all the hosts that access `robots.txt` in a single log file. It uses `glob` to find all log files in the directory `logdir`. The `find_all_robots()` function uses `map` to apply `find_robots()` to each log file and `set` to combine the results. The `if __name__ == '__main__':` block runs the `find_all_robots()` function on the `logs` directory and prints the results.

```
# findrobots.py

import gzip
import io
import glob
from concurrent import futures

def find_robots(filename):
    '''
    Find all of the hosts that access robots.txt in a single log
    file

    '''
    robots = set()
    with gzip.open(filename) as f:
        for line in io.TextIOWrapper(f, encoding='ascii'):
            fields = line.split()
            if fields[6] == '/robots.txt':
                robots.add(fields[0])
    return robots

def find_all_robots(logdir):
    '''
    Find all hosts across and entire sequence of files
    '''
    files = glob.glob(logdir+'/*.log.gz')
    all_robots = set()
    with futures.ProcessPoolExecutor() as pool:
```

```

    for robots in pool.map(find_robots, files):
        all_robots.update(robots)
    return all_robots

if __name__ == '__main__':
    robots = find_all_robots('logs')
    for ipaddr in robots:
        print(ipaddr)

```

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 āōđéZĒçŽDæĀgēČ;āijYāNŪæTġLædIJæāzæ■ōā;āçŽDæIJzāŽÍCPUæTġéGRçŽDäy■āRŊēĀNäy■āRŊāĀĆ

ěőlěőž

ProcessPoolExecutor çŽDāĒyādNçTġæšTāæCāyNijŽ

```

from concurrent.futures import ProcessPoolExecutor

with ProcessPoolExecutor() as pool:
    ...
    do work in parallel using pool
    ...

```

āĒŭāŌšçRĒæYrijNāyĀyġ ProcessPoolExecutor
 āLŽāzzNāyġçNŋçNçŽDPythonēgčēGLāŽġijN NæYřçšzçzšāyLéÍcāRřçTġCPUçŽDäyġæTġāĀĆā;āāRřāzēéĀŽ
 ProcessPoolExecutor(N) æġēāfōæTz ād' DçRĒāŽġæTġéGRāĀĆēfZāyġād' DçRĒæšāijZāyĀçŽt'ēfRēā
 çDŭāRŌād' DçRĒæšāēčnāĒšēŪ■āĀCāy■ēfGrijNçġNāžRāijZāyĀçŽt' ç■L'āġĒçŽt' āLřæL' ĀæIJL' æRŊāzd' çŽDā
 ēčnāRŊāzd' āLřæšāy■çŽDāŭēā;IJāfĒēāzēčnāōŽāzL'āyžāyĀyġāG;æTġāĀĆæIJL'āyđ' çg■æŪzæšTāŌzæ
 āæCædIJā;āæČšēŌ' āyĀyġāLŪēāġēŌġārijæLŪāyĀyġ map()
 æš■ā;IJāžŭēāNæLgēāNçŽDēfġijNāRřā;ġçTġ pool.map() :

```

# A function that performs a lot of work
def work(x):
    ...
    return result

# Nonparallel code
results = map(work, data)

# Parallel implementation
with ProcessPoolExecutor() as pool:
    results = pool.map(work, data)

```

āRēād' ŪrijNā;āāRřāzēā;ġçTġ pool.submit() æġēāL'NāġġçŽDæRŊāzd' ā■TāyġāzzāLāijŽ

```

# Some function
def work(x):
    ...

```


12.9 Python multiprocessing module

multiprocessing module

The multiprocessing module provides a fast and efficient way to parallelize Python code.

multiprocessing module

The multiprocessing module provides a fast and efficient way to parallelize Python code. It is a wrapper around the C library `fork` and `forkserver` modules. The `Process` class is used to create a new process, and the `Pool` class is used to create a pool of processes.

The `Pool` class is used to create a pool of processes. The `Pool` class has a `map` method that takes a function and a list of arguments, and returns a list of results. The `Pool` class also has a `join` method that waits for all processes in the pool to finish.

The `Pool` class has a `map` method that takes a function and a list of arguments, and returns a list of results. The `Pool` class also has a `join` method that waits for all processes in the pool to finish. The `Pool` class also has a `close` method that closes the pool.

The `Pool` class has a `map` method that takes a function and a list of arguments, and returns a list of results. The `Pool` class also has a `join` method that waits for all processes in the pool to finish. The `Pool` class also has a `close` method that closes the pool.

The `Pool` class has a `map` method that takes a function and a list of arguments, and returns a list of results. The `Pool` class also has a `join` method that waits for all processes in the pool to finish. The `Pool` class also has a `close` method that closes the pool.

```
# Performs a large calculation (CPU bound)
def some_work(args):
    ...
    return result

# A thread that calls the above function
def some_thread():
    while True:
        ...
        r = some_work(args)
        ...
```


actor is a process that can send and receive messages. It is a simple process that can be used to build more complex systems. The actor model is a way of thinking about concurrency. It is a way of thinking about how to build systems that can run in parallel. The actor model is a way of thinking about how to build systems that can run in parallel.

The actor model is a way of thinking about concurrency. It is a way of thinking about how to build systems that can run in parallel. The actor model is a way of thinking about how to build systems that can run in parallel.

```
from queue import Queue
from threading import Thread, Event

# Sentinel used for shutdown
class ActorExit(Exception):
    pass

class Actor:
    def __init__(self):
        self._mailbox = Queue()

    def send(self, msg):
        '''
        Send a message to the actor
        '''
        self._mailbox.put(msg)

    def recv(self):
        '''
        Receive an incoming message
        '''
        msg = self._mailbox.get()
        if msg is ActorExit:
            raise ActorExit()
        return msg

    def close(self):
        '''
        Close the actor, thus shutting it down
        '''
        self.send(ActorExit)

    def start(self):
        '''
        Start concurrent execution
        '''
        self._terminated = Event()
        t = Thread(target=self._bootstrap)

        t.daemon = True
        t.start()

    def _bootstrap(self):
        try:
            self.run()
        except ActorExit:
```

```

        pass
    finally:
        self._terminated.set()

    def join(self):
        self._terminated.wait()

    def run(self):
        '''
        Run method to be implemented by the user
        '''
        while True:
            msg = self.recv()

# Sample ActorTask
class PrintActor(Actor):
    def run(self):
        while True:
            msg = self.recv()
            print('Got:', msg)

# Sample use
p = PrintActor()
p.start()
p.send('Hello')
p.send('World')
p.close()
p.join()

```

The `Actor` class is a base class for actors. It has a `run` method that is called when the actor starts. The `run` method is a loop that calls `recv` to get a message and then calls `send` to send a message. The `recv` method is a generator that yields messages. The `send` method is a method that sends a message to an actor. The `close` method is a method that closes the actor. The `join` method is a method that waits for the actor to finish.

The `PrintActor` class is a subclass of `Actor`. It has a `run` method that prints messages. The `PrintActor` class is used in the sample code to demonstrate the actor model.

```

def print_actor():
    while True:

        try:
            msg = yield          # Get a message
            print('Got:', msg)
        except GeneratorExit:
            print('Actor terminating')

# Sample use

```

```
p = print_actor()
next(p)      # Advance to the yield (ready to receive)
p.send('Hello')
p.send('World')
p.close()
```

Example

actor class that implements the Actor interface. It uses the `send()` method to send messages to other actors. The `run()` method is the main loop of the actor, which processes incoming messages. The `do_A()` and `do_B()` methods are used to handle specific messages.

```
class TaggedActor(Actor):
    def run(self):
        while True:
            tag, *payload = self.recv()
            getattr(self, 'do_' + tag)(*payload)

    # Methods corresponding to different message tags
    def do_A(self, x):
        print('Running A', x)

    def do_B(self, x, y):
        print('Running B', x, y)

# Example
a = TaggedActor()
a.start()
a.send(('A', 1))      # Invokes do_A(1)
a.send(('B', 2, 3))   # Invokes do_B(2, 3)
```

The `TaggedActor` class is a concrete implementation of the `Actor` interface. It uses the `recv()` method to receive messages and the `getattr()` method to dispatch them to the appropriate handler. The `do_A()` and `do_B()` methods are used to handle specific messages.

```
from threading import Event
class Result:
    def __init__(self):
        self._evt = Event()
        self._result = None

    def set_result(self, value):
        self._result = value

        self._evt.set()

    def result(self):
        self._evt.wait()
        return self._result
```

```
class Worker(Actor):
    def submit(self, func, *args, **kwargs):
        r = Result()
        self.send((func, args, kwargs, r))
        return r

    def run(self):
        while True:
            func, args, kwargs, r = self.recv()
            r.set_result(func(*args, **kwargs))

# Example use
worker = Worker()
worker.start()
r = worker.submit(pow, 2, 3)
print(r.result())
```

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12.11 āōđçŌřæūLæAřāRSāyČ/ēōcéYĚæĭāđN

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```
from collections import defaultdict

class Exchange:
    def __init__(self):
        self._subscribers = set()

    def attach(self, task):
        self._subscribers.add(task)

    def detach(self, task):
        self._subscribers.remove(task)
```

```
def send(self, msg):
    for subscriber in self._subscribers:
        subscriber.send(msg)

# Dictionary of all created exchanges
_exchanges = defaultdict(Exchange)

# Return the Exchange instance associated with a given name
def get_exchange(name):
    return _exchanges[name]
```

Example of a task. Any object with a `send()` method

```
class Task:
    ...
    def send(self, msg):
        ...
```

task_a = Task()
task_b = Task()

Example of getting an exchange

```
exc = get_exchange('name')
```

Examples of subscribing tasks to it

```
exc.attach(task_a)
exc.attach(task_b)
```

Example of sending messages

```
exc.send('msg1')
exc.send('msg2')
```

Example of unsubscribing

```
exc.detach(task_a)
exc.detach(task_b)
```

```
# Example of a task. Any object with a send() method

class Task:
    ...
    def send(self, msg):
        ...

task_a = Task()
task_b = Task()

# Example of getting an exchange
exc = get_exchange('name')

# Examples of subscribing tasks to it
exc.attach(task_a)
exc.attach(task_b)

# Example of sending messages
exc.send('msg1')
exc.send('msg2')

# Example of unsubscribing
exc.detach(task_a)
exc.detach(task_b)
```

Example of a task. Any object with a `send()` method

```
class Task:
    ...
    def send(self, msg):
        ...
```

task_a = Task()
task_b = Task()

Example of getting an exchange

```
exc = get_exchange('name')
```

Examples of subscribing tasks to it

```
exc.attach(task_a)
exc.attach(task_b)
```

Example of sending messages

```
exc.send('msg1')
exc.send('msg2')
```

Example of unsubscribing

```
exc.detach(task_a)
exc.detach(task_b)
```

Example

Example 1: A simple class that counts the number of messages sent.

Example 2: A class that counts the number of messages sent and also prints the message.

Example 3: A class that counts the number of messages sent and also prints the message, and also has a method to get the count.

```
class DisplayMessages:
    def __init__(self):
        self.count = 0
    def send(self, msg):
        self.count += 1
        print('msg[{}]: {}'.format(self.count, msg))
```

```
exc = get_exchange('name')
d = DisplayMessages()
exc.attach(d)
```

Example 4: A class that counts the number of messages sent and also prints the message, and also has a method to get the count, and also has a method to detach the task.

Example 5: A class that counts the number of messages sent and also prints the message, and also has a method to get the count, and also has a method to detach the task, and also has a method to subscribe to the task.

```
exc = get_exchange('name')
exc.attach(some_task)
try:
    ...
finally:
    exc.detach(some_task)
```

Example 6: A class that counts the number of messages sent and also prints the message, and also has a method to get the count, and also has a method to detach the task, and also has a method to subscribe to the task, and also has a method to unsubscribe from the task.

```
from contextlib import contextmanager
from collections import defaultdict

class Exchange:
```

```

def __init__(self):
    self._subscribers = set()

def attach(self, task):
    self._subscribers.add(task)

def detach(self, task):
    self._subscribers.remove(task)

@contextmanager
def subscribe(self, *tasks):
    for task in tasks:
        self.attach(task)
    try:
        yield
    finally:
        for task in tasks:
            self.detach(task)

def send(self, msg):
    for subscriber in self._subscribers:
        subscriber.send(msg)

# Dictionary of all created exchanges
_exchanges = defaultdict(Exchange)

# Return the Exchange instance associated with a given name
def get_exchange(name):
    return _exchanges[name]

# Example of using the subscribe() method
exc = get_exchange('name')
with exc.subscribe(task_a, task_b):
    ...
    exc.send('msg1')
    exc.send('msg2')
    ...

# task_a and task_b detached here

```

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12.12 itertools.count()

Example

The following example shows how to use `itertools.count()` to generate a sequence of numbers.

Code

```
from itertools import count

def countdown(n):
    while n > 0:
        print('T-minus', n)
        yield n
        n -= 1
    print('Blastoff!')

def countup(n):
    x = 0
    while x < n:
        print('Counting up', x)
        yield x
        x += 1
```

The following example shows how to use `itertools.count()` to generate a sequence of numbers.

```
from collections import deque

class TaskScheduler:
    def __init__(self):
        self._task_queue = deque()

    def new_task(self, task):
        '''
        Admit a newly started task to the scheduler
        '''
        self._task_queue.append(task)

    def run(self):
        '''
        Run until there are no more tasks
        '''
```

```

while self._task_queue:
    task = self._task_queue.popleft()
    try:
        # Run until the next yield statement
        next(task)
        self._task_queue.append(task)
    except StopIteration:
        # Generator is no longer executing
        pass

# Example use
sched = TaskScheduler()
sched.new_task(countdown(10))
sched.new_task(countdown(5))
sched.new_task(countup(15))
sched.run()

```

TaskScheduler is a simple task scheduler. It is a class that takes a list of tasks and runs them in parallel. The tasks are represented as generators. The scheduler runs the tasks in a loop, yielding the next task to run. The tasks are run in parallel, and the scheduler waits for all tasks to complete before returning.

```

T-minus 10
T-minus 5
Counting up 0
T-minus 9
T-minus 4
Counting up 1
T-minus 8
T-minus 3
Counting up 2
T-minus 7
T-minus 2
...

```

The TaskScheduler class is a simple task scheduler. It is a class that takes a list of tasks and runs them in parallel. The tasks are represented as generators. The scheduler runs the tasks in a loop, yielding the next task to run. The tasks are run in parallel, and the scheduler waits for all tasks to complete before returning.

The TaskScheduler class is a simple task scheduler. It is a class that takes a list of tasks and runs them in parallel. The tasks are represented as generators. The scheduler runs the tasks in a loop, yielding the next task to run. The tasks are run in parallel, and the scheduler waits for all tasks to complete before returning.

The TaskScheduler class is a simple task scheduler. It is a class that takes a list of tasks and runs them in parallel. The tasks are represented as generators. The scheduler runs the tasks in a loop, yielding the next task to run. The tasks are run in parallel, and the scheduler waits for all tasks to complete before returning.

```

from collections import deque

class ActorScheduler:
    def __init__(self):
        self._actors = { }           # Mapping of names to actors
        self._msg_queue = deque()    # Message queue

    def new_actor(self, name, actor):
        '''

```

```

        Admit a newly started actor to the scheduler and give it a
        name
        '''
        self._msg_queue.append((actor, None))
        self._actors[name] = actor

    def send(self, name, msg):
        '''
        Send a message to a named actor
        '''
        actor = self._actors.get(name)
        if actor:
            self._msg_queue.append((actor, msg))

    def run(self):
        '''
        Run as long as there are pending messages.
        '''
        while self._msg_queue:
            actor, msg = self._msg_queue.popleft()
            try:
                actor.send(msg)
            except StopIteration:
                pass

# Example use
if __name__ == '__main__':
    def printer():
        while True:
            msg = yield
            print('Got:', msg)

    def counter(sched):
        while True:
            # Receive the current count
            n = yield
            if n == 0:
                break
            # Send to the printer task
            sched.send('printer', n)
            # Send the next count to the counter task (recursive)

            sched.send('counter', n-1)

    sched = ActorScheduler()
    # Create the initial actors
    sched.new_actor('printer', printer())
    sched.new_actor('counter', counter(sched))

    # Send an initial message to the counter to initiate

```

```
sched.send('counter', 10000)
sched.run()
```

The scheduler class represents a generic yield event in the scheduler. The scheduler class has two methods: handle_yield and handle_resume. The scheduler class has a __init__ method that initializes the scheduler. The scheduler class has a __iopoll__ method that polls for I/O events and restarts waiting tasks. The scheduler class has a new method that adds a newly started task to the scheduler. The scheduler class has an add_ready method that appends an already started task to the ready queue.

```
from collections import deque
from select import select

# This class represents a generic yield event in the scheduler
class YieldEvent:
    def handle_yield(self, sched, task):
        pass
    def handle_resume(self, sched, task):
        pass

# Task Scheduler
class Scheduler:
    def __init__(self):
        self._numtasks = 0          # Total num of tasks
        self._ready = deque()       # Tasks ready to run
        self._read_waiting = {}     # Tasks waiting to read
        self._write_waiting = {}    # Tasks waiting to write

    # Poll for I/O events and restart waiting tasks
    def _iopoll(self):
        rset, wset, eset = select(self._read_waiting,
                                   self._write_waiting, [])

        for r in rset:
            evt, task = self._read_waiting.pop(r)
            evt.handle_resume(self, task)
        for w in wset:
            evt, task = self._write_waiting.pop(w)
            evt.handle_resume(self, task)

    def new(self, task):
        """
        Add a newly started task to the scheduler
        """

        self._ready.append((task, None))
        self._numtasks += 1

    def add_ready(self, task, msg=None):
        """
        Append an already started task to the ready queue.
        msg is what to send into the task when it resumes.
        """
```

```

        self._ready.append((task, msg))

    # Add a task to the reading set
    def _read_wait(self, fileno, evt, task):
        self._read_waiting[fileno] = (evt, task)

    # Add a task to the write set
    def _write_wait(self, fileno, evt, task):
        self._write_waiting[fileno] = (evt, task)

    def run(self):
        '''
        Run the task scheduler until there are no tasks
        '''
        while self._numtasks:
            if not self._ready:
                self._iopoll()
            task, msg = self._ready.popleft()
            try:
                # Run the coroutine to the next yield
                r = task.send(msg)
                if isinstance(r, YieldEvent):
                    r.handle_yield(self, task)
                else:
                    raise RuntimeError('unrecognized yield event')
            except StopIteration:
                self._numtasks -= 1

# Example implementation of coroutine-based socket I/O
class ReadSocket(YieldEvent):
    def __init__(self, sock, nbytes):
        self.sock = sock
        self.nbytes = nbytes
    def handle_yield(self, sched, task):
        sched._read_wait(self.sock.fileno(), self, task)
    def handle_resume(self, sched, task):
        data = self.sock.recv(self.nbytes)
        sched.add_ready(task, data)

class WriteSocket(YieldEvent):
    def __init__(self, sock, data):
        self.sock = sock
        self.data = data
    def handle_yield(self, sched, task):
        sched._write_wait(self.sock.fileno(), self, task)
    def handle_resume(self, sched, task):
        nsent = self.sock.send(self.data)
        sched.add_ready(task, nsent)

```



```

while True:
    c, a = yield s.accept()
    print('Got connection from ', a)
    self.sched.new(self.client_handler(Socket(c)))

def client_handler(self, client):
    while True:
        line = yield from readline(client)
        if not line:
            break
        line = b'GOT:' + line
        while line:
            nsent = yield client.send(line)
            line = line[nsent:]
        client.close()
    print('Client closed')

sched = Scheduler()
EchoServer(('', 16000), sched)
sched.run()

```

Python 2.0: The Cookbook. This book is a collection of recipes for Python 2.0. It contains a wide variety of recipes for common tasks, as well as more advanced recipes for those who want to learn more about the language. The recipes are organized into chapters, and each chapter contains a number of recipes. The recipes are written in a clear, concise style, and are easy to read and understand. The book is a valuable resource for anyone who wants to learn more about Python 2.0.

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Python 2.0: The Cookbook. This book is a collection of recipes for Python 2.0. It contains a wide variety of recipes for common tasks, as well as more advanced recipes for those who want to learn more about the language. The recipes are organized into chapters, and each chapter contains a number of recipes. The recipes are written in a clear, concise style, and are easy to read and understand. The book is a valuable resource for anyone who wants to learn more about Python 2.0.

```

def some_generator():
    ...
    result = yield data
    ...

```

Python 2.0: The Cookbook. This book is a collection of recipes for Python 2.0. It contains a wide variety of recipes for common tasks, as well as more advanced recipes for those who want to learn more about the language. The recipes are organized into chapters, and each chapter contains a number of recipes. The recipes are written in a clear, concise style, and are easy to read and understand. The book is a valuable resource for anyone who wants to learn more about Python 2.0.

```

f = some_generator()

# Initial result. Is None to start since nothing has been computed
result = None
while True:
    try:
        data = f.send(result)
        result = ... do some calculation ...
    except StopIteration:
        break

```

Python 2.0: The Cookbook. This book is a collection of recipes for Python 2.0. It contains a wide variety of recipes for common tasks, as well as more advanced recipes for those who want to learn more about the language. The recipes are organized into chapters, and each chapter contains a number of recipes. The recipes are written in a clear, concise style, and are easy to read and understand. The book is a valuable resource for anyone who wants to learn more about Python 2.0.


```
import queue
import socket
import os

class PollableQueue(queue.Queue):
    def __init__(self):
        super().__init__()
        # Create a pair of connected sockets
        if os.name == 'posix':
            self._putsocket, self._getsocket = socket.socketpair()
        else:
            # Compatibility on non-POSIX systems
            server = socket.socket(socket.AF_INET, socket.SOCK_
            ↪STREAM)
            server.bind(('127.0.0.1', 0))
            server.listen(1)
            self._putsocket = socket.socket(socket.AF_INET, socket.
            ↪SOCK_STREAM)
            self._putsocket.connect(server.getsockname())
            self._getsocket, _ = server.accept()
            server.close()

    def fileno(self):
        return self._getsocket.fileno()

    def put(self, item):
        super().put(item)
        self._putsocket.send(b'x')

    def get(self):
        self._getsocket.recv(1)
        return super().get()
```

¶ The `PollableQueue` class is a subclass of `queue.Queue` that implements the `fileno()` method, which returns the file descriptor of the socket used for communication. This allows the queue to be used with `select()` or `poll()` for non-blocking I/O. The implementation uses `socket.socketpair()` on POSIX systems and a `server` socket on non-POSIX systems. The `put()` method sends a byte `b'x'` to the `_putsocket`, and the `get()` method receives a byte from the `_getsocket`.

The `fileno()` method returns the file descriptor of the `_getsocket`. The `select()` function can be used to wait for data to be available on the socket. The `get()` method uses `recv(1)` to receive a single byte, which is then returned by the `super().get()` method.

¶ The `pollablequeue` module provides a `PollableQueue` class that can be used in a multi-threaded environment. The `consumer` function is a simple example of how to use the queue.

```
import select
import threading

def consumer(queues):
    '''
```

```

Consumer that reads data on multiple queues simultaneously
'''
while True:
    can_read, _, _ = select.select(queues, [], [])
    for r in can_read:
        item = r.get()
        print('Got:', item)

q1 = PollableQueue()
q2 = PollableQueue()
q3 = PollableQueue()
t = threading.Thread(target=consumer, args=(q1, q2, q3,))
t.daemon = True
t.start()

# Feed data to the queues
q1.put(1)
q2.put(10)
q3.put('hello')
q2.put(15)
...

```

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ărzäžŌë;öërcéİdçsæŮĞäzŭâržèsaiijNærTæCéYşâLŮéĂZäyÿéČ;æYřærTè;ČæçYæL'ŇçŽĎéŮóécYāĂ
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```

import time
def consumer(queues):
    while True:
        for q in queues:
            if not q.empty():
                item = q.get()
                print('Got:', item)

        # Sleep briefly to avoid 100% CPU
        time.sleep(0.01)

```

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```

import select

def event_loop(sockets, queues):

```

```
while True:
    # polling with a timeout
    can_read, _, _ = select.select(sockets, [], [], 0.01)
    for r in can_read:
        handle_read(r)
    for q in queues:
        if not q.empty():
            item = q.get()
            print('Got:', item)
```

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12.14 aIJÍUnixçşzçzşäyŁéIcāRřāŁíāóLæŁd'èŁZćÍN

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```
#!/usr/bin/env python3
# daemon.py

import os
import sys

import atexit
import signal

def daemonize(pidfile, *, stdin='/dev/null',
               stdout='/dev/null',
               stderr='/dev/null'):

    if os.path.exists(pidfile):
        raise RuntimeError('Already running')

    # First fork (detaches from parent)
    try:
        if os.fork() > 0:
```

```

        raise SystemExit(0)    # Parent exit
    except OSError as e:
        raise RuntimeError('fork #1 failed.')

os.chdir('/')
os.umask(0)
os.setsid()
# Second fork (relinquish session leadership)
try:
    if os.fork() > 0:
        raise SystemExit(0)
except OSError as e:
    raise RuntimeError('fork #2 failed.')

# Flush I/O buffers
sys.stdout.flush()
sys.stderr.flush()

# Replace file descriptors for stdin, stdout, and stderr
with open(stdin, 'rb', 0) as f:
    os.dup2(f.fileno(), sys.stdin.fileno())
with open(stdout, 'ab', 0) as f:
    os.dup2(f.fileno(), sys.stdout.fileno())
with open(stderr, 'ab', 0) as f:
    os.dup2(f.fileno(), sys.stderr.fileno())

# Write the PID file
with open(pidfile, 'w') as f:
    print(os.getpid(), file=f)

# Arrange to have the PID file removed on exit/signal
atexit.register(lambda: os.remove(pidfile))

# Signal handler for termination (required)
def sigterm_handler(signo, frame):
    raise SystemExit(1)

signal.signal(signal.SIGTERM, sigterm_handler)

def main():
    import time
    sys.stdout.write('Daemon started with pid {}\n'.format(os.
↳getpid()))
    while True:
        sys.stdout.write('Daemon Alive! {}\n'.format(time.ctime()))
        time.sleep(10)

if __name__ == '__main__':
    PIDFILE = '/tmp/daemon.pid'

```

```

if len(sys.argv) != 2:
    print('Usage: {} [start|stop]'.format(sys.argv[0]),
          file=sys.stderr)
    raise SystemExit(1)

if sys.argv[1] == 'start':
    try:
        daemonize(PIDFILE,
                  stdout='/tmp/daemon.log',
                  stderr='/tmp/daemon.log')
    except RuntimeError as e:
        print(e, file=sys.stderr)
        raise SystemExit(1)

    main()

elif sys.argv[1] == 'stop':
    if os.path.exists(PIDFILE):
        with open(PIDFILE) as f:
            os.kill(int(f.read()), signal.SIGTERM)
    else:
        print('Not running', file=sys.stderr)
        raise SystemExit(1)

else:
    print('Unknown command {}'.format(sys.argv[1]),
          file=sys.stderr)
    raise SystemExit(1)

```

Python 2.7.10: \$ python daemon.py start

```

bash % cat /tmp/daemon.pid
2882
bash % tail -f /tmp/daemon.log
Daemon started with pid 2882
Daemon Alive! Fri Oct 12 13:45:37 2012
Daemon Alive! Fri Oct 12 13:45:47 2012
...

```

Python 2.7.10: \$ python daemon.py stop

```

bash %

```


stop

UNIX
by W. Richard
Stevens and Stephen A. Rago (Addison-Wesley, 2005)
Python

CHAPTER 15

çñňå■AäÿL'çñăĩijŽèĎŽæIJñçijŮćíNäÿŮçşżçżşçóaçŘĚ

èőÿad'Žăžžă;£çŤíPythonă;IJăÿžăÿĂăÿłshellèĎŽæIJñçŽĎæŽ£ăžçĩijŃçŤlăěăôđçŎřăÿÿçŤlçşżçżşăžžăŁă

Contents:

13.1 éĂŽè£GéĜ■ăőŽăŘŠ/çóaqéAŞ/æŮĜăžúæŎěăRŮè¿ŞăĚě

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èĝcăEşæŮžæąĹ

PythonăEĚç;ççŽĎ fileinput æĹăăĹŮèôĹ'è£ŽăÿłăRŸă¿ŮçóĂă■ŤăĂĆăçĆăđIJă;ăæIJL'ăÿĂăÿłăÿŃéĹcè

```
#!/usr/bin/env python3
import fileinput

with fileinput.input() as f_input:
    for line in f_input:
        print(line, end='')
```

éĆčăžĹă;ăăřsèĈ;ăžěăĹ■éĹcæŘŘăĹŤçŽĎæĹĂæIJL'æŮžăijRæĹěăÿžæ■đ'èĎŽæIJñæŘŘă;Žè¿ŞăĚěăĂĆăA
filein.py âžúăřEăĚŮăRŸăÿžăŘræĹĝèăŃæŮĜăžúĩijŃ éĆčăžĹă;ăăŘřăžěăĈRăÿŃéĹcè£ŽæăŭèĹçŤlăôĈĩijŃ

```
$ ls | ./filein.py          # Prints a directory listing to stdout.
$ ./filein.py /etc/passwd  # Reads /etc/passwd to stdout.
$ ./filein.py < /etc/passwd # Reads /etc/passwd to stdout.
```

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`fileinput.input()` returns a `FileInput` object. The object has methods `filename()`, `lineno()`, and `line()`. The `line()` method returns the next line of the file. The `lineno()` method returns the current line number. The `filename()` method returns the filename of the file.

```
>>> import fileinput
>>> with fileinput.input('/etc/passwd') as f:
>>>     for line in f:
...         print(f.filename(), f.lineno(), line, end='')
...
/etc/passwd 1 ##
/etc/passwd 2 # User Database
/etc/passwd 3 #

<other output omitted>
```

The `FileInput` object also has a `close()` method. The `close()` method closes the file. The `FileInput` object also has a `next()` method. The `next()` method returns the next line of the file.

13.2 çžŁæ■ćłÍŃăžŔăžŮçžŽăĜžéŤžèŕŕăĖăæĀŕ

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The `FileInput` object also has a `next()` method. The `next()` method returns the next line of the file.

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The `FileInput` object also has a `next()` method. The `next()` method returns the next line of the file.

```
raise SystemExit('It failed!')
```

The `FileInput` object also has a `next()` method. The `next()` method returns the next line of the file.

èõìèõž

The `FileInput` object also has a `next()` method. The `next()` method returns the next line of the file.

```
import sys
sys.stderr.write('It failed!\n')
raise SystemExit(1)
```

SystemExit() æfTæCim-
 portèr■āRēæLŪārEēTŽērfæūLæAřāEŽāĖē sys.stderr

13.3 èġčædŘāŚ;äzd'èaÑéĀL'éaz

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èġčāEşæŪzæāĴ

argparse æĴaāiŪāRrècŋćTĴæĴèġčædŘāŚ;äzd'èaÑéĀL'éazāĀCăyNéĴcăyĀăyĴćōĀā■TăĴNă■RăeiĴćd'z

```
# search.py
'''
Hypothetical command-line tool for searching a collection of
files for one or more text patterns.
'''
import argparse
parser = argparse.ArgumentParser(description='Search some files')

parser.add_argument(dest='filenames', metavar='filename', nargs='*')

parser.add_argument('-p', '--pat', metavar='pattern', required=True,
                    dest='patterns', action='append',
                    help='text pattern to search for')

parser.add_argument('-v', dest='verbose', action='store_true',
                    help='verbose mode')

parser.add_argument('-o', dest='outfile', action='store',
                    help='output file')

parser.add_argument('--speed', dest='speed', action='store',
                    choices={'slow', 'fast'}, default='slow',
                    help='search speed')

args = parser.parse_args()

# Output the collected arguments
print(args.filenames)
```

```
print(args.patterns)
print(args.verbose)
print(args.outfile)
print(args.speed)
```

Search some files

```
bash % python3 search.py -h
usage: search.py [-h] [-p pattern] [-v] [-o OUTFILE] [--speed {slow,
→fast}]
                [filename [filename ...]]

Search some files

positional arguments:
  filename

optional arguments:
  -h, --help            show this help message and exit
  -p pattern, --pat pattern
                        text pattern to search for
  -v                    verbose mode
  -o OUTFILE            output file
  --speed {slow,fast}  search speed
```

Search some files

```
bash % python3 search.py foo.txt bar.txt
usage: search.py [-h] -p pattern [-v] [-o OUTFILE] [--speed {fast,
→slow}]
                [filename [filename ...]]
search.py: error: the following arguments are required: -p/--pat

bash % python3 search.py -v -p spam --pat=eggs foo.txt bar.txt
filenames = ['foo.txt', 'bar.txt']
patterns   = ['spam', 'eggs']
verbose    = True
outfile    = None
speed      = slow

bash % python3 search.py -v -p spam --pat=eggs foo.txt bar.txt -o_
→results
filenames = ['foo.txt', 'bar.txt']
patterns   = ['spam', 'eggs']
verbose    = True
outfile    = results
speed      = slow

bash % python3 search.py -v -p spam --pat=eggs foo.txt bar.txt -o_
→results \
                --speed=fast
```

```
filenames = ['foo.txt', 'bar.txt']
patterns = ['spam', 'eggs']
verbose = True
outfile = results
speed = fast
```

```
print()
```

Example

```
argparse.ArgumentParser(
    prog='search.py',
    description='Search for a pattern in a file',
    epilog='''
    Examples:
    search.py foo.txt --pattern spam
    search.py foo.txt --pattern spam --verbose
    search.py foo.txt --pattern spam --outfile results.txt
    search.py foo.txt --pattern spam --speed fast
    ''')
```

```
parser = argparse.ArgumentParser(
    prog='search.py',
    description='Search for a pattern in a file',
    epilog='''
    Examples:
    search.py foo.txt --pattern spam
    search.py foo.txt --pattern spam --verbose
    search.py foo.txt --pattern spam --outfile results.txt
    search.py foo.txt --pattern spam --speed fast
    ''')
parser.add_argument('filename', help='File to search in', metavar='filename')
parser.add_argument('-p', '--pattern', help='Pattern to search for', metavar='pattern')
parser.add_argument('-v', '--verbose', help='Print out all files found', action='store_true')
parser.add_argument('-o', '--outfile', help='File to write results to', metavar='outfile')
parser.add_argument('-s', '--speed', help='Search speed (slow, fast)', choices=['slow', 'fast'], default='slow')
```

```
parser.add_argument(dest='filenames', metavar='filename', nargs='*')
```

```
parser.add_argument(dest='verbose', action='store_true', help='verbose mode')
```

```
parser.add_argument('-v', dest='verbose', action='store_true', help='verbose mode')
```

```
parser.add_argument(dest='filenames', metavar='filename', nargs='*')
```

```
parser.add_argument('-o', dest='outfile', action='store', help='output file')
```

```
parser.add_argument('-p', '--pattern', metavar='pattern', required=True,
                    dest='patterns', action='append',
                    help='text pattern to search for')
```

```
parser.add_argument('--speed', dest='speed', action='store',
                    choices={'slow', 'fast'}, default='slow',
                    help='search speed')
```



```
user = input('Enter your username: ')
```

```
    èĤŸæIJĹäŸĀčĹ;ĹéĜ■èĕAĥijŇæIJĹăžŽčšžčžšāĤŕèČ;äŸ■æŤŕæŇĀ      getpass()
æŮžæšŤèŽŖèŮŖèĹšāĤĕārĒçăĀăĀĆ èĤŽčĝ■æĤĚĀĒtäŸŇĥijŇPythonäijŽæŖŖĀĹ■è■ĕăŚĹä;æĤŽăžŽéŮóéčŸti
```

13.5 èŬăĤŖŮčžĹčŋŕčŽĎăĎ'ĝăŖĤ

éŮóéčŸ

äĥäĕIJĀèĕAçšĕéAšāĥšāĹ■čžĹčŋŕčŽĎăĎ'ĝăŖĤăžĕäĥæ■čçăőçŽĎăäĥijĥijŖăŇŮèĹšāĤžăĀĆ

èĝčăĒçæŮžæĥĹ

äĥĤĤĹ os.get_terminal_size() äĤĥæŤŕæĹăĀŽăĹŕèĤŽäŸĀčĹăĀĆ
äžčçăĀçĎ'žăĥŇĥijŽ

```
>>> import os
>>> sz = os.get_terminal_size()
>>> sz
os.terminal_size(columns=80, lines=24)
>>> sz.columns
80
>>> sz.lines
24
>>>
```

èőĹèőž

æIJĹăĎ'ĥăĎ'ŽæŮžăĥijŖăĹăĥĹŮçšĕçžĹčŋŕăĎ'ĝăŖĤăžĒĥijŇăžŌĕŕžăŖŮčŮŕăčČăŖŸéĤŖăĹŕæĹĝĕăŇăžŤăśČĥ
ioctl() äĤĥæŤŕç■Ĺç■ĹăĀĆ äŸ■èĤĤĥijŇăžžăžĀăžĹĕĕĀăŮžčăĤĥĹ'ŸèĤŽăžŽăĎ'■æĹČçŽĎăĹĎăçŤĕĀŇăŸ■æ

13.6 æĹĝĕăŇăĎ'ŮéČĹăŚĥăžĎ'ăžŮăžèŬăĤŖŮăőČçŽĎĕĹšăĤž

éŮóéčŸ

äĥăæČšæĹĝĕăŇăŸĀăŸĥăĎ'ŮéČĹăŚĥăžĎ'ăžŮăžĕPythonă■ŮçŋĕăŸšçŽĎăĥăĥijŖĕŬăĤŖŮæĹĝĕăŇçžšăĎIJăĀ

subprocess.check_output()

subprocess.check_output() returns a bytes object containing the output of the command.

```
import subprocess
out_bytes = subprocess.check_output(['netstat', '-a'])
```

subprocess.check_output() returns a bytes object containing the output of the command. If the command fails, it raises a CalledProcessError exception.

```
out_text = out_bytes.decode('utf-8')
```

subprocess.check_output() returns a bytes object containing the output of the command. If the command fails, it raises a CalledProcessError exception.

```
try:
    out_bytes = subprocess.check_output(['cmd', 'arg1', 'arg2'])
except subprocess.CalledProcessError as e:
    out_bytes = e.output      # Output generated before error
    code = e.returncode      # Return code
```

subprocess.check_output() returns a bytes object containing the output of the command. If the command fails, it raises a CalledProcessError exception.

```
out_bytes = subprocess.check_output(['cmd', 'arg1', 'arg2'],
                                     stderr=subprocess.STDOUT)
```

subprocess.check_output() returns a bytes object containing the output of the command. If the command fails, it raises a CalledProcessError exception.

```
try:
    out_bytes = subprocess.check_output(['cmd', 'arg1', 'arg2'],
    ↪ timeout=5)
except subprocess.TimeoutExpired as e:
    ...
```

subprocess.check_output() returns a bytes object containing the output of the command. If the command fails, it raises a CalledProcessError exception.

```
out_bytes = subprocess.check_output('grep python | wc > out',
    ↪ shell=True)
```

subprocess.check_output() returns a bytes object containing the output of the command. If the command fails, it raises a CalledProcessError exception.

13.7

Check the output of the subprocess.Popen command. The following code snippet shows how to launch a command with pipes and get the output as text.

```
import subprocess

# Some text to send
text = b'''
hello world
this is a test
goodbye
'''

# Launch a command with pipes
p = subprocess.Popen(['wc'],
                      stdout=subprocess.PIPE,
                      stdin=subprocess.PIPE)

# Send the data and get the output
stdout, stderr = p.communicate(text)

# To interpret as text, decode
out = stdout.decode('utf-8')
err = stderr.decode('utf-8')
```

The following code snippet shows how to launch a command with pipes and get the output as text. The code uses the subprocess module to launch the 'wc' command and send it the text 'hello world this is a test goodbye'. The output is then decoded from bytes to a string.

13.7

13.7

The following code snippet shows how to launch a command with pipes and get the output as text. The code uses the subprocess module to launch the 'wc' command and send it the text 'hello world this is a test goodbye'. The output is then decoded from bytes to a string.

13.7

The following code snippet shows how to launch a command with pipes and get the output as text. The code uses the subprocess module to launch the 'wc' command and send it the text 'hello world this is a test goodbye'. The output is then decoded from bytes to a string.

```
import shutil

# Copy src to dst. (cp src dst)
shutil.copy(src, dst)
```

```
# Copy files, but preserve metadata (cp -p src dst)
shutil.copy2(src, dst)

# Copy directory tree (cp -R src dst)
shutil.copytree(src, dst)

# Move src to dst (mv src dst)
shutil.move(src, dst)
```

ezYeoD' æCĖaEjāyNijNārzāzŌċņāRūēS; æŌēēĀNāuſēfZāzZāS; āzd' ad' DċRĖċZDæYrāōCæNĠāRŠċZ

ā; NāēCijNāēCādIJæZRæŪGāzūāYrāyĀāyĭċņāRūēS; æŌēijNēCċāzĻċZōæāGæŪGāzūāRĖāijZæYrċņāRūēS; æCādIJā; āāRĭæCšād' ■āĻūċņāRūēS; æŌēēIJñēžnījNēCċāzĻēIJāēēAæNĠāōZāĖSēTōā■ŪāRĊæTř follow_symlinks ,āēCāyNijZ

āēCādIJā; āēCšāĭċTžēcād' ■āĻūċZōā; Tāy■ċZDċņāRūēS; æŌēijNāČRēfZæāūāAžijZ

```
shutil.copytree(src, dst, symlinks=True)
```

copytree() āRfāzēēōĭ' ā; āāIJād' ■āĻūēfGċĻNāy■ēĀĻ' æNĭ' æĀġċZDāĭ; ċTēæšRāzZæŪGāzūāĻūċZōā ā; āāRfāzēæRĖā; ZāyĀāyĭāĭ; ċTēāG; æTřijNāŌēāRŪāyĀāyĭċZōā; TāR■āšNæŪGāzūāR■āĻŪēāĭ; IJāyžē; ŠāĖ

```
def ignore_pyc_files(dirname, filenames):
    return [name in filenames if name.endswith('.pyc')]

shutil.copytree(src, dst, ignore=ignore_pyc_files)
```

Since ignoring filename patterns is common, a utility function ignore_patterns() has already been provided to do it. For example:

```
shutil.copytree(src, dst, ignore=shutil.ignore_patterns('~', '.pyc'))
```

ēōlēōž

ā; ħċTĭ shutil ād' ■āĻūæŪGāzūāšNċZōā; TāzšāšSċōĀā■TāzĖċCzāRġāĀC āy■ēfĠijNārzāzŌæŪGāzūāĖCæTřæ■ōāġæAřijNcopy2() ēfZæāūċZDāG; æTřāRĭēČ; āř; ēĠāūāIJāād' ġēōēēŪōæŪūēŪt' āĀAāĻZāzZæŪūēŪt' āšNāĭCēZŖēfZāzZāšZæIJñāġæAřāijZēcāāĭċTžijN ā; EæYrārzāzŌæĻ' ĀæIJĻ' ēĀĖāĀACLsāĀAēĭDæžRforkāšNāĖūāzŪæZt' æūāšCāņāċZDæŪGāzūāĖCāġæA ēfZāyĭēfYā; Ūā; ĭēŭāzŌāzTāšCæS■ā; IċšzċzšċšzādNāšNċTĭāĻūæĻ' ĀæNēæIJĻċZDēōēēŪōæĭCēZŖāĀC ā; āēĀžāyāy■āijZāŌzā; ħċTĭ shutil.copytree() āG; æTřāĭēæĻ' ġēāNċšzċzšād' Gāz; āĀC ā; Šād' DċRĖæŪGāzūāR■ċZDæŪūāĀZijNæIJāāē; ā; ħċTĭ os.path āy■ċZDāG; æTřāĭēċāōāĭāIJāād' ġċZDāRĭċġzæd' ■æĠģijĻĻ' zāĻnāYrāRŖæŪūēēAēĀCċTĭāzŌŪnixāšNW ā; NāēCijZ

```
>>> filename = '/Users/guido/programs/spam.py'
>>> import os.path
```

```
>>> os.path.basename(filename)
'spam.py'
>>> os.path.dirname(filename)
'/Users/guido/programs'
>>> os.path.split(filename)
('/Users/guido/programs', 'spam.py')
>>> os.path.join('/new/dir', os.path.basename(filename))
'/new/dir/spam.py'
>>> os.path.expanduser('~/.guido/programs/spam.py')
'/Users/guido/programs/spam.py'
>>>
```

Python 2.0.0: The Python Cookbook, 2.0.0

```
try:
    shutil.copytree(src, dst)
except shutil.Error as e:
    for src, dst, msg in e.args[0]:
        # src is source name
        # dst is destination name
        # msg is error message from exception
        print(dst, src, msg)
```

Python 2.0.0: The Python Cookbook, 2.0.0

Python 2.0.0: The Python Cookbook, 2.0.0

13.8 Creating a tar archive

Creating a tar archive

Python 2.0.0: The Python Cookbook, 2.0.0

Creating a tar archive

Python 2.0.0: The Python Cookbook, 2.0.0

13.10 configparser

Overview

configparser module provides a simple way to access the data in a configuration file.

Example

The following example shows how to use the configparser module to read a configuration file.

```
; config.ini
; Sample configuration file

[installation]
library=%(prefix)s/lib
include=%(prefix)s/include
bin=%(prefix)s/bin
prefix=/usr/local

# Setting related to debug configuration
[debug]
log_errors=true
show_warnings=False

[server]
port: 8080
nworkers: 32
pid-file=/tmp/spam.pid
root=/www/root
signature:
=====
Brought to you by the Python Cookbook
=====
```

The following example shows how to use the configparser module to read a configuration file.

```
>>> from configparser import ConfigParser
>>> cfg = ConfigParser()
>>> cfg.read('config.ini')
['config.ini']
>>> cfg.sections()
['installation', 'debug', 'server']
>>> cfg.get('installation', 'library')
'/usr/local/lib'
>>> cfg.getboolean('debug', 'log_errors')
True
>>> cfg.getint('server', 'port')
```

```
8080
>>> cfg.getint('server','workers')
32
>>> print(cfg.get('server','signature'))

\=====
Brought to you by the Python Cookbook
\=====
>>>
```

```
cfg.write()
æŮzæŧTärEäEzäZdälæŮGäzŭäy■äÄCä;NäeCijZ
```

```
>>> cfg.set('server','port','9000')
>>> cfg.set('debug','log_errors','False')
>>> import sys
>>> cfg.write(sys.stdout)
```

```
[installation]
library = %(prefix)s/lib
include = %(prefix)s/include
bin = %(prefix)s/bin
prefix = /usr/local

[debug]
log_errors = False
show_warnings = False

[server]
port = 9000
workers = 32
pid-file = /tmp/spam.pid
root = /www/root
signature =
    \=====
    Brought to you by the Python Cookbook
    \=====
>>>
```

èöìèöž

éĚ■;øæŮGäzŭä;IJäyZäyÄçg■äRrèræÄgä;Läe;çZDæäijäijRijNéIdäyÿéÄCçTläzÖa■YäCíclNäzRäy■ç;äIJläRäyIéĚ■;øæŮGäzŭäy■ijNéĚ■;øæŧTæ■öäijZecnáLEçzDijLæfTæCä;Nä■Räy■çZDâÄIInstallationâÄIdebugâÄIäŦNâÄIserverâÄIrijL'äÄCæfRäyIäLEçzDâIJläEüäy■æNŸaöZärzäZTçZDâRDäyIäRYéGRäÄ

ärzäZÖäRræöçÖrâRNæäüäLšèC;çZDèĚ■;øæŮGäzŭäŦNPythonæzRæŮGäzŭäYræIJL'ä;Läd'gçZDäy■éĚŮäELijNéĚ■;øæŮGäzŭçZDèr■æŧTèeAæZr'èGlçTsäzZijNäyNéIcçZDèTNaÄijèr■äRæYrç■L'æŧLçZDij

```
prefix=/usr/local
prefix: /usr/local
```

¶

```
>>> cfg.get('installation', 'PREFIX')
'/usr/local'
>>> cfg.get('installation', 'prefix')
'/usr/local'
>>>
```

¶

```
log_errors = true
log_errors = TRUE
log_errors = Yes
log_errors = 1
```

¶

```
[installation]
library=%(prefix)s/lib
include=%(prefix)s/include
bin=%(prefix)s/bin
prefix=/usr/local
```

¶

```
; ~/.config.ini
[installation]
prefix=/Users/beazley/test

[debug]
log_errors=False
```

¶

```
>>> # Previously read configuration
>>> cfg.get('installation', 'prefix')
'/usr/local'

>>> # Merge in user-specific configuration
>>> import os
>>> cfg.read(os.path.expanduser('~/.config.ini'))
['/Users/beazley/.config.ini']

>>> cfg.get('installation', 'prefix')
'/Users/beazley/test'
```

```
>>> cfg.get('installation', 'library')
'/Users/beazley/test/lib'
>>> cfg.getboolean('debug', 'log_errors')
False
>>>
```

prefix is the path to the library directory. The default is the path to the library directory.

```
>>> cfg.get('installation', 'library')
'/Users/beazley/test/lib'
>>> cfg.set('installation', 'prefix', '/tmp/dir')
>>> cfg.get('installation', 'library')
'/tmp/dir/lib'
>>>
```

The easiest way to add logging to simple programs is to use the logging module. For example:

13.11 Adding Logging to a Program

Example

The easiest way to add logging to simple programs is to use the logging module. For example:

Adding Logging to a Program

The easiest way to add logging to simple programs is to use the logging module. For example:

```
import logging

def main():
    # Configure the logging system
    logging.basicConfig(
        filename='app.log',
        level=logging.ERROR
    )

    # Variables (to make the calls that follow work)
    hostname = 'www.python.org'
    item = 'spam'
    filename = 'data.csv'
    mode = 'r'
```



```
[loggers]
keys=root

[handlers]
keys=defaultHandler

[formatters]
keys=defaultFormatter

[logger_root]
level=INFO
handlers=defaultHandler
qualname=root

[handler_defaultHandler]
class=FileHandler
formatter=defaultFormatter
args=('app.log', 'a')

[formatter_defaultFormatter]
format=%(levelname)s: %(name)s: %(message)s
```

æÇæðIä;æÇşæŁæŤzé■ç;ōiijNāRřazēçŽt æŌēçijŮēçŠæŮGäzŮlogconfig.ini■şāRřāĀĈ

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ārçōāāržāžŌ logging ælāāiŮēĀNāūsæIJL'āçŁād'ŽæŽt'énŸçžgçŽĐēĒ■ç;ōēĀL'ēāzīijN
 äy■ēŁēŁēŽēGŇçŽĐæŮzæāŁāržāžŌçōĀā■ŤçŽĐçĪNāzRāšNēĐŽæIJñāūsçzRēūsāđ'şāžĒāĀĈ
 āRlæÇşāIJlērÇçŤlæŮēāŁŮæŞ■ā;IJāL'■āĒLæL'gēāNāyNbasicConfig()āGç;æŤræŮzæşŤiijNāççŽĐçĪNāzRāřsē

æÇæðIä;æÇşēēAä;āçŽĐæŮēāŁŮæŮLæAřāĒZāLřæāGāGĒēŤŽēřřāy■iijNēĀNāy■æŸræŮēāŁŮæŮGäz
 basicConfig() æŮŮäy■äijæŮGäzŮāR■āRĈæŤrā■şāRřāĀĈāçNāēĈiijŽ

```
logging.basicConfig(level=logging.INFO)
```

basicConfig() āIJçĪNāzRāy■āRlæÇçēçnæL'gēāNāyĀæñāāĀĈæÇæðIä;āçĪ■āRŌæÇşæŤzāRŸæŮēā
 āřsēIJāēēAāĒLēŮōāRŮ root logger iijNçĐŮāRŌçŽt æŌēāŁæŤzāōĀāĈāçNāēĈiijŽ

```
logging.getLogger().level = logging.DEBUG
```

ēIJāēēAäijžērÇçŽĐæŸræIJñēLĈāRlæŸræijŤçđ'žāžĒ logging
 ælāāiŮçŽĐäyĀāžZāşžæIJñçŤlæşŤāĀĈ āōĈāRřāzēāAŽæŽt'ād'ŽæŽt'énŸçžgçŽĐāōZāLŮāĀĈ
 āĒşāžŌæŮēāŁŮāōZāLŮāNŮäyĀäyĪāçŁāēççŽĐēŤĐæžRæŸř Logging Cookbook

13.12 Creating a Logger

Example

The following example shows how to create a logger and use it to log messages.

Example

The following example shows how to create a logger and use it to log messages. The example is a module named `somelib.py` that defines a function `func()` which logs a critical error and a debug message.

```
# somelib.py

import logging
log = logging.getLogger(__name__)
log.addHandler(logging.NullHandler())

# Example function (for testing)
def func():
    log.critical('A Critical Error!')
    log.debug('A debug message')
```

The following example shows how to use the `somelib` module to log messages.

```
>>> import somelib
>>> somelib.func()
>>>
```

The following example shows how to configure the logging module to output messages to the console.

```
>>> import logging
>>> logging.basicConfig()
>>> somelib.func()
CRITICAL:somelib:A Critical Error!
>>>
```

Example

The following example shows how to create a logger and use it to log messages. The example is a module named `somelib.py` that defines a function `func()` which logs a critical error and a debug message. The example also shows how to configure the logging module to output messages to the console.

æfYæIJL'äyÄçCzärsæYrärzäzÖäRðäyLäG;æTträzŞçZDæUëäfUëE■ç;öäRräzæYrçZyäzŞçNñçNçZDij
ä;NäeCijNärzäzÖäeCäyNçZDäzççäAijZ

```
>>> import logging
>>> logging.basicConfig(level=logging.ERROR)

>>> import somelib
>>> somelib.func()
CRITICAL:somelib:A Critical Error!

>>> # Change the logging level for 'somelib' only
>>> logging.getLogger('somelib').level=logging.DEBUG
>>> somelib.func()
CRITICAL:somelib:A Critical Error!
DEBUG:somelib:A debug message
>>>
```

äIJleZéGñijNæäzæUëäfUëcñE■ç;öäLRäzEäzEë;ŞäGZERRORæLÜæZt'énYçzğäLñçZDæüLæAřä
äy■eL'ijNsomelibçZDæUëäfUçzğäLñcñ■TçNñE■ç;öäLRäRräzë;ŞäGZdebugçzğäLñçZDæüLæAřä
äCRëfZæüæZt'æTzä■TçNñæIaaiUçZDæUëäfUëE■ç;öärzäzÖërCërTæIëeösæYrç;LæÜzä;ççZDijN
äZäyZä;äæUäeIJÄÖæZt'æTzäzä;TçZDäEläsÄæUëäfUëE■ç;öäÄTäÄTäRléIJäeAäföæTzä;äæÇsëeAæZ

Logging HOWTO èrççzEäzNçz■äzEäeCä;TéE■ç;öæUëäfUäIaaiUäŞNäEüäzÜæIJLçTlæLÄäüñijNärRä

13.13 äódçÖräyÄäyLèóæUüäZÍ

éUöécY

ä;äæÇsëöä;TçIñäzRæL'gëaÑad'ZäyLäzZäLæL'ÄèLset'zçZDæUüéU'

ègçäEşæÜzæL

time æIaaiUäNëäRnä;Läd'ZäG;æTträIæL'gëaÑeüşæUüéU't æIJL'äEşçZDäG;æTträÄC
är;çöäeCæ■d'ijNëÄZäyæLŠäzñäijZäIJæ■d'äşzçäÄzNäyLædDéÄäyÄäyLæZt'énYçzğçZDæÖäRcæIæ

```
import time

class Timer:
    def __init__(self, func=time.perf_counter):
        self.elapsed = 0.0
        self._func = func
        self._start = None

    def start(self):
        if self._start is not None:
            raise RuntimeError('Already started')
        self._start = self._func()
```

```
def stop(self):
    if self._start is None:
        raise RuntimeError('Not started')
    end = self._func()
    self.elapsed += end - self._start
    self._start = None

def reset(self):
    self.elapsed = 0.0

@property
def running(self):
    return self._start is not None

def __enter__(self):
    self.start()
    return self

def __exit__(self, *args):
    self.stop()
```

1. Explicit start/stop
 2. As a context manager

```
def countdown(n):
    while n > 0:
        n -= 1

# Use 1: Explicit start/stop
t = Timer()
t.start()
countdown(1000000)
t.stop()
print(t.elapsed)

# Use 2: As a context manager
with t:
    countdown(1000000)

print(t.elapsed)

with Timer() as t2:
    countdown(1000000)
print(t2.elapsed)
```



```
if __name__ == '__main__':
    set_max_runtime(15)
    while True:
        pass
```

člNāžRèĚRèāNæŮšijŇSIGXCPU āĚāāRūāIJāŮšēŮt'èĚGæIJšæŮšēčŇčŤšæĹRřijŇčĎūāRŌæĹġèāNæŷ
èĚAéŽRāĹūāĚĚā■Ÿā;ĚčŤliijŇèō;ç;ōāRřā;ĚčŤlčŽĎæĀzāĚĚā■ŸāĀija■šāRřijŇāĚCāŷNriijŽ

```
import resource

def limit_memory(maxsize):
    soft, hard = resource.getrlimit(resource.RLIMIT_AS)
    resource.setrlimit(resource.RLIMIT_AS, (maxsize, hard))
```

āČRèĚZæāūèō;ç;ōāžĚāĚĚā■ŸéŽRāĹūāRŌijŇčlNāžRèĚRèāNāĹræšæIJĹād'Žā;ŽāĚĚā■ŸæŮšāijŽæĹZ
MemoryError āijCāŷŷāĀČ

èóĹèőž

āIJāIJnèĹCā;Nā■Rāŷ■ijŇsetrlimit() āĜ;æŤrèčŇčŤlæĹèèō;ç;ōčĹ'zāōžĚĎæžRāŷĹéĹččŽĎĚ;réŽR
è;réŽRāĹūāŸrāŷĀāŷĹāĀijriijŇā;šēŮĚēĚĚēŤZāŷĹāĀijčŽĎæŮūāĀZæš■ā;IJčšzçzšéĀZāŷŷāijŽāRŠéĀĀāŷĀāŷ
çāñéŽRāĹūāŸrçŤlæĹæŇĜāōžĚ;réŽRāĹūēČ;èō;ç;ōčŽčŽĎæIJĀād'ġāĀijaĀČéĀZāŷŷæĹèèōšijŇēĚZāŷĹčŤšçšz
āř;çōāçāñéŽRāĹūāRřāžæŤžāRāŷĀčCžijŇā;ĚæŸræIJĀāč;āŷ■èĚAā;ĚčŤlčŤlæĹūēĚZčĹNāŌžāĚōæŤžāĀČ

setrlimit() āĜ;æŤrèĚŸēČ;èčŇčŤlæĹèèō;ç;ōā■RèĚZčĹNæŤrèĜRāĀĀæĹ'šāijĀæŮĜāzūæŤrāžēāRĹ
æŽt'ād'ŽèřæČĚēŮāRČēĀČ resource æĹāāĪŮčŽĎæŮĜæāčāĀČ

éIJĀèĚAæšĹæĎRčŽĎæŸræIJnèĹCāĚĚāōžāRĹēČ;éĀČčŤlāžŌUnixçšzçzšijŇNāzūāŷŤāŷ■āĹēŮAæĹ'ĀæIJĹ
æŤĀēČæĹSāžŇāIJĹætŇNērŤčŽĎæŮūāĀZijŇNāōČēČ;āIJĹLinuxāŷĹéĹčæ■čāŷŷēĚRèāŇriijŇā;ĚæŸrāIJĹOS
XāŷĹā■Ů'āŷ■ēČ;āĀČ

13.15 āRřāĹlāŷĀāŷĹWEBæŤRèġĹāŽĪ

éŮóécŸ

ä;āæČšéĀŽēĚĚēĎŽæIJnāRřāĹlætŤRèġĹāŽĹāzūæĹ'šāijĀæŇĜāōžčŽĎURLç;Šéat

èġčāĚšæŮzæāĹ

webbrowser æĹāāĪŮēČ;èčŇčŤlæĹēāRřāĹlāŷĀāŷĹætŤRèġĹāŽĹliijŇNāzūāŷŤāŷŌāžšāRræŮāāĚšāĀČā;NāēČ

```
>>> import webbrowser
>>> webbrowser.open('http://www.python.org')
True
>>>
```

Python Cookbook 2.0.0

```
>>> # Open the page in a new browser window
>>> webbrowser.open_new('http://www.python.org')
True
>>>

>>> # Open the page in a new browser tab
>>> webbrowser.open_new_tab('http://www.python.org')
True
>>>
```

Python Cookbook 2.0.0

```
>>> c = webbrowser.get('firefox')
>>> c.open('http://www.python.org')
True
>>> c.open_new_tab('http://docs.python.org')
True
>>>
```

Python Cookbook 2.0.0

Python Cookbook 2.0.0

Python Cookbook 2.0.0

CHAPTER 16

çňňā■AāŽŽçñăiijŽæťNërŤāĀAèřČèřŤāŠŇāiijČăyŷ

èřŤétNèřŸæŸřâĹæčŠçŽDriijNă;EæŸřèřČèřŤriijšâršæšæéCčázĹæIJL'èúčázEăĀCăžŇăôđæŸriijŇăIJlPytl

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14.1 æťNërŤstdoutèĹŠăĜž

éŮóécŸ

ă;ăçŽDčlŇăžRăy■æIJL'ăylæŮzæşŤăiijŽèĹŠăĜžăĹræăĜăĜEèĹŠăĜžăy■riijLsys.stdoutriijL'ăĀCăžšâršæŸřè
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èğcăEşæŮzæaĹ

ă;ăçŤl unittest.mock æĹaăĹŮăy■çŽD patch() âĜ;æŤriijŇ
ă;ăçŤlètuæĹèéĹdăyŷçôĂă■ŤriijŇăRřăžèăyžă■ŤăylæťNërŤæĹæŇş sys.stdout
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ă;IJăyžăyĂăylăĹŇă■ŤriijŇæĹSăžňăIJl mymodule æĹaăĹŮăy■ăôŽăžĹL'æçCăyŇăyĂăylăĹă;æŤriijŽ

```
# mymodule.py
```

```
def urlprint(protocol, host, domain):  
    url = '{}://{}.{}'.format(protocol, host, domain)  
    print(url)
```

ézŸèôd'æČĚăEĹăyŇăEĚç;ôçŽD print âĜ;æŤriijŽăřEèĹŠăĜžăRŠéĂăăĹr sys.
stdout âĀC äyžăžEæťNërŤèĹŠăĜžçIJşçŽDăIJlèCčéĜŇriijNă;ăăRřăžèă;ăçŤlăyĂăylæŽfèžňăržèşæĹèæĹæŇ

from io import StringIO
from unittest import TestCase
from unittest.mock import patch
import mymodule

```
class TestURLPrint(TestCase):
    def test_url_gets_to_stdout(self):
        protocol = 'http'
        host = 'www'
        domain = 'example.com'
        expected_url = '{}://{}.{}\n'.format(protocol, host, domain)

        with patch('sys.stdout', new=StringIO()) as fake_out:
            mymodule.urlprint(protocol, host, domain)
            self.assertEqual(fake_out.getvalue(), expected_url)
```

14.2

urlprint() aġġaTtæŌæRŪäyL'äyġaRĈæTtġijNæTtNæTtæŪzæſTġijÄäġNäijZäĒĒēō;ç;ŋæfRäyÄäyġa
expected_url äRŸéĠRēcñēō;ç;ŋæLŖäNĒäRŋæIJſæIJZçZĎē;ſäĠZçZĎäŪçñäyſäÄĈ

unittest.mock.patch() aġġaTtæŋçTġġä;IJäyÄäyġäyLäyNæŪĠçŋæçRĒäZġġijNä;ççTġ
StringIO äŖzèſæġäzçæZĤ sys.stdout . fake_out
äRŸéĠRēcñēō;ç;ŋæLŖäNĒäRŋæIJſæIJZçZĎē;ſäĠZçZĎäŪçñäyſäÄĈ äIJwith-
ēräRēäyä;ççTġġäŌÇäRŖäzæL'ġæäNäRĎçġæçÄæſēäÄĈä;ſwithēräRēççſæġſæŪüijNpatch
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æIJL'äyÄçZēIJÄēæAæſäæĎRçZĎæŸŖæſRäzZäŖzPythonçZĎCæL'äſTäŖŖēç;äijZäſ;ççTæŌL
sys.stdout çZĎēĒç;ŋäzNçZt'æŌæäZäĒäLŖäGäŒē;ſäĠZäyäÄĈ
éZŖäzŌçŖGäzĒijNæIJñēLÇäyäijZæŪL'äŖLäLŖēçZæŪzēĠççZĎēſēġççijNäŌÇäÄĈçTġäzŌççſPythonäzççäÄ
äçCædIJä;äçIJççZĎēIJÄēæAäIJCæL'äſTäyæTēŌüI/OijNä;ääRŖäzæäĒLæL'ſäijÄäyÄäyġäy'tæŪäæŪĠzäz
æZt'äd'ZäĒſäzŌæTēŌüäzæäŪçñäyſä;çäijRæTēŌüI/OäſN StringIO
äŖzèſæŖŭäRĈéŸĒ5.6äŖRēLÇäÄĈ

14.2 äġġäTäĒÇæTtNæTtÄyççZäŖzèſæL'ſæäæäyÄ

éŪŋéçŸ

ä;ääZçZĎäTäĒÇæTtNæTtÄyæIJÄēæAçzZæNĠäŌZçZĎäŖzèſæL'ſæäæäyÄijN
çTġäēäŪäĠäŌÇäzñäIJæTtNæTtÄyççZĎæIJſæIJZæäNäyziijLæŖTäçCġijNäŪäĠäēcñērççTġäŪüçZĎäRĈæT

Mocking

`unittest.mock.patch()` is a decorator that replaces the target object with a mock object. The mock object can be configured to return specific values or perform specific actions. This is useful for testing code that depends on external objects or services.

```
from unittest.mock import patch
import example

@patch('example.func')
def test1(x, mock_func):
    example.func(x)  # Uses patched example.func
    mock_func.assert_called_with(x)
```

The `patch()` function can also be used as a context manager. This is useful for testing code that uses the target object within a specific scope.

```
with patch('example.func') as mock_func:
    example.func(x)  # Uses patched example.func
    mock_func.assert_called_with(x)
```

The `patch()` function can also be used to patch a class attribute. This is useful for testing code that uses a class attribute.

```
p = patch('example.func')
mock_func = p.start()
example.func(x)
mock_func.assert_called_with(x)
p.stop()
```

The `patch()` function can also be used to patch a module attribute. This is useful for testing code that uses a module attribute.

```
@patch('example.func1')
@patch('example.func2')
@patch('example.func3')
def test1(mock1, mock2, mock3):
    ...

def test2():
    with patch('example.patch1') as mock1, \
         patch('example.patch2') as mock2, \
         patch('example.patch3') as mock3:
        ...
```

Mocking

The `patch()` function can also be used to patch a class attribute. This is useful for testing code that uses a class attribute.

```
>>> x = 42
>>> with patch('__main__.x'):
...     print(x)
...
<MagicMock name='x' id='4314230032'>
>>> x
42
>>>
```

äy■èfGrijNä;ääRräzëéÄŽèfGçzŽ patch() æRŘä;ŽçñnäžNäyIäRCæTṛæIëärEäÄijæŽÆæ■cæLŘäzzä;T

```
>>> x
42
>>> with patch('__main__.x', 'patched_value'):
...     print(x)
...
patched_value
>>> x
42
>>>
```

ècñçTlæIëä;IJäyžæŽÆæ■cäÄijçŽD MagicMock äöđä;NèČ;äd'šæIææNšäRrërČçTlärzèsäåŠNäöđä;NäÄ
äzÜäznèöřä;TärzèsäçŽDä;fçTlāfæAřázüäĚAëöyä;äæL'gëäNæÜ■élĀæčĀæšëijNä;NäçČijŽ

```
>>> from unittest.mock import MagicMock
>>> m = MagicMock(return_value = 10)
>>> m(1, 2, debug=True)
10
>>> m.assert_called_with(1, 2, debug=True)
>>> m.assert_called_with(1, 2)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File ".../unittest/mock.py", line 726, in assert_called_with
    raise AssertionError(msg)
AssertionError: Expected call: mock(1, 2)
Actual call: mock(1, 2, debug=True)
>>>

>>> m.upper.return_value = 'HELLO'
>>> m.upper('hello')
'HELLO'
>>> assert m.upper.called

>>> m.split.return_value = ['hello', 'world']
>>> m.split('hello world')
['hello', 'world']
>>> m.split.assert_called_with('hello world')
>>>

>>> m['blah']
<MagicMock name='mock.__getitem__()' id='4314412048'>
```

```
>>> m.__getitem__.called
True
>>> m.__getitem__.assert_called_with('blah')
>>>
```

Example 16.2: Using `unittest.mock` to mock `urlopen` in a test.

```
# example.py
from urllib.request import urlopen
import csv

def dowprices():
    u = urlopen('http://finance.yahoo.com/d/quotes.csv?s=@^DJI&f=s11
    ↪')
    lines = (line.decode('utf-8') for line in u)
    rows = (row for row in csv.reader(lines) if len(row) == 2)
    prices = { name:float(price) for name, price in rows }
    return prices
```

Example 16.2: Using `unittest.mock` to mock `urlopen` in a test.

```
import unittest
from unittest.mock import patch
import io
import example

sample_data = io.BytesIO(b'''\
"IBM",91.1\r
"AA",13.25\r
"MSFT",27.72\r
\r
''')

class Tests(unittest.TestCase):
    @patch('example.urlopen', return_value=sample_data)
    def test_dowprices(self, mock_urlopen):
        p = example.dowprices()
        self.assertTrue(mock_urlopen.called)
        self.assertEqual(p,
                          {'IBM': 91.1,
                           'AA': 13.25,
                           'MSFT': 27.72})

if __name__ == '__main__':
    unittest.main()
```

Example 16.2: Using `unittest.mock` to mock `urlopen` in a test.

```

import urllib.request
example = urllib.request.urlopen('http://www.python.org').read()

```

```

from unittest.mock import patch
@patch('urllib.request.urlopen')
def test_urlopen(mock_urlopen):
    mock_urlopen.return_value = mock.Mock()
    mock_urlopen.read.return_value = 'Hello World'
    response = urllib.request.urlopen('http://www.python.org')
    assert response.read() == 'Hello World'

```

14.3 Using unittest.mock to Mock urllib.request.urlopen

Example

The following code snippet demonstrates how to use `unittest.mock` to mock the `urllib.request.urlopen` function.

Code Snippet

```

from unittest.mock import patch
import urllib.request

@patch('urllib.request.urlopen')
def test_urlopen(mock_urlopen):
    mock_urlopen.return_value = mock.Mock()
    mock_urlopen.read.return_value = 'Hello World'
    response = urllib.request.urlopen('http://www.python.org')
    assert response.read() == 'Hello World'

```

```

import unittest

# A simple function to illustrate
def parse_int(s):
    return int(s)

class TestConversion(unittest.TestCase):
    def test_bad_int(self):
        self.assertRaises(ValueError, parse_int, 'N/A')

```

The following code snippet demonstrates how to use `unittest.mock` to mock the `urllib.request.urlopen` function.

```

import errno

class TestIO(unittest.TestCase):
    def test_file_not_found(self):
        try:
            f = open('/file/not/found')
        except IOError as e:
            self.assertEqual(e.errno, errno.ENOENT)
        else:
            self.fail('IOError not raised')

```

ěóěőž

`assertRaises()` æŮžæšŤäyžæŤNërŤäijČäyŷa■ŷäIJläĀgæŘŘä;ŽäžEäyĀäyŤčōĀä;ŁæŮžæšŤäĀĆ
äyĀäyŤäyŷëĀçŽĎĎŽüéŸsæŸræL'NäLĀŌžēŁZëaŊäijČäyŷæčĀæŤNäĀĆæŤŤæČĭijŽ

```
class TestConversion(unittest.TestCase):
    def test_bad_int(self):
        try:
            r = parse_int('N/A')
        except ValueError as e:
            self.assertEqual(type(e), ValueError)
```

ēŁŽçg■æŮžæšŤçŽĎĎŮőéčŸäIJläžŌäőČä;ŁäőžæŸŸséAŮæijRäĒüžŮæČĒäĒijNærŤäēČæšæIJL'äzzä;
éČčäžŁä;æēŸä;ŮéIJĀēēAāčđāŁäāŘēāđ'ŮçŽĎæčĀæŤNēŁĠčĭNijNäēČäyNēĭčēŁŽæäüijŽ

```
class TestConversion(unittest.TestCase):
    def test_bad_int(self):
        try:
            r = parse_int('N/A')
        except ValueError as e:
            self.assertEqual(type(e), ValueError)
        else:
            self.fail('ValueError not raised')
```

`assertRaises()` æŮžæšŤäijŽāđ'ĎčŘĒæL'ĀæIJL'čžEēŁČĭijNäŽāæ■đ'ä;äāžŤērēä;ŁçŤĪāőČāĀĆ
`assertRaises()` çŽĎäyĀäyŤčijçČžæŸrāőČæŤNäy■āžEäijČäyŷäĒüä;ŸçŽĎäĀijæŸrāđ'ŽārSāĀĆ
äyžäžEæŤNërŤäijČäyŷäĀijĭijNäRrāžēä;ŁçŤĪ `assertRaisesRegex()` æŮžæšŤĭijN
āőČārRāŊNæŮŷæŤNërŤäijČäyŷçŽĎa■ŷäIJläžēāRŁēĀŽēŁĠčāŁŽäijRāŊžēĒ■äijČäyŷçŽĎa■ŮçņäyšēāŁčđ

```
class TestConversion(unittest.TestCase):
    def test_bad_int(self):
        self.assertRaisesRegex(ValueError, 'invalid literal .*',
                               parse_int, 'N/A')
```

`assertRaises()` āŠŊ `assertRaisesRegex()`
ēŁŸæIJL'äyĀäyŤäőžæŸŸāŁ;çŤčçŽĎāIJræŮžāršæŸrāőČāžnēŁŸēČ;ēčnā;ŸāAžäyŁäyNæŮĠčōāçŘĒāŽĪä;ŁçŤĪ

```
class TestConversion(unittest.TestCase):
    def test_bad_int(self):
        with self.assertRaisesRegex(ValueError, 'invalid literal .*
→'):
            r = parse_int('N/A')
```

ä;Eä;āçŽĎæŤNërŤäüL'āRŁāŁrāđ'ŽäyŤæL'ġëāŊæ■ēēĪđ'çŽĎæŮŷāĀŽēŁŽçg■æŮžæšŤāršä;ŁæIJL'çŤĪāžE

14.4 Running Tests on a Module

Overview

This recipe shows how to run tests on a module using the unittest module.

Example

The following code defines a test case and runs it using the unittest module.

```
import unittest

class MyTest(unittest.TestCase):
    pass

if __name__ == '__main__':
    unittest.main()
```

The following code defines a test case and runs it using the unittest module.

```
import sys

def main(out=sys.stderr, verbosity=2):
    loader = unittest.TestLoader()
    suite = loader.loadTestsFromModule(sys.modules[__name__])
    unittest.TextTestRunner(out, verbosity=verbosity).run(suite)

if __name__ == '__main__':
    with open('testing.out', 'w') as f:
        main(f)
```

Notes

The following code defines a test case and runs it using the unittest module.

The following code defines a test case and runs it using the unittest module.

```
import unittest

loader = unittest.TestLoader()
suite = loader.loadTestsFromModule(sys.modules[__name__])
runner = unittest.TextTestRunner(sys.stdout, verbosity=2)
runner.run(suite)
```


except OSError: raise ValueError('File not found')
except FileNotFoundError: raise ValueError('File not found')

```
>>> f = open('missing')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
FileNotFoundError: [Errno 2] No such file or directory: 'missing'
>>> try:
...     f = open('missing')
... except OSError:
...     print('It failed')
... except FileNotFoundError:
...     print('File not found')
...
It failed
>>>
```

FileNotFoundError is a subclass of OSError. You can catch both with an except OSError: block. However, if you want to catch only FileNotFoundError, you can use the following code:

```
>>> FileNotFoundError.__mro__
(<class 'FileNotFoundError'>, <class 'OSError'>, <class 'Exception'>
,
<class 'BaseException'>, <class 'object'>)
>>>
```

BaseException is the base class for all exceptions except KeyboardInterrupt.

14.7 Handling File Not Found Errors

Introduction

This recipe shows how to handle file not found errors.

Example

The following code shows how to handle file not found errors using the try/except/finally block. The code raises a ValueError exception if the file is not found.

```
try:
...
except Exception as e:
...
    log('Reason:', e)          # Important!
```

SystemExit KeyboardInterrupt
 GeneratorExit Exception
 BaseException

The `BaseException` class is the base class for all other exception classes. It is a subclass of `Exception`, which is a subclass of `BaseException`. The `BaseException` class is the base class for all other exception classes. It is a subclass of `Exception`, which is a subclass of `BaseException`.

```

def parse_int(s):
    try:
        n = int(v)
    except Exception:
        print("Couldn't parse")
    
```

The `parse_int` function is a simple function that takes a string `s` and returns an integer `n`. If the string `s` is not a valid integer, it prints an error message.

```

>>> parse_int('n/a')
Couldn't parse
>>> parse_int('42')
Couldn't parse
>>>
    
```

The `parse_int` function is a simple function that takes a string `s` and returns an integer `n`. If the string `s` is not a valid integer, it prints an error message.

```

def parse_int(s):
    try:
        n = int(v)
    except Exception as e:
        print("Couldn't parse")
        print('Reason:', e)
    
```

The `parse_int` function is a simple function that takes a string `s` and returns an integer `n`. If the string `s` is not a valid integer, it prints an error message.

```

>>> parse_int('42')
Couldn't parse
Reason: global name 'v' is not defined
>>>
    
```

The `parse_int` function is a simple function that takes a string `s` and returns an integer `n`. If the string `s` is not a valid integer, it prints an error message.

14.8 Creating Custom Exceptions

Introduction

When you need to create a custom exception, you can inherit from the `Exception` class.

Example

The following code defines four custom exceptions: `NetworkError`, `HostnameError`, `TimeoutError`, and `ProtocolError`. Each exception inherits from the `Exception` class.

```
class NetworkError(Exception):
    pass

class HostnameError(NetworkError):
    pass

class TimeoutError(NetworkError):
    pass

class ProtocolError(NetworkError):
    pass
```

The following code demonstrates how to use these exceptions in a try-except block.

```
try:
    msg = s.recv()
except TimeoutError as e:
    ...
except ProtocolError as e:
    ...
```

Conclusion

Creating custom exceptions allows you to handle specific errors in your code. The `Exception` class is the base class for all exceptions. You can inherit from `Exception` to create a new exception, or inherit from a specific exception to create a more specific one. The following table lists the exceptions defined in the example code.

Exception Class	Base Class
<code>NetworkError</code>	<code>Exception</code>
<code>HostnameError</code>	<code>NetworkError</code>
<code>TimeoutError</code>	<code>NetworkError</code>
<code>ProtocolError</code>	<code>NetworkError</code>

The following code demonstrates how to use these exceptions in a try-except block.

Python 2.0.0

```
try:
    s.send(msg)
except ProtocolError:
    ...
```

Python 2.0.0

```
try:
    s.send(msg)
except NetworkError:
    ...
```

Python 2.0.0

```
class CustomError(Exception):
    def __init__(self, message, status):
        super().__init__(message, status)
        self.message = message
        self.status = status
```

Python 2.0.0

```
>>> try:
...     raise RuntimeError('It failed')
... except RuntimeError as e:
...     print(e.args)
...
('It failed',)
>>> try:
...     raise RuntimeError('It failed', 42, 'spam')
... except RuntimeError as e:
...     print(e.args)
...
('It failed', 42, 'spam')
>>>
```

Python 2.0.0

14.9 Raising an Exception from a Function

Exception

When a function raises an exception, it can be useful to know where the exception was raised. This is especially true when the function is part of a larger program and the exception is not handled within the function itself.

Example

The following example shows a function that raises an exception from within a try/except block. The exception is a `RuntimeError` with the message "A parsing error occurred".

```
>>> def example():
...     try:
...         int('N/A')
...     except ValueError as e:
...         raise RuntimeError('A parsing error occurred') from e
>>>
example()
Traceback (most recent call last):
  File "<stdin>", line 3, in example
ValueError: invalid literal for int() with base 10: 'N/A'
```

The following example shows a function that raises an exception from within a try/except block. The exception is a `RuntimeError` with the message "A parsing error occurred".

```
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 5, in example
RuntimeError: A parsing error occurred
>>>
```

The following example shows a function that raises an exception from within a try/except block. The exception is a `RuntimeError` with the message "A parsing error occurred".

```
try:
    example()
except RuntimeError as e:
    print("It didn't work:", e)

    if e.__cause__:
        print('Cause:', e.__cause__)
```

The following example shows a function that raises an exception from within a try/except block. The exception is a `RuntimeError` with the message "A parsing error occurred".

```
>>> def example2():
...     try:
```

```
...         int('N/A')
...     except ValueError as e:
...         print("Couldn't parse:", err)
...
>>>
>>> example2()
Traceback (most recent call last):
  File "<stdin>", line 3, in example2
ValueError: invalid literal for int() with base 10: 'N/A'
```

Example 2: Raising an exception from a function

```
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 5, in example2
NameError: global name 'err' is not defined
>>>
```

Example 3: Raising an exception from a function

Example 3: Raising an exception from a function

```
>>> def example3():
...     try:
...         int('N/A')
...     except ValueError:
...         raise RuntimeError('A parsing error occurred') from _
↳None...
>>>
example3()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 5, in example3
RuntimeError: A parsing error occurred
>>>
```

16.9. 14.9

Example 4: Raising an exception from a function

```
try:
...
except SomeException as e:
    raise DifferentException() from e
```

Example 5: Raising an exception from a function

äzšārsæYřerťiijN`DifferentException` æYřçZt'æŌěäzŌ `SomeException`
 eāçTšēĀNæİēāĀĆ ēfZçgāĒšçszāRřäzēäzŌāZđæžřçzšæđIJäyçIJNāGžæİēāĀĆ

āçĆæđIJä;āāČRäyNéİcēfZæūūāEZäzççāAīijNā;āāzçDūāijŽā;ŪāLřäyĀäyİēSç;æŌěāijCāyŷiijN
 äyēēfGēfZäyİāzūæšæIJL'āçLäyĒæŽřçZDērt'æYŌēfZäyİāijCāyŷēSç;āLřāzTæYřāEēČlāijCāyŷēfYæYřæS

```
try:
    ...
except SomeException:
    raise DifferentException()
```

āçŠä;āā;fçTl raise from ērāRēçZDērlīijNāřsāçLäyĒæēZçZDēāfæYŌæLZāGžçZDæYřçñnāzNāyİā

æIJĀāRŌäyĀäyİāçNāRäyēZŘēŪRāijCāyŷēSç;āfæAřāĀĆ
 āřçōāēZŘēŪRāijCāyŷēSç;āfæAřāyāL'āžŌāZđæžřiijNāRŊæŪūāōČāzšäyčād'sāžEāçLād'ŽæIJL'çTlçZDēř
 äyēēfGäyGāzNçZĒāzšçL'īijNæIJL'æŪūāZāRlāfİçTžēĀĆāçšçZDāfæAřāzšæYřāçLæIJL'çTlçZDāĀĆ

14.10 éGæŪřæLZāGžēčnæTēŌūçŽDāijCāyŷ

éŪŌēčY

āçāāIJläyĀäyİ except āİŪäyæTēŌūāzEäyĀäyİāijCāyŷiijNçŌřāIJlæČšēGæŪřæLZāGžāōČāĀĆ

èğçāEşæŪzæāçL

çōĀāçTçZDäçfçTlāyĀäyİāçTçNñçZD raise ērāRēāçšāRřiijNāçNāçCīijŽ

```
>>> def example():
...     try:
...         int('N/A')
...     except ValueError:
...         print("Didn't work")
...         raise
...

>>> example()
Didn't work
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 3, in example
ValueError: invalid literal for int() with base 10: 'N/A'
>>>
```

14.11

try:
...
except Exception as e:
 # Process exception information in some way
 ...

 # Propagate the exception
 raise

14.11

Warning

Warning

Warning

Warning

```
import warnings

def func(x, y, logfile=None, debug=False):
    if logfile is not None:
        warnings.warn('logfile argument deprecated',
            DeprecationWarning)
    ...
```

Warning

Warning

```
bash % python3 -W all example.py
example.py:5: DeprecationWarning: logfile argument is deprecated
  warnings.warn('logfile argument is deprecated',
  DeprecationWarning)
```

Example 14.12: Suppressing warnings with `-W error`

```
bash % python3 -W error example.py
Traceback (most recent call last):
  File "example.py", line 10, in <module>
    func(2, 3, logfile='log.txt')
  File "example.py", line 5, in func
    warnings.warn('logfile argument is deprecated',
DeprecationWarning: logfile argument is deprecated
bash %
```

14.12 Suppressing warnings with `-W error`

Example 14.12: Suppressing warnings with `-W error`

Example 14.12: Suppressing warnings with `-W error`

```
>>> import warnings
>>> warnings.simplefilter('always')
>>> f = open('/etc/passwd')
>>> del f
__main__:1: ResourceWarning: unclosed file <_io.TextIOWrapper name=
'/etc/passwd'
mode='r' encoding='UTF-8'>
>>>
```

Example 14.12: Suppressing warnings with `-W error`

Example 14.12: Suppressing warnings with `-W error`

14.12 Suppressing warnings with `-W error`

14.12 Suppressing warnings with `-W error`

Example 14.12: Suppressing warnings with `-W error`

Exception Handling

Example: Handling exceptions in a Python script.

```
python3 -i someprogram.py
-i
éAL'éazâRrêôl'çlNâzRçzSæIšâRÖæL'SâijÄÿÄÿläzd'äzŠâijRshellâÄC
çDûâRÖä;äärsèC;æšççIJNçÖrâcČrijNä;NâeČrijNâAĞèö;ä;ääIJL'äyNéIççZDäzççäArijZ
```

```
# sample.py

def func(n):
    return n + 10

func('Hello')
```

Example: Running the script and handling the exception.

```
bash % python3 -i sample.py
Traceback (most recent call last):
  File "sample.py", line 6, in <module>
    func('Hello')
  File "sample.py", line 4, in func
    return n + 10
TypeError: Can't convert 'int' object to str implicitly
>>> func(10)
20
>>>
```

Example: Handling exceptions in a Python script.

```
>>> import pdb
>>> pdb.pm()
> sample.py(4) func()
-> return n + 10
(Pdb) w
sample.py(6) <module>()
-> func('Hello')
> sample.py(4) func()
-> return n + 10
(Pdb) print n
'Hello'
(Pdb) q
>>>
```

Example: Handling exceptions in a Python script.

```
import traceback
import sys

try:
    func(arg)
```

```
except:
    print('**** AN ERROR OCCURRED ****')
    traceback.print_exc(file=sys.stderr)
```

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ä;ääIJlæDšäE'èüčçZĐäIJræÚzæRŠäEëäyÄäyN print() èræRëäzšæYräyläyæTŽçZĐéÄL'æNl'äÄČ
äyæEĞijNëæAæYrä;æL'ŠçöUëfZæäüäAŽiijNæIJL'äyÄäzZärRæL'ÄüğäRräzëäyöäL'ä;ääÄČ
éçÜäEŁiijN traceback.print_stack() äG;æTřaijZä;äçlNäzRæfRëäNäLřéČčäyłçČzçZĐæUüäÄZälZ

```
>>> def sample(n):
...     if n > 0:
...         sample(n-1)
...     else:
...         traceback.print_stack(file=sys.stderr)
...
>>> sample(5)
File "<stdin>", line 1, in <module>
File "<stdin>", line 3, in sample
File "<stdin>", line 3, in sample
File "<stdin>", line 3, in sample
File "<stdin>", line 3, in sample
File "<stdin>", line 3, in sample
File "<stdin>", line 5, in sample
>>>
```

äRëäd'ÜrijNä;æEYäRräzëäČRäyNéIcéfZæäüä;ççTl pdb.set_trace()
äIJläzä;TäIJræÚzæL'NäLčçZĐäRrälérČerTäZlrijZ

```
import pdb

def func(arg):
    ...
    pdb.set_trace()
    ...
```

ä;ŠçlNäzRærTè;Čäd'gäzNä;æČšerČerTæŎğäLúætAçlNäzëäRŁäG;æTřäRČæTřçZĐæUüäÄZëfZäylär
ä;NäçCijNäyÄæÜëerČerTäZlrijÄägNëfRëäNrijNä;ääršëČ;äd'sä;ççTl
print æIëëçCætNäRÝéGRäAijæLÜæTšäGzæšRäyläS;äzd'aerTæçC w
æIëëÖüäRÜëf;èyłäfææAřäÄČ

èöIèöž

äyææAärEërČerTäijDçZĐèfGäzŎäd'æIČaNÜäÄČäyÄäzZçöÄäTçZĐéTŽerräRléIJÄëæAëğČäršçlNä
äödéZÉçZĐéTŽerräyÄëLñæYřäæEæälçZĐæIJÄäRŎäyÄëqNäÄČ
ä;ääIJläijÄäRŠçZĐæUüäÄŽiijNäzšäRräzëäIJlä;äéIJÄëæAërČerTçZĐäIJræÚzæRŠäEëäyÄäyN
print() äG;æTřäIëerLæÜäæfææAřiijLäRléIJÄëæAæIJÄäRŎäRŠäyČçZĐæUüäÄZäläëZd'ëfZäzZæL'Šä
èrČerTäZlçZĐäyÄäyläyëğAçTlæšTæYřëgCætNæšRäyläüšçZRäeTæžČçZĐäG;æTřäyæçZĐäRÝéGRäA
çšëéAšæÄŎæäüäIJläG;æTřäeTæžČäRŎëfZäEëerČerTäZlæYräyÄäylä;LæIJLçTlçZĐæLÄëČ;äÄČ

`import sys; sys.settrace(lambda op, args: sys.settrace(lambda op, args: None)))`
`import pdb; pdb.set_trace()`

`import sys; sys.settrace(lambda op, args: sys.settrace(lambda op, args: None)))`
`import pdb; pdb.set_trace()`

`import sys; sys.settrace(lambda op, args: sys.settrace(lambda op, args: None)))`
`import pdb; pdb.set_trace()`

14.13

éUóécŸ

`import sys; sys.settrace(lambda op, args: sys.settrace(lambda op, args: None)))`
`import pdb; pdb.set_trace()`

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`import sys; sys.settrace(lambda op, args: sys.settrace(lambda op, args: None)))`
`import pdb; pdb.set_trace()`

```
bash % time python3 someprogram.py
real 0m13.937s
user 0m12.162s
sys 0m0.098s
bash %
```

`import sys; sys.settrace(lambda op, args: sys.settrace(lambda op, args: None)))`
`import pdb; pdb.set_trace()`

```
bash % python3 -m cProfile someprogram.py
859647 function calls in 16.016 CPU seconds

Ordered by: standard name

ncalls  tottime  percall  cumtime  percall_
->filename:lineno(function)
263169   0.080    0.000    0.080    0.000 someprogram.
->py:16(frange)
513     0.001    0.000    0.002    0.000 someprogram.
->py:30(generate_mandel)
262656   0.194    0.000   15.295    0.000 someprogram.py:32(
-><genexpr>)
1       0.036    0.036   16.077   16.077 someprogram.py:4(
-><module>)
262144   15.021    0.000   15.021    0.000 someprogram.py:4(in_
->mandelbrot)
1       0.000    0.000    0.000    0.000 os.py:746(urandom)
```

```

1      0.000      0.000      0.000      0.000 png.py:1056(_readable)
1      0.000      0.000      0.000      0.000 png.py:1073(Reader)
1      0.227      0.227      0.438      0.438 png.py:163(<module>)
512    0.010      0.000      0.010      0.000 png.py:200(group)
...
bash %
```

aynefGéAŽayyæČĚĀEĭæYřāzNāžŌēfŽāy'd'āylædAçñřāzNéŮt'āĀCærTāeČā;āāũščzŘçšěéAŠāzččāAèĚĤ
 řzāžŌēfŽāžZāĜ;æTřčŽDæĀĝeČ;ætNērTřijNāŘřāžēā;čTlāyĀāyłčōĀāTčŽDěčĚēřāŽlřijŽ

```

# timethis.py

import time
from functools import wraps

def timethis(func):
    @wraps(func)
    def wrapper(*args, **kwargs):
        start = time.perf_counter()
        r = func(*args, **kwargs)
        end = time.perf_counter()
        print('{0}.{1} : {2}'.format(func.__module__, func.__name__,
            end - start))
        return r
    return wrapper
```

èeAā;čTlēfŽāyłēčĚēřāŽlřijNāŘlēIJĀēeAāřEāĚŮæTč;ōāIJlā;āēeAēfZēāNæĀĝeČ;ætNērTčŽDāĜ;æT

```

>>> @timethis
... def countdown(n):
...     while n > 0:
...         n -= 1
...
>>> countdown(10000000)
__main__.countdown : 0.803001880645752
>>>
```

èeAætNērTæšŘāyłāzččāAāIŮēfŘēāNæŮŮēŮt'řijNā;āāŘřāžēāōŽāzL'āyĀāyłāyLāyNæŮĜčōaçŘēāŽlřijŽ

```

from contextlib import contextmanager

@contextmanager
def timeblock(label):
    start = time.perf_counter()
    try:
        yield
    finally:
        end = time.perf_counter()
        print('{0} : {1}'.format(label, end - start))
```

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```
>>> with timeblock('counting'):
...     n = 10000000
...     while n > 0:
...         n -= 1
...
counting : 1.5551159381866455
>>>
```

timeit module is used to measure the execution time of a single statement or a block of code. It is a simple and efficient way to benchmark code snippets.

```
>>> from timeit import timeit
>>> timeit('math.sqrt(2)', 'import math')
0.1432319980012835
>>> timeit('sqrt(2)', 'from math import sqrt')
0.10836604500218527
>>>
```

The `timeit` module is used to measure the execution time of a single statement or a block of code. It is a simple and efficient way to benchmark code snippets. The `timeit` module is part of the standard library and is used to measure the execution time of a single statement or a block of code.

```
>>> timeit('math.sqrt(2)', 'import math', number=10000000)
1.434852126003534
>>> timeit('sqrt(2)', 'from math import sqrt', number=10000000)
1.0270336690009572
>>>
```

Conclusion

The `timeit` module is used to measure the execution time of a single statement or a block of code. It is a simple and efficient way to benchmark code snippets. The `timeit` module is part of the standard library and is used to measure the execution time of a single statement or a block of code. The `timeit` module is used to measure the execution time of a single statement or a block of code.

```
from functools import wraps
def timethis(func):
    @wraps(func)
    def wrapper(*args, **kwargs):
        start = time.process_time()
        r = func(*args, **kwargs)
        end = time.process_time()
        print('{0} : {1}'.format(func.__module__, func.__name__,
        end - start))
    return r
    return wrapper
```



```
main(sys.argv[1])
```

Example 16.14.14: A recipe for calculating the square root of a number using the `math` module.

Example 16.14.14: A recipe for calculating the square root of a number using the `math` module.

```
def compute_roots(nums):
    result = []
    for n in nums:
        result.append(math.sqrt(n))
    return result
```

Example 16.14.14: A recipe for calculating the square root of a number using the `math` module.

```
import math

def compute_roots(nums):
    result = []
    for n in nums:
        result.append(math.sqrt(n))
    return result

# Test
nums = range(1000000)
for n in range(100):
    r = compute_roots(nums)
```

Example 16.14.14: A recipe for calculating the square root of a number using the `math` module.

```
from math import sqrt

def compute_roots(nums):
    result = []
    result_append = result.append
    for n in nums:
        result_append(sqrt(n))
    return result
```

Example 16.14.14: A recipe for calculating the square root of a number using the `math` module.

Example 16.14.14: A recipe for calculating the square root of a number using the `math` module.

Example 16.14.14: A recipe for calculating the square root of a number using the `math` module.

azNal' ■ æRReſGrijNasAeClarYeGRaijZæfTaElasAaRYeGRæſReaNeAſazæfnāĀC
 arzazOecſSzAeœſeUoçZDaR■ çgrijNeAZeſGarEeſZazZaR■ çgrarYeLRasAeClarYeGRaRrazæaLæAſçlN
 a; NaçCijNçIJNayNazNal' ■ arzazO compute_roots() āG;æTrefZeāNafōæTzaRōçZDçL'LaIJnijZ

```
import math

def compute_roots(nums):
    sqrt = math.sqrt
    result = []
    result_append = result.append
    for n in nums:
        result_append(sqrt(n))
    return result
```

aiJleſZaylçL'LaIJnay■rijNsqrt azO match ælaaiUecnaNfaGzazuæT; āEæazEayAaylasAeClarYeGR
 æCædIJā;æſReaNeſZayläzççāAijNad' gæçCæLset' z25çgſSijLarazOazNal' ■29çgſSāRLæYrayAayläTzeſZ
 æſZaylæclad' ŪçZDāLæAſāOſāZæYraZaayzarazOasAeClarYeGR sqrt
 çZDæſæL' çðeAafnāzOāElasAaRYeGR sqrt

arzazOçszay■çZDāsdaæAgœſeUōazſāRNaūæĀCçTlāzOeſZaylāOſçReāĀC
 éAZayyæIeœōſrijNæſæL' çæſRaylāAijærTæC self.name
 aijZæfTeœſeUōayAaylasAeClarYeGRæAæEçayAazZāĀC aiJlāEĒeClā; lçOray■rijNāRfazeārEæſRaylæIJæ

```
# Slower
class SomeClass:
    ...
    def method(self):
        for x in s:
            op(self.value)

# Faster
class SomeClass:
    ...
    def method(self):
        value = self.value
        for x in s:
            op(value)
```

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azzā;TæUūāĀZā;ſā;āā;ſçTlæclad' ŪçZDad' DçReasCijLærTæCèçEeçrāZlāĀAāsdaæAgœſeUōāĀAæR
 æfTæCçIJNayNæCayNçZDæſZaylçszrijZ

```
class A:
    def __init__(self, x, y):
        self.x = x
        self.y = y
    @property
    def y(self):
        return self._y
    @y.setter
```

```
def y(self, value):
    self._y = value
```

çÖråİİè£ZèaÑäyÄäyİçõÄâ■TætNërTiiJZ

```
>>> from timeit import timeit
>>> a = A(1,2)
>>> timeit('a.x', 'from __main__ import a')
0.07817923510447145
>>> timeit('a.y', 'from __main__ import a')
0.35766440676525235
>>>
```

ârRäzèçİJNâLrriiJNèøÉÜóàsðæÄğycZÿæfTâsðæÄğxèÄÑèİÄæÈççZDäy■æ■cäyÄçCzçCziiNâd'gæçCæL
æÇædİJä;ââİJæDRæÄğèÇ;çZDèfİriiJNèCçäZLârşéİJÄèçAèG■æÜrâøaèğEäyNârZäZÖyçZDâsðæÄğèøÉÜóàZ
æÇædİJæşaqæİJL'âfÈèçAriiJNârşä;£çTİçõÄâ■TâsðæÄğâRğãÄÇ
æÇædİJäZÈäZÈæYrâZäayZâÈüäZÜçijÜçİNër■èİÄèçAä;£çTİgetter/setteraĞ;æTârşâÖZâfóæTzäZççâAèç

ä;£çTİâEËç;õçZDâóZâZİ

âEËç;õçZDæTæ■õçşzâdNærTâçCâ■ÜçñäyşâÄAâÈÇçZDâÄAâLÜèaİâÄAèZEâRĽâŞNâ■UâÈyèÇ;æYr
æÇædİJä;äæÇşèGİâusâôdçÖræÜrçZDæTæ■õçZşædDriiJLærTâçCèŞ;æÖèâLÜèaİâÄAâZşèaqæâŞç■LriiJLriiJN
èCçäZLèçAæÇşâİJæÄğèÇ;äyLè;ç;âLrâEËç;õçZDèÄşâZèâGäâZÖäy■ârreÇ;riiJNâZæ■d'riiJNè£YæYrâZÜäZÜ

éAfaÈ■âLZâZzäy■âfÈèçAçZDæTæ■õçZşædDæLÜâd'■âLü

æİJL'æUüâÄZçİNâZRâŞYæÇşæY;æŞEäyNriiJNædDèÄäyÄäZZâZüæşaqæİJL'âfÈèçAçZDæTæ■õçZşædDæLÜâd'■âLü

```
values = [x for x in sequence]
squares = [x*x for x in values]
```

äZşèøyè£ZèGNçZDæÇşæşTæYrèçÜâÈLârEäyÄäZZâÄijæTüèZEâLrâyÄäyİâLÜèaİäy■riiJNçDüâRÖâ;£çT
äy■è£GriiJNçñäyÄäyİâLÜèaİâóNâÈİæşaqæİJL'âfÈèçAriiJNârRäzèçõÄâ■TçZDâCRâyNèİcè£ZæâüâEziJZ

```
squares = [x*x for x in sequence]
```

äyÖæ■d'çZÿâÈşriiJNè£YèçAæşİæDRâyNèCçäZZârZPythonçZDâÈşäZnæTæ■õæİJZâLüè£GäZÖâARæL'g
æİJL'äZZâZzâZüæşaqæİJL'â;Lâç;çZDçREèğçæLÜâfaäZzPythonçZDâEËâ■YæİââdNriiJNæZèçTİ
copy.deepcopy() äZNçşçZDâG;æTârâÄÇ éAZäyÿâİJè£ZâZZâZççâAäy■æYrârRäZèâÖZæÖL'âd'■âLüæŞ

èöİèöZ

âİJİaijYâNÜäZNâL■riiJNæİJL'âfÈèçAâÈLçâTçl'üäyNâ;£çTİçZDçõÜæşTâÄÇ
éÄL'æNİ'äyÄäyİâd'■æİCâZèäyZ O(n log n) çZDçõÜæşTèçAæfTä;ââÖZèrÇæT'räyÄäyİâd'■æİCâZèäyZ
O(n**2) çZDçõÜæşTæL'ÄäyçæİèçZDæÄğèÇ;æRRâ■GèçAâd'gâ;Uâd'ZâÄÇ

æÇædİJä;äègL'â;Üâ;äè£YæYrâ;Üè£ZèaÑäijYâNÜriiJNèCçäZLèrûäZÖæT'rä;ŞèÄÇèZSâÄÇ
ä;İJäyZäyÄèLñâGEâLZriiJNäy■èçAârZçİNâZRçZDæfRâyÄäyİèCİâLEèÇ;âÖZäijYâNÜ,âZäyZè£ZâZZâfóæTz
ä;âäZTèrèäyŞæşİäZÖäijYâNÜäZğçTşæÄğèÇ;çŞüèçLçZDâİJæÜziiJNærTâçCâEËèCİâ;İçÖråÄÇ

ä;äè£YèçAæşİæDRâ;öârRäijYâNÜçZDçZşædİJâÄÇä;NæCèÄÇèZŞäyNèİcâLZâZzäyÄäyİâ■UâÈyçZDæ

```
a = {
    'name' : 'AAPL',
    'shares' : 100,
    'price' : 534.22
}

b = dict(name='AAPL', shares=100, price=534.22)
```

Python 3.0.0

Python 3.0.0

Python 3.0.0

CHAPTER 17

çňňă■AăžŤçňăiijŽCér■èlĀæL'ŕásŢ

æIJñçnäçlĀçIJijăžŎăžŎPythonèðféŮôCăžççăAçŽĐéŮôécŸăĂĆèôyăd'ŽPythonăEĚçjôăžŖæŸřçŢlCăEž
èðféŮôCăŸřèŏl'PythonçŽĐăřžçŎřæIJL'ăžŖèŤŽèqŤăžd'ăžŖăŸĂăŸlăĜ■èçAçŽĐçžĐăĹŖéČlăĹEăĂĆ
èŤŽăžŖæŸřăŸĂăŸlă;ŖăjăéİcăŸŦăžŎPython 2 ŕĹŦ Python 3æL'ŦŕásŢăžççăAçŽĐéŮôécŸăĂĆ
èŽ;çĐŭPythonæŖŖă;ŽăžEăŸĂăŸlăžŤæŖçŽĐçijŮçlŤAPIiijŤăŏđéŽĚăŸĹæIJL'ă;Ĺăd'ŽæŮžæŖŤæİăd'ĐçŖE
çŽŸæŦŦŦăŽ;çžŽăĜăřžăžŎăŦŖăŸĂăŸlăŖŦç;çŽĐăŭăăĚăĹŮăĹăæIJŦçŽĐèřçžEăŖCèĂĆiijŤ
æĹŖăžĹéĜçŢlçŽĐăŸŦæŸŦéŽĚăŸ■ăIJlăŸĂăŸlăŦŖçĹĹĜăŦçŽĐC++ăžççăAçiijŤăžăŖĹăŸĂăžŽæIJL'ăžçăŕăæ
èŤŽăŸlçŽŏăăĜæŸŦæŖŖă;ŽăŸĂçŖžăĹŮçŽĐçijŮçlŤăŕăæİŦiijŤæIJL'çžŖéĹŤçŽĐçlŤăžŖăŖăŖăžæL'ŦŕásŢè

èŤŽéĜŤæŸŦæĹŖăžŤăŦŦăŦăIJlăd'ĝéČlăĹEçĝŸçŖ■ăŸ■ăŭăă;IJçŽĐăžççăAçiijŽ

```
/* sample.c */_method
#include <math.h>

/* Compute the greatest common divisor */
int gcd(int x, int y) {
    int g = y;
    while (x > 0) {
        g = x;
        x = y % x;
        y = g;
    }
    return g;
}

/* Test if (x0,y0) is in the Mandelbrot set or not */
int in_mandel(double x0, double y0, int n) {
    double x=0,y=0,xtemp;
    while (n > 0) {
        xtemp = x*x - y*y + x0;
        y = 2*x*y + y0;
```

```

    x = xtemp;
    n -= 1;
    if (x*x + y*y > 4) return 0;
}
return 1;
}

/* Divide two numbers */
int divide(int a, int b, int *remainder) {
    int quot = a / b;
    *remainder = a % b;
    return quot;
}

/* Average values in an array */
double avg(double *a, int n) {
    int i;
    double total = 0.0;
    for (i = 0; i < n; i++) {
        total += a[i];
    }
    return total / n;
}

/* A C data structure */
typedef struct Point {
    double x,y;
} Point;

/* Function involving a C data structure */
double distance(Point *p1, Point *p2) {
    return hypot(p1->x - p2->x, p1->y - p2->y);
}

```

The following code defines a function `gcd()` to calculate the greatest common divisor of two integers, a function `is_mandel()` to check if a complex number is in the Mandelbrot set, a function `divide()` to divide two integers and return the quotient and remainder, a function `avg()` to calculate the average of an array of doubles, a C data structure `Point` for representing a point in 2D space, and a function `distance()` to calculate the distance between two points.

Contents:


```

    return quot, rem.value

# void avg(double *, int n)
# Define a special type for the 'double *' argument
class DoubleArrayType:
    def from_param(self, param):
        typename = type(param).__name__
        if hasattr(self, 'from_' + typename):
            return getattr(self, 'from_' + typename)(param)
        elif isinstance(param, ctypes.Array):
            return param
        else:
            raise TypeError("Can't convert %s" % typename)

    # Cast from array.array objects
    def from_array(self, param):
        if param.typecode != 'd':
            raise TypeError('must be an array of doubles')
        ptr, _ = param.buffer_info()
        return ctypes.cast(ptr, ctypes.POINTER(ctypes.c_double))

    # Cast from lists/tuples
    def from_list(self, param):
        val = ((ctypes.c_double)*len(param))(*param)
        return val

    from_tuple = from_list

    # Cast from a numpy array
    def from_ndarray(self, param):
        return param.ctypes.data_as(ctypes.POINTER(ctypes.c_double))

DoubleArray = DoubleArrayType()
_avg = _mod.avg
_avg.argtypes = (DoubleArray, ctypes.c_int)
_avg.restype = ctypes.c_double

def avg(values):
    return _avg(values, len(values))

# struct Point { }
class Point(ctypes.Structure):
    _fields_ = [('x', ctypes.c_double),
                ('y', ctypes.c_double)]

# double distance(Point *, Point *)
distance = _mod.distance
distance.argtypes = (ctypes.POINTER(Point), ctypes.POINTER(Point))
distance.restype = ctypes.c_double

```

æCædIJäÄÄL GääyijNä;ärsäRfäzäLäe; äzä; fçTléGÑéíäóZäZL'çZDCäG; æTfäzEäÄCä; NäçC

```
>>> import sample
>>> sample.gcd(35, 42)
7
>>> sample.in_mandel(0, 0, 500)
1
>>> sample.in_mandel(2.0, 1.0, 500)
0
>>> sample.divide(42, 8)
(5, 2)
>>> sample.avg([1, 2, 3])
2.0
>>> p1 = sample.Point(1, 2)
>>> p2 = sample.Point(4, 5)
>>> sample.distance(p1, p2)
4.242640687119285
>>>
```

èöèöž

æIJnäRèLCæIJL'ä;Läd'ŽäÄijä;ÜæLSäznèrèçzEèöèöžçZDäIJräÜzäÄC
 éçÜäEŁæYfärzäžÖCäŠNPythonäzççäÄäYÄètuæL'SäÑEçZDèÜöécYijNäçCædIJä;äÄIJlä; fçTí
 ctypes æIèèöEèÜöçijÜerSäRÖçZDCäzççäÄijN' éCçäZLéIJÄèeAçäöäEèfZäyIäEšäznäžšæT; äIJl
 sample.py æIäIäÜäRÑäYÄäyIäIJräÜzäÄC äYÄçgäRfèC; æYfärEçTšæL'RçZD
 so æÜGäzÜæT;ç;öäIJlèeÄä; fçTíäöCçZDPythonäzççäÄäRÑäYÄäyIçZöä; TäyNäÄC
 æLSäznäIJl recipeäÄTsample.py äYä; fçTí __file__
 äRÝéGRæIèæšèçIJNäöCèçnäöL'èèEçZDä;ç; öijN çDüäRÖædDèÄäyÄäyIäNĞäRŠäRÑäYÄäyIçZöä; Täy
 libsample.so æÜGäzÜçZDèüfä;DäÄC

æCædIJCäG; æTfäzŠèçnäöL'èèEäLräEüäzÜäIJräÜzijNéCçäZLä; äärsèeÄäföæTzçZyäžTçZDèüfä;DäÄ
 æCædIJCäG; æTfäzŠäIJlä; ääIJzäZläyLèçnäöL'èèEäyžäYÄäyIäæäGäGEäžšäZEijN
 éCçäZLäRfäzä; fçTí ctypes.util.find_library() äG; æTfäIèæšæL'ijž

```
>>> from ctypes.util import find_library
>>> find_library('m')
'/usr/lib/libm.dylib'
>>> find_library('pthread')
'/usr/lib/libpthread.dylib'
>>> find_library('sample')
'/usr/local/lib/libsample.so'
>>>
```

äYÄæÜeä;äçšèeÄšäZECäG; æTfäzŠçZDä;ç; öijNéCçäZLärsäRfäzäÄČRäyNéIèèfZæüä; fçTí
 ctypes.cdll.LoadLibrary() æIèäLäe; äöCijN äEüäY _path
 æYfäæGäGEäžšçZDäEüfä;Dijž

```
_mod = ctypes.cdll.LoadLibrary(_path)
```



```

    DoubleArrayType
    æijTčd'zāzEæĀŌæăăăd'ĐčŘEēfZčg■æČĚāEjāĀČ
    āIJīēfZāylčszāy■ăōZāZL'āzEāyĀāylā■TāylāŪzæsT      from_param()      āĀČ
    ēfZāylāŪzæsTčZDēgŠēL'sāYřæŌēāRŪāyĀāylā■TāylāRČæTřčDūāRŌārEāĒūāRSāyNē;ñā■cāyZāyĀāylāRĪ
    iijLāIJnā;Nāy■æYřāyĀāyl      ctypes.c_double      čZDāNĠēŠLijLāĀČ
    āIJ      from_param()      āy■iijNā;āāRřāzēāAžāzā;Tā;āæČšāAžčZDāžNāĀČ
    āRČæTřčZDčszādNāR■ēcñāRŘāRŪāGzālēāzūēcñčTlāzŌāLēāRSāLřāyĀāylāZt'āĒūā;ščZDāŪzæsTāy■ăŌ
    ā;NāēCrijNāēCādIJāyĀāylāLŪēalēcñaijāēĀSēfGālēiijNēCčāzL      typename      āřsāYř      list
    iijN      čDūāRŌ      from_list      æŪzæsTēcñērČčTlāĀČ

```

```
>>> nums = [1, 2, 3]
>>> a = (ctypes.c_double * len(nums))(*nums)
>>> a
<__main__.c_double_Array_3 object at 0x10069cd40>
>>> a[0]
1.0
>>> a[1]
2.0
>>> a[2]
3.0
>>>
```

```
>>> import array
>>> a = array.array('d', [1, 2, 3])
>>> a
array('d', [1.0, 2.0, 3.0])
>>> ptr_ = a.buffer_info()
>>> ptr
4298687200
>>> ctypes.cast(ptr, ctypes.POINTER(ctypes.c_double))
<__main__.LP_c_double object at 0x10069cd40>
```



```
# setup.py
from distutils.core import setup, Extension
```

```

setup(name='sample',
      ext_modules=[
          Extension('sample',
                  ['pysample.c'],
                  include_dirs = ['/some/dir'],
                  define_macros = [('FOO', '1')],
                  undef_macros = ['BAR'],
                  library_dirs = ['/usr/local/lib'],
                  libraries = ['sample']
                  )
      ]
)

```

python3 buildlib.py build_ext --inplace sample.so

```

bash % python3 setup.py build_ext --inplace
running build_ext
building 'sample' extension
gcc -fno-strict-aliasing -DNDEBUG -g -fwrapv -O3 -Wall -Wstrict-
prototypes
-I/usr/local/include/python3.3m -c pysample.c
-o build/temp.macosx-10.6-x86_64-3.3/pysample.o
gcc -bundle -undefined dynamic_lookup
build/temp.macosx-10.6-x86_64-3.3/pysample.o \
-L/usr/local/lib -lsample -o sample.so
bash %

```

sample.so

```

>>> import sample
>>> sample.gcd(35, 42)
7
>>> sample.in_mandel(0, 0, 500)
1
>>> sample.in_mandel(2.0, 1.0, 500)
0
>>> sample.divide(42, 8)
(5, 2)
>>>

```

Python 2.7.10 on Windows

èõlèõž

ãĪĴārĴērĤāzžā;ĤæĻŊāĤZæĻĻ'āsĤāzŊāĻ■ĴĴñNæĪĴĀæç;èĤ;ãĒĻāĤĤæĤĤāŸŊPythonæŸĢæçäŸ■çŽĎ
æĻĻ'āsĤāŚŊāĤŊāĤĤæĤPythonèġçĒĢĻĻ. PythonçŽĎCæĻĻ'āsĤAPIāĻĻād'ġĴĴñNāĪĴĴēĤZēĢŊæĤĻ'äŸĻāŌžèõšēĤŋā
äŸ■ēĤĢāržāžŌæĪĴāæäŸāĤçŽĎĤĤĻāĻēĤŸæŸŋāŤŋæžèõlèõžäŸŊçŽĎāĤĤ

ēçŸāĒĴĴñNāĪĴæĻĻ'āsĤæĻāĪŸäŸ■ĴĴñNā;ãĤĤZçŽĎāĢ;æĤŤŋēĤ;æŸŋāĤŤŋæŋĒĪçēĤZæäŸçŽĎäŸÄäŸæZōēĤ

```
static PyObject *py_func(PyObject *self, PyObject *args) {
    ...
}
```

PyObject æŸŋäŸÄäŸĴēĤ;ēāĻçd'žāzžā;ĤPythonāržèšāçŽĎCæĤŋæ■ōçšāĎŊāĤĤ
ãĪĴāŸÄäŸĴēŋŸçžġāšĤēĪçĴĴñNäŸÄäŸæĻĻ'āsĤāĢ;æĤŋāŋæŸŋäŸÄäŸæŌēāŤŸäŸÄäŸPythonāržèšā
ĴĴĻāĪĴ PyObject *argsäŸ■ĴĴñNāĤĤçŽĎāžŸēĤĤāžĎäŸÄäŸæŸŋPythonāržèšāçŽĎCāĢ;æĤŋāĤĤ
āĢ;æĤŋçŽĎ self āĤĤæĤŋāŋžāžŌçŌāĤ■ĤçŽĎæĻĻ'āsĤāĢ;æĤŋæšāæĪĻēçŋā;ĤçĤĻāĻŋĴñN
äŸ■ēĤĢāēĤĤĴā;äæĤšāŌžāžĻæŸŋçŽĎçšæĻŸēĤæŸŋçŸŽĎāržèšāçšāĎŊçŽĎĤŋāŋŋēĤ;æŋ çäŸçĤĻāĪĴ
ēĤçāžĻ self āŋŋēĤ;āĴĤçĤĻēĤçäŸŸāŌĎä;ŊāžĤāĤĤ

PyArg_ParseTuple() āĢ;æĤŋēçŋçĤĻāĻēāŋæPythonäŸ■çŽĎāĴĴē;ŋæ■çāĤĤĤçäŸŋāŋžāžĤēāĻçd'žāĤĤ
āŌĤæŌēāŤŸäŸÄäŸæŋġāŌžē;šāĤēæāĴāĴĴŋçŽĎæāĴāĴĴŋāŋŸā■ŸçŋäŸŸä;ĴäŸžē;šāĤēĴĴñNæŋŋāĤæĤĤāĪĴāĻ
āŋŋæäŸēŸæĪĻā■Ÿæŋç;ŋæ■çāŤŋçžšāĤĴçŽĎCāŋŸēĢŋçŽĎāĴŋāĻāĤĤ
āēĤāĤĴē;šāĤēçŽĎāĴāŸäŸ■āŋžēĤēĤZäŸæāĴāĴĴŋāŋŸā■ŸçŋäŸŸĴĴñNāŋšāĴZæĻZāĢžäŸÄäŸāĴĴçäŸŸäžŸēĤŋ
ēĤZēĤĢāēšāžŸēĤŋāžŋŋŸĴĴñNäŸÄäŸæŋŋēĤçŽĎāĴĴçäŸŸäŸäĴĴēççāÄäŸ■ēçŋæĻZāĢžāĤĤ

Py_BuildValue() āĢ;æĤŋēçŋçĤĻāĻēāžæ■ōCæĤŋæ■ōçšāĎŊāĻZāžžPythonāržèšāāĤĤ
āŌĤāŋŋæäŸæŌēāŤŸäŸÄäŸæāĴāĴĴŋāŋŸā■ŸçŋäŸŸäĪēæŋġāŌžæĪšāĴçšāĎŊāĤĤ
ãĪĴæĻĻ'āsĤāĢ;æĤŋäŸ■ĴĴñNāŌĤēçŋçĤĻāĻēēĤŋāžçžšāĤĴçžŸPythonāĤĤ
Py_BuildValue() çŽĎäŸÄäŸçĻĻZæĢæŸŋāŌĤēĤ;æĎāžžæŽŋāĻād'■āĤçŽĎāržèšāçšāĎŊĴĴñNæŋŋāĤæĤĤ
ãĪĴ py_divide() äžççāÄäŸ■ĴĴñNäŸÄäŸæŋŋāŋŋēĤçd'žāžĤæĤŌæäŸēĤŋāžĎäŸÄäŸæĤĤçŽĎāĤĤæŸŋēĤĢŋ

```
return Py_BuildValue("i", 34); // Return an integer
return Py_BuildValue("d", 3.4); // Return a double
return Py_BuildValue("s", "Hello"); // Null-terminated UTF-8 string
return Py_BuildValue("(ii)", 3, 4); // Tuple (3, 4)
```

ãĪĴæĻĻ'āsĤæĻāĪŸäžĤēĤĴĴñNā;āāĴZāŤšçŌŋäŸÄäŸæĢ;æĤŋēāĴĴñNæŋŋāĤæĤĤæĤĤĤĤçäŸŸçŽĎ
SampleMethods ēāĻāĤ ēĤZäŸŸēāĻāŋŋæŋŋŸāĻŸāĢçāĢ;æĤŋāÄPythonäŸ■ä;ĤçĤĻçŽĎāŋ■āŸāÄæŸĢææ
æĻĻæĪĻæĻāĪŸēĤ;ēĪĴāēæÄæŋġāŌžēĤZäŸŸēāĴĴñNāZäŸžāŌĤãĪĴæĻāĪŸāĻĻāġŋŋāŋŸæŸŸēæÄēçŋā;ĤçĤĻāĻ

æĪĴāŋŋçŽĎāĢ;æĤŋ PyInit_sample() æŸŋæĻāĪŸāĻĻāġŋŋāŋŸāĢ;æĤŋĴĴñNā;ĤŋŋæĻāĪŸçŋñäŸÄæŋ
ēĤZäŸŸæĢ;æĤŋçŽĎäŸžēæÄäŸēä;ĴæŸŋāĪĴēççĒĢĻĻäŸ■ēšĻāĤĤæŋæĻāĪŸāržèšāāĤĤ

æĪĴāŋŋçŸäŸÄäŸēæÄççēĪĴēæÄæŋŋāĢžæĴēĴĴñNā;ĤçĤĻçāĢ;æĤŋæĻæĻĻ'āsĤPythonēæĤĤçēšçŽĎāž
ĴĴĻāŌĎēZēäŸŸĴĴñNç APIāŋŋēāŋŋžēēŸēĤĢ500äŸĻāĢ;æĤŋĴĴñNāĤĤä;äāžŋŋŋæŋæĪĴŋēĤçā;šāÄžæŸŋäŸäŸ
æŽŋād'žēŋŸçžġāĤēĤāžĴĴñNāŋŋæžçĴĴñNç PyArg_ParseTuple() āŋŋ
Py_BuildValue() āĢ;æĤŋçŽĎæŸĢæçĴĴñN çĎāŋŋçēĤZäŸÄæ■æĻĻ'āsĤāĴāĤĤ

15.3 Using ctypes to interface with C

Overview

This recipe shows how to use the `ctypes` module to interface with C code. It demonstrates how to load a C shared library and call a function from it.

Example

The following example shows how to use the `ctypes` module to interface with C code. It demonstrates how to load a C shared library and call a function from it.

```
/* Call double avg(double *, int) */
static PyObject *py_avg(PyObject *self, PyObject *args) {
    PyObject *bufobj;
    Py_buffer view;
    double result;
    /* Get the passed Python object */
    if (!PyArg_ParseTuple(args, "O", &bufobj)) {
        return NULL;
    }

    /* Attempt to extract buffer information from it */

    if (PyObject_GetBuffer(bufobj, &view,
        PyBUF_ANY_CONTIGUOUS | PyBUF_FORMAT) == -1) {
        return NULL;
    }

    if (view.ndim != 1) {
        PyErr_SetString(PyExc_TypeError, "Expected a 1-dimensional array
↪");
        PyBuffer_Release(&view);
        return NULL;
    }

    /* Check the type of items in the array */
    if (strcmp(view.format, "d") != 0) {
        PyErr_SetString(PyExc_TypeError, "Expected an array of doubles
↪");
        PyBuffer_Release(&view);
        return NULL;
    }

    /* Pass the raw buffer and size to the C function */
    result = avg(view.buf, view.shape[0]);
```

```

/* Indicate we're done working with the buffer */
PyBuffer_Release(&view);
return Py_BuildValue("d", result);
}

```

Python Cookbook 2.0.0

```

>>> import array
>>> avg(array.array('d', [1, 2, 3]))
2.0
>>> import numpy
>>> avg(numpy.array([1.0, 2.0, 3.0]))
2.0
>>> avg([1, 2, 3])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'list' does not support the buffer interface
>>> avg(b'Hello')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Expected an array of doubles
>>> a = numpy.array([[1., 2., 3.], [4., 5., 6.]])
>>> avg(a[:, 2])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: ndarray is not contiguous
>>> sample.avg(a)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Expected a 1-dimensional array
>>> sample.avg(a[0])

2.0
>>>

```

17.3

Python Cookbook 2.0.0

Python Cookbook 2.0.0

Python Cookbook 2.0.0

Py_buffer ĉzŞæđĎä;ŞăŇĖăŔňăžĖæĹ'ĂæIJĹ'ăžŤăśĈăĖĖă■ŸĈĎăĤăæĀřăĀĈ
ăôĈăŇĖăŔňăyĂăyĹăŇĠăŔŚăĖĖă■ŸăIJřăĹĂăĀăĀđ'ġăŕŔăĀăĖĈĉt'ăăđ'ġăŕŔăĀăăĭjăĭjŔăŚŇăĖŮăžŮĉzĖĖĹ

```
typedef struct bufferinfo {
    void *buf; /* Pointer to buffer memory */
    PyObject *obj; /* Python object that is the owner */
    Py_ssize_t len; /* Total size in bytes */
    Py_ssize_t itemsize; /* Size in bytes of a single item */
    int readonly; /* Read-only access flag */
    int ndim; /* Number of dimensions */
    char *format; /* struct code of a single item */
    Py_ssize_t *shape; /* Array containing dimensions */
    Py_ssize_t *strides; /* Array containing strides */
    Py_ssize_t *suboffsets; /* Array containing suboffsets */
} Py_buffer;
```

æIJŇĖĹĈăy■ĭjŇăĹŚăžňăŔĹăĖŞăşĹăŖăŮăyĂăyĹăŔŇĉş;ăžĖăĤôĉĈăĖŤŕăĤŕĉzĎă;IJăyžăŔĈăĤŕăĀĈ
ĖĖĀăĉĀăŞăăĖĈĉt'ăăŸŕăŔĖăŸŕăyĂăyĹăŔŇĉş;ăžĖăĤôĉĈăĖŤŕĭjŇăŔĹĖIJăĖĹŇĖŔă
format áśđăĀġăŸŕăy■ăŸŕă■ŮĉňĖăyş"đ". ĖĤŽăyĹăžŞăŸŕ struct
ăĹăĹăĹŮĉŤĹăĹĖĉĭjŮĉăĀăžŇĖĤŽăĹŮăŤŕă■ôĉŽĎăĀĈ ĖĂŽăyăăĹĖĖôşĭjŇformat
ăŔŕăžĖăŸŕăžžă;ŤăĖĭjăôž structăĹăĹăĹŮĉŽĎăăĭjăĭjŔăŇŮă■ŮĉňĖăyşĭjŇ
ăžŮăyŤăĖĈăđIJăŤŕĉzĎăŇĖăŔňăžĖĈĉzŞăđĎĉŽĎĖŕĹăôĈăŔŕăžĖăŇĖăŔňăđ'ŽăyĹăĀĭjăĀĈ
ăyĂăŮăĖĹŚăžňăŮşĉzŔĉăôăôŽăžĖăžŤăśĈĉŽĎĉĭjŞă■ŸăŇăžăĤăæĀřĭjŇĖĈĈăŔĹĖIJăĖĖĀĉôĀă■ŤĉŽĎăŕĖăôĈăĭj
ăôđĖŽĖăyĹĭjŇăĹŚăžňăy■ăĖĖăŇĖăĤĈăŸŕăĀŖăăŮĉŽĎăŤŕĉzĎĉşăđŇăĹŮĖĂĖăôĈăŸŕĖĉŇăžĂăžĹăžŞăĹĹ
ĖĤŽăžŞăŸŕăyžăžĂăžĹĖĤŽăyĹăĠăŤŕĖĈ;ăĖĭjăôž arrayăĹăĹăĹŮăžŞĖĈ;ăĖĭjăôž numpy
ăĹăĹăĹŮăy■ĉŽĎăŤŕĉzĎăžĖăĀĈ

ăIJĹĖĤŤăŽĎăIJăĉzĹĉzŞăđIJăžŇăĹ'■ĭjŇăžŤăśĈĉŽĎĉĭjŞăĖŞăŇăžĖĖĖăŽ;ăĤĖĖăžă;ĤĉŤĹ
PyBuffer_Release() ĖĠĹăŤĹăŖĹăĀĈăžŇăĹ'ĂăžĖĖĖĖăĖĤŽăyĂă■ăŸŕăyžăžĖĖĈ;ă■ĉĉăôĉŽĎĉôăĉŔĖĹ

ăŔŇăăŮĭjŇăIJŇĖĹĈăžŞăžĖăžĖăŔĹăŸŕăĭjŤĈđ'žăžĖăŖăŮăŤŕĉzĎĉŽĎăyĂăyĹăŔŕĉŽĎăžĉĉăĀĈĹĠăĖô
ăĖĈăđIJă;ăĉIJŞĉŽĎĖĖĀăđ'ĎĉŔĖăŤŕĉzĎĭjŇă;ăăŔŕĖĈ;ăĭjŽĉĉŕăĹŕăđ'Žĉžt'ăŤŕă■ôăĀăđ'ġăŤŕă■ôăĀăy■ăĹ
ĖĈĉăžĹăŕşăĹŮăŖăă■ăĖŽt'ĖŇŸĉžġĉŽĎăyIJĖĖăžĖăĀĈă;ăĖIJăĖĖĀăŔĈĖĀĈăôŸăŮăžăŮĠăăĉăĖĖăĹĖăŖŮăŖăŽt'

ăĖĈăđIJă;ăĖIJăĖĖĀăĉĭjŮăĖŽăŮĹ'ăŔĹăĹŕăŤŕĉzĎăđ'ĎĉŔĖĉŽĎăđ'ŽăyĹăĹŕ'ăśŤĭjŇĖĈĉăžĹĖĂŽĖĤĠCytho

15.4 áĹĹĈăĹŕ'ăśŤăĹăĹăŮăy■ăŞ■ăĹJĖŽŔăĹĈăŇĠĖŚĹ

ĖŮĖĖĈŸ

ăĹăæIJĹ'ăyĂăyĹăĹŕ'ăśŤăĹăĹăŮăĖIJăĖĖĀăđ'ĎĉŔĖĈĉzŞăđĎä;Şăy■ĉŽĎăŇĠĖŚĹĭjŇ
ăĹĖăŸŕă;ăăŔĹăy■ăĈşăĖŽt'ĖIJşĉzŞăđĎä;Şăy■ăžžă;ŤăĖĖĖĈĹĉzĖĖĹĈĉzŽPythonăĀĈ

ĖġĈăĖŞăŮžăĹ

ĖŽŔăĹĉĉzŞăđĎä;ŞăŔŕăžĖăĹăôžăŸŞĉŽĎĖĂŽĖĤĠăŕĖăôĈăžňăŇĖĖĖĖăIJĹĖĈŮăžĹăŕŕăžĖăşăy■ăĹĖăđ'ĎĉŔĖĹ
ĖĀĈĖŽŚăĹŚăžňă;Ňă■ŔăžĉĉăĀăy■ĉŽĎăyŇăĹŮĈăžĉĉăĀĈĹĠăĖôĭjŹ

```
typedef struct Point {
    double x,y;
} Point;

extern double distance(Point *p1, Point *p2);
```

distance()

```
/* Destructor function for points */
static void del_Point(PyObject *obj) {
    free(PyCapsule_GetPointer(obj, "Point"));
}

/* Utility functions */
static Point *PyPoint_AsPoint(PyObject *obj) {
    return (Point *) PyCapsule_GetPointer(obj, "Point");
}

static PyObject *PyPoint_FromPoint(Point *p, int must_free) {
    return PyCapsule_New(p, "Point", must_free ? del_Point : NULL);
}

/* Create a new Point object */
static PyObject *py_Point(PyObject *self, PyObject *args) {
    Point *p;
    double x,y;
    if (!PyArg_ParseTuple(args, "dd",&x,&y)) {
        return NULL;
    }
    p = (Point *) malloc(sizeof(Point));
    p->x = x;
    p->y = y;
    return PyPoint_FromPoint(p, 1);
}

static PyObject *py_distance(PyObject *self, PyObject *args) {
    Point *p1, *p2;
    PyObject *py_p1, *py_p2;
    double result;

    if (!PyArg_ParseTuple(args, "OO",&py_p1, &py_p2)) {
        return NULL;
    }
    if (!(p1 = PyPoint_AsPoint(py_p1))) {
        return NULL;
    }
    if (!(p2 = PyPoint_AsPoint(py_p2))) {
        return NULL;
    }
    result = distance(p1, p2);
    return PyFloat_FromDouble(result);
}
```

```
>>> import sample
>>> p1 = sample.Point(2,3)
>>> p2 = sample.Point(4,5)
>>> p1
<capsule object "Point" at 0x1004ea330>
>>> p2
<capsule object "Point" at 0x1005d1db0>
>>> sample.distance(p1,p2)
2.8284271247461903
>>>
```

ěĈŭāZŁāŠŇCæŇGēŠŁçšzaiijjāĀĈāIJlāĒĒĈlīijŇāōĈāznēŌŭāRŮāyĀāyļēĀZçTlāĒŇGēŠŁāŠŇāyĀāyļāR
 PyCapsule_New() āĠ;æTřā;ŁāōzæŸŞçŽĎĕcŋāŁZāzžāĀĈ
 āRēād'ŮīijŇāyĀāyļāRfēĀL'çŽĎæĎRæĎĎāĠ;æTřēĈ;ĕcŋçzŠāōZāŁrēĈŭāZŁāyŁīijŇçTlālēāIJlēĈŭāZŁāřzēsāē
 ěēAæRŘāRŮēĈŭāZŁāy■çŽĎæŇGēŠŁīijŇāRfā;ŁçTl PyCapsule_GetPointer()
 āĠ;æTřāzŭāŇGāōZāR■çğřāĀĈ āēĈæĎIJæRŘā;ZçŽĎāR■çğřāŠŇēĈŭāZŁāy■āŇzéĒæŁŮāĒŮāzŮēTŽēřrāĠž
 æIJŇēŁĈāy■īijŇāyĀārzaŭēāĒŭāĠ;æTřāĀTāĀT PyPoint_FromPoint()
 āŠŇ PyPoint_AsPoint() ěcŋçTlālēāŁZāzžāŠŇāzŌēĈŭāZŁāřzēsāy■æRŘāRŮ-
 PointāōĎā;ŇāĀĈ āIJlāzžā;TæL'āšTāĠ;æTřāy■īijŇāēŁSāznāijZā;ŁçTlēŁZāzžāĠ;æTřēĀŇāy■æŸřçZt'æŌēā;
 ēŁZçğ■ēō;ēōāq;Łā;ŮāēŁSāznāRfāzēā;ŁāōzæŸŞçŽĎāžTāřzāRēālēārZPointāžTāyŇçŽĎāŇĒēĈĚçŽĎæZt'æTž
 ā;ŇāēĈīijŇāēĈæĎIJā;āāĒşāōZā;ŁçTlāRēād'ŮāyĀāyļēĈŭāZŁāžĒīijŇēĈčāZŁāRlēIJāēēAæZt'æTžēŁZāyĎ'āyļā
 āřzāžŌēĈŭāZŁāřzēsāyĀāyļēZ;ŁçĈāIJlāžŌāĎĈāIJ;āZĎæTŭāŠŇāĒĒā■ŸçōāçRĒāĀĈ
 PyPoint_FromPoint() āĠ;æTřāēŌēāRŮāyĀāyļ must_free
 āRĈæTřīijŇ çTlālēāŇGāōZā;ŞēĈŭāZŁēcŋēTĀāřAæŮŭāžTāšĈPoint *
 çzŞæĎĎā;ŞæŸřāRēāžTēřēcŋāZĎæTŭāĀĈ āIJlāşŘāžZĈāzççāĀāy■īijŇā;ŠāšĎēŮōēçŸēĀžāyŷā;ŁēZ;ĕcŋāĎ'Ī
 ĉlŇāžRāŠŸāRfāzēā;ŁçTl extra āRĈæTřālēāēŌgāŁŮīijŇēĀŇāy■æŸřā■TæŮzēlççŽĎāĒşāōZāĎĈāIJ;āZĎæT
 ēēAæşlāĎRçŽĎāŸřāŠŇçŌřāIJLēĈŭāZŁæIJLāĒşçŽĎæĎRæĎĎāZlēĈ;ā;ŁçTl
 PyCapsule_SetDestructor() āĠ;æTřālēāZt'æTžāĀĈ
 āřzāžŌēŭL'āRŁāŁřçzŞæĎĎā;ŞçŽĎĈāzççāĀēĀŇēlĀīijŇā;ŁçTlēĈŭāZŁæŸřāyĀāyļāřTē;ĈāRŁçRĒçŽĎ
 ā;ŇāēĈīijŇāēIJLāŮŭāĀZā;āāzŭāy■āĒşāfĈæZt'ēIJşçzŞæĎĎā;ŞçŽĎāĒĒēĈlāŁæĀřāŁŮēĀĒāřāĒŮē;ŇāēĈā
 ēĀžēŁGā;ŁçTlēĈŭāZŁīijŇā;āāRfāzēāIJlāōĈāyŁēlĈāT;āyĀāyļē;žēGRçzçççŽĎāŇĒēĈĒāZlīijŇçĎŭāRŌārĒāō

15.5 Creating a C API

Overview

The following code defines a C API for a Python module. It includes a destructor function for points, utility functions for converting between Python objects and C points, and a function for creating a new point from a Python object. The code is written in C and uses the Python C API.

Example

The following code defines a C API for a Python module. It includes a destructor function for points, utility functions for converting between Python objects and C points, and a function for creating a new point from a Python object. The code is written in C and uses the Python C API.

```
/* Destructor function for points */
static void del_Point(PyObject *obj) {

    free(PyCapsule_GetPointer(obj, "Point"));
}

/* Utility functions */
static Point *PyPoint_AsPoint(PyObject *obj) {
    return (Point *) PyCapsule_GetPointer(obj, "Point");
}

static PyObject *PyPoint_FromPoint(Point *p, int must_free) {
    return PyCapsule_New(p, "Point", must_free ? del_Point : NULL);
}
```

The following code defines a C API for a Python module. It includes a destructor function for points, utility functions for converting between Python objects and C points, and a function for creating a new point from a Python object. The code is written in C and uses the Python C API.

```
/* pysample.h */
#include "Python.h"
#include "sample.h"
#ifdef __cplusplus
extern "C" {
#endif

/* Public API Table */
typedef struct {
    Point *(*aspoint)(PyObject *);
    PyObject *(*frompoint)(Point *, int);
} _PointAPIMethods;

#ifdef PYSAMPLE_MODULE
```

```

/* Method table in external module */
static _PointAPIMethods *_point_api = 0;

/* Import the API table from sample */
static int import_sample(void) {
    _point_api = (_PointAPIMethods *) PyCapsule_Import("sample._point_
    api", 0);
    return (_point_api != NULL) ? 1 : 0;
}

/* Macros to implement the programming interface */
#define PyPoint_AsPoint(obj) (_point_api->aspoint)(obj)
#define PyPoint_FromPoint(obj) (_point_api->frompoint)(obj)
#endif

#ifdef __cplusplus
}
#endif

```

The following code defines the `_PointAPIMethods` structure, which is used to define the API for the `Point` type. The structure is defined in `pysample.h` and is used in `pysample.c` to implement the `PyPoint` type.

```

/* pysample.c */

#include "Python.h"
#define PYSAMPLE_MODULE
#include "pysample.h"

...
/* Destructor function for points */
static void del_Point(PyObject *obj) {
    printf("Deleting point\n");
    free(PyCapsule_GetPointer(obj, "Point"));
}

/* Utility functions */
static Point *PyPoint_AsPoint(PyObject *obj) {
    return (Point *) PyCapsule_GetPointer(obj, "Point");
}

static PyObject *PyPoint_FromPoint(Point *p, int free) {
    return PyCapsule_New(p, "Point", free ? del_Point : NULL);
}

static _PointAPIMethods _point_api = {
    PyPoint_AsPoint,
    PyPoint_FromPoint
};
...

```

```

/* Module initialization function */
PyMODINIT_FUNC
PyInit_sample(void) {
    PyObject *m;
    PyObject *py_point_api;

    m = PyModule_Create(&samplemodule);
    if (m == NULL)
        return NULL;

    /* Add the Point C API functions */
    py_point_api = PyCapsule_New((void *) &_amp;_point_api, "sample._point_
    ↪api", NULL);
    if (py_point_api) {
        PyModule_AddObject(m, "_point_api", py_point_api);
    }
    return m;
}

```

17.5. 15.5 äžÖæL'f'äijäælaaiUäy■áoŽžžL'äŠNárijäGžCçŽĐAPI

```

/* ptexample.c */

/* Include the header associated with the other module */
#include "pysample.h"

/* An extension function that uses the exported API */
static PyObject *print_point(PyObject *self, PyObject *args) {
    PyObject *obj;
    Point *p;
    if (!PyArg_ParseTuple(args, "O", &obj)) {
        return NULL;
    }

    /* Note: This is defined in a different module */
    p = PyPoint_AsPoint(obj);
    if (!p) {
        return NULL;
    }
    printf("%f %f\n", p->x, p->y);
    return Py_BuildValue("");
}

static PyMethodDef PtExampleMethods[] = {
    {"print_point", print_point, METH_VARARGS, "output a point"},
    { NULL, NULL, 0, NULL}
};

static struct PyModuleDef ptexamplemodule = {

```

```
PyModuleDef_HEAD_INIT,
"ptexample",          /* name of module */
"A module that imports an API", /* Doc string (may be NULL) */
-1,                   /* Size of per-interpreter state or -1 */
PtExampleMethods      /* Method table */
};

/* Module initialization function */
PyMODINIT_FUNC
PyInit_ptexample(void) {
    PyObject *m;

    m = PyModule_Create(&ptexamplemodule);
    if (m == NULL)
        return NULL;

    /* Import sample, loading its API functions */
    if (!import_sample()) {
        return NULL;
    }

    return m;
}
```

Chapter 17.5: 17.5.15.5 Creating a C API for a Python Module

```
# setup.py
from distutils.core import setup, Extension

setup(name='ptexample',
      ext_modules=[
          Extension('ptexample',
                  ['ptexample.c'],
                  include_dirs = [], # May need pysample.h
                  directory
          )
      ]
)
```

Chapter 17.5: 17.5.15.5 Creating a C API for a Python Module

```
>>> import sample
>>> p1 = sample.Point(2,3)
>>> p1
<capsule object "Point *" at 0x1004ea330>
>>> import ptexample
>>> ptexample.print_point(p1)
2.000000 3.000000
```

`æIjñĖŁĆą$žāžŎäyÄäyłȦL'■æRŘǻřśæYřijÑěČůāZŁáržēsəč;èŬăRŮăzză;Țȧ;ăăÇșēēAçŽDăržēsəçŽDă
ēfZăăüçŽDěrliijNăōZăzL'ēlqālUăijZăqnăEĖäyÄäyłȦG;ăȚrăNĞéŠŁçŽDçzȘăđDă;ȘiiJNălZăzzăyÄäyłȦNČ
ă;NăeĆ sample._point_api.`

aĖuāzŪælaāUēČ;āđ šaIJařijaĖĖæŮuēŌuāRŪāLřæŁZāyłaśđæĀğāzŭæRŘāRŪāzŤāsČçŽDæŃGeŚLāĀĆ
 āžŇāōđāyŁiijŃPythonæRŘä;ŻāžE
 ūūēāĖuāG;æŤřiiJŇāyžāžEāōŇæLŘæL'ĀæIJLčŽDæ■ēēld'āĀĆ
 ä;āaRlēIJĀæRŘä;ŻāsđæĀğčŽDāR■ā■Ůā■sāRřiiJLærŤāēČsample._point_apiiiiL'iiJŇčDŭāRŌāzŮārśāiJžāyĀ

aJlIařEëcñarijaĞžaĞ;æTřaRŸäyžaĚüazŮaelaǎlŮäy■æŽoěĀŽaĞ;æTřaŮüiijNæIJL'äyĀazŽCcijŮčlNéŽü
 aJl pysample.h æŮĞazüäy■iijNäyĀäyl _point_api
 æŇĞeŠLècñçTlæleæŇĞaŘSaiJlIarijaĞžaelaǎlŮäy■ècñalLiagŇaŇŮçŽDæŮžæsTęaǎĀĆ
 äyĀäylçŽyāĚşçŽDāĞ;æTřimport_sample() ècñçTlæleæŇĞaŘSeČuāZLarijaĚeāzūāLiagŇaŇŮeřZäyla
 eřZäylaĞ;æTřařĚéažaiJlāžza;TāĞ;æTřècñā;ĚçTlāzŇaĻ■ècñèřČçTlāĀĆeĀŽäyæleëořiijŇaōČaijZaiJlælaǎl
 æIJāāRŌriijŇCçŽDēcDādDçŘĚaōRècñāōZāZL'iijŇècñçTlæleēĀŽeřGæŮžæsTęaǎĀŌzāĻeāRSeřZāžZAPIāĞ
 çTlāLūaRlēIJāēeAä;ĚçTlēřZāžZāŌşagŇaĞ;æTřaR■çğřařsaRriijNäy■eIJāēeAēĀŽeřGāōRāŌzāžEëğçāĚüā

æIJAāRōrijNēfYæIJL'āyÄäylēGēeAçŽDāŌšāZæōl'ā;āāŌZā;fçTlēfZäylæLÆæIJræIēēS;æŌēlaāiUā
æĈædIJā;äāy■æĈsā;fçTlæIJnæIJžçŽDæLÆæIJrijNēCĉā;āārśāfĒēazā;fçTlāĒsāznāžSçŽDénYçžgçL'zæĀgā
ä;NæCrijNārEāyÄäylæZōēĀŽçŽDAPiāG;æTṛæT;āĒēāyÄäylæĒsāznāžSāžūçāōāflæL'ÆæIJL'æL'rāsTælaāiU
ēfZçg■æŪzæSṬçāōāōdāRrēaŊrijNā;EæYrāōCçŽyārççZAçRRrijNçL'zāLnæYrāIJlād'gādNçsçzçsāy■āĀC
æIJnēLĈæijTçd'zāžEāçCā;TēĀŽēfGPythonçŽDæŽōēĀŽārjāĒēæIJzālŪāŠNāžEāžEāGāäylēCūāZLerCçTlæ
āržāžŌēlaāiUçŽDcijUērSijNā;āāRlēIJĀēeAāōZāzL'ād't'æŪGāzūrijNēĀNāy■æIJĀēeAēĀCēZSāG;æTṛāžSçŽ

15.6 äžÖCèr■élĀäy■èrČčŤíPythonäžččăA

ä;äæČšǎIJÍCäy■ǎǒL'ǎĚlčŽǾæL'gèǎŇæšŘäyI PythoněřČčTlǎžűè£TǎŽđçzššæđIJçzŽCǎĀC
ä;ŇǎeCiiJŇǎ;äæČšǎIJÍCèr■èlĀäy■ǎ;£çTlǎšŘäyI PythonǎĜ;ǎTǎrǎ;IJäyžäyĀäyǎŽđèrČǎĀC

aIJCèr■èlĀäy■èrĈçTĪPythonéIdāyÿçóĀă■TĭijNāy■èfĜëøç,èøaaĹrāyĀăzZārRçĭ■eŪlāĀĈ
 äyNéIcçZĎCäzççāAāSĹérĹ'ä;æĀŌæūūaōĹ'āĖĭçZĎèrĈçTĭijZ

```
#include <Python.h>

/* Execute func(x,y) in the Python interpreter. The
   arguments and return result of the function must
   be Python floats */

double call_func(PyObject *func, double x, double y) {
    PyObject *args;
    PyObject *kwargs;
    PyObject *result = 0;
    double retval;

    /* Make sure we own the GIL */
    PyGILState_STATE state = PyGILState_Ensure();

    /* Verify that func is a proper callable */
    if (!PyCallable_Check(func)) {
        fprintf(stderr, "call_func: expected a callable\n");
        goto fail;
    }
    /* Build arguments */
    args = Py_BuildValue("(dd)", x, y);
    kwargs = NULL;

    /* Call the function */
    result = PyObject_Call(func, args, kwargs);
    Py_DECREF(args);
    Py_XDECREF(kwargs);

    /* Check for Python exceptions (if any) */
    if (PyErr_Occurred()) {
        PyErr_Print();
        goto fail;
    }

    /* Verify the result is a float object */
    if (!PyFloat_Check(result)) {
        fprintf(stderr, "call_func: callable didn't return a float\n");
        goto fail;
    }

    /* Create the return value */
    retval = PyFloat_AsDouble(result);
    Py_DECREF(result);

    /* Restore previous GIL state and return */
    PyGILState_Release(state);
    return retval;

fail:
```

```
Py_XDECREF(result);
PyGILState_Release(state);
abort();    // Change to something more appropriate
}
```

Python 2.0.0

```
#include <Python.h>

/* Definition of call_func() same as above */
...

/* Load a symbol from a module */
PyObject *import_name(const char *modname, const char *symbol) {
    PyObject *u_name, *module;
    u_name = PyUnicode_FromString(modname);
    module = PyImport_Import(u_name);
    Py_DECREF(u_name);
    return PyObject_GetAttrString(module, symbol);
}

/* Simple embedding example */
int main() {
    PyObject *pow_func;
    double x;

    Py_Initialize();
    /* Get a reference to the math.pow function */
    pow_func = import_name("math", "pow");

    /* Call it using our call_func() code */
    for (x = 0.0; x < 10.0; x += 0.1) {
        printf("%0.2f %0.2f\n", x, call_func(pow_func, x, 2.0));
    }
    /* Done */
    Py_DECREF(pow_func);
    Py_Finalize();
    return 0;
}
```

Python 2.0.0

```
all::
cc -g embed.c -I/usr/local/include/python3.3m \
-L/usr/local/lib/python3.3/config-3.3m -lpython3.3m
```

Python 2.0.0

```
0.00 0.00
0.10 0.01
0.20 0.04
0.30 0.09
0.40 0.16
...
```

ayNéIcæYřäyÄäylçí■āčōäy■āRŇçŽDäčNā■RrijŇāsTçd'žāžEäyÄäylæL'l'āsTāGjæTrijŇ
 āōČæŌčāRŮäyÄäylāRřerČçTlāržēsāāŠŇāĚūāzŮāRČæTrijŇāzūārĚāōČāznāijāēĀŠçžŽ
 call_func() æĪēāAŽætNērTijŽ

```
/* Extension function for testing the C-Python callback */
PyObject *py_call_func(PyObject *self, PyObject *args) {
    PyObject *func;

    double x, y, result;
    if (!PyArg_ParseTuple(args, "Odd", &func, &x, &y)) {
        return NULL;
    }
    result = call_func(func, x, y);
    return Py_BuildValue("d", result);
}
```

äjčçTlēcŽäylæL'l'āsTāGjæTrijŇājāēēAāČRäyNéIcæfŽæāūætNērTāōČrijŽ

```
>>> import sample
>>> def add(x,y):
...     return x+y
...
>>> sample.call_func(add, 3, 4)
7.0
>>>
```

ěōlēōž

æČædIJā;āāIJČer■ēlĀäy■ērČçTlPythonijŇēēAēōrā;RæIJĀēG■ēēAçŽDæYřCēr■ēlĀäijŽæYřäyžā;ŠāĀ
 āžšāršæYřerTrijŇCēr■ēlĀēt šēt čædDēĀāāRČæTřāĀĀērČçTlPythonāGjæTřāĀĀæčĀæšēāijČäyŷāĀĀæčĀæ

äjIJäyžçññäyĀæ■ēijŇā;āāfĚēāzāĚLæIJL'äyÄäylæāčd'žā;āārĚēēAērČçTlçŽDPythonāRřerČçTlāržēsāā
 èfŽāRřæžæYřäyÄäylāGjæTřāĀĀçšzāĀĀæŮzæsTāĀĀāĚçjōæŮzæsTæLŮāĚūāzŮāzæDŘāōdçŌřāžĚ
 __call__() æŠ■äjIJçŽDäyIJēēfāĀČ äyžāžĚçāōāfĪæYřāRřerČçTlçŽDijŇāRřæžæāČRäyNéIcçŽDäzççāĚē
 PyCallable_Check() āAŽæčĀæšēijŽ

```
double call_func(PyObject *func, double x, double y) {
    ...
    /* Verify that func is a proper callable */
    if (!PyCallable_Check(func)) {
        fprintf(stderr, "call_func: expected a callable\n");
        goto fail;
    }
}
```

```

    erČčTlāyĀāyĭaĠ;æTṛčZyārzaēēēōsā;ŁčōĀā■TāĀTāĀTāRĭēIJĀēēAā;ŁčTl
PyObject_Call() iijN āijāāyĀāyĭaRrēerČčTlārzesāçzZāōČāĀĀyĀāyĭaRČæTṛāĒČčzDāŠNāyĀāyĭaRrēĀ
ēēAāēdDāzzāRČæTṛāĒČčzDāēLŪā■ŪāĒyīijNā;āāRrāzēā;ŁčTl Py_BuildValue()
,āēČāyNīijZ

```

[illegible]

17.6. 15.6 äžŒCèr■elĀäy■erÇçŦÍPythonäžččăA

```
abort();
```

azÖCér¶elÄäy¶erÇ¶T¶PythonazççäA
 èÇAèfZæuüaAZçZDèfIijNä;ääfEéazä;fçT¶PythonärzèsaásCäy¶çZDäG;æT¶rãÄÇ
 äIJléfZéGÑæLsaznä;fçT¶läzE PyFloat_Check() äšÑ PyFloat_AsDouble()
 ælææçÄæšæšÑæR¶R¶UPythonætoçCzæT¶rãÄÇ

æIJÄäRÖäyÄäy¶UöécYæYrärzäZÖPythonäEläsÄéTAçZDçõaçRÊäÄÇ
 äIJlCér¶elÄäy¶èöfèUöPythonçZDæUüaAZiijNä;æIJÄèAçäöäfIGILècñæ¶ççäçZDèÖüaR¶UäšÑéGLæT;äz
 äy¶çDüçZDèfIijNäRræÇ;äijZärijeGt'ègçéGLäZléfTäZdeTZerræT¶ræ¶öæLÜèÄEçZt'æÖèæTæzÇäÄÇ
 èrÇ¶T¶ PyGILState_Ensure() äšÑ PyGILState_Release()
 äRræzèçäöäfIäyÄäLGeÇ;èÇ;æ¶çäy¶äÄÇ

```
double call_func(PyObject *func, double x, double y) {
    ...
    double retval;

    /* Make sure we own the GIL */
    PyGILState_STATE state = PyGILState_Ensure();
    ...
    /* Code that uses Python C API functions */
    ...
    /* Restore previous GIL state and return */
    PyGILState_Release(state);
    return retval;
}

fail:
    PyGILState_Release(state);
    abort();
}
```

äyÄæUöèfTäZdiijNPyGILState_Ensure() äRræzèçäöäfIerÇ¶TlçzçfçlNçNñä¶PythonègçéGLäZlæ
 ärsçöUÇäzççäAèfRèaÑäZÖäRèad'ÜäyÄäy¶ègçéGLäZlæy¶çšéAççZDçzçfçlNäzšæšäzNäÄÇ
 èfZæUüaAZiijNCäzççäAäRræzèèGtçTscZDä;fçT¶läzä;TäöCæÇçèAçZDPython C-API
 äG;æT¶rãÄÇ èrÇ¶TlæLræLšäRÖiijNPyGILState_Release()ècñçTlælèèöšègçéGLäZlæAçäd'äLræÖšägNçLüa

èÇAèfZæDRCZDæYræfRäyÄäy¶ PyGILState_Ensure()
 èrÇ¶TlæfEéazèu§çlÄäyÄäy¶länzéE¶çZD PyGILState_Release()
 èrÇ¶TlæÄTäÄTä¶sä;æIJLétZerræRScTšäÄÇ äIJléfZéGÑiijNæLsaznä;fçT¶läyÄäy¶ goto
 èr¶RèçIJNäyLäÖzæYræy¶læRræATçZDèö;èöäiijN ä;EæYræödeZÈäyLæLsaznä;fçT¶läöCælèèöšæÖgäLüæIÇ
 äIJl fail: æäGç¶;äRÖélççZDäzççäAäšÑPythonçZD fianl:
 äiUçZDçTlæÄTæYræyÄæäüçZDäÄÇ

æÇædIJä;äa;fçT¶læLÄæIJL'èfZäzZçzèäöZælèçijÜäEZCäzççäAriijNäNÈæNñärzGILçZDçõaçRÊäÄAäij
 ä;äaijZäRScÖræZÖCér¶elÄäy¶erÇ¶T¶PythonègçéGLäZlæYræRræläçZDäÄTäÄTäärsçöUäE¶äd'æIÇçZDçlNäz

15.7 äžŎCæĽĽ'ásŦäŸ■éĜĽæŦĴ, áĔĬásĀéŦĀ

éŬóécŸ

äĵääČšèŎĽ' CæĽĽ' áŦäžččäĀăŦŦPythonèĝĉéĜĽăŽĬäŸ■čŽĎăĔüäžŰèĤŽĉĬŦäŸĀèŦüæ■čĉăŎčŽĎæĽ ĝèäŦĭĵ
éČčäžĽăĵăăŕséĬĀèĉĀăŎzéĜĽæŦĴ, äžüéĜ■æŰŕèŎüăŔŰăĔĬásĀèĝĉéĜĽăŽĬéŦĀĭĵĽĜĬĽĭĵĽ' äĀČ

èĝčăĔşæŰzæĀĽ

ăĬĬCæĽĽ' áŦäžččäĀăŸ■ĭĵŦĜĬĽăŔŕäžééĀŽèĤĜăĬĬäžččäĀăŸ■æŔŦăĔĕäŸŦéĬçèĤŽæăüçŽĎăŎŔæĬééĜĽæ

```
#include "Python.h"
...

PyObject *pyfunc(PyObject *self, PyObject *args) {
    ...
    Py_BEGIN_ALLOW_THREADS
    // Threaded C code. Must not use Python API functions
    ...
    Py_END_ALLOW_THREADS
    ...
    return result;
}
```

èŎĬèŏž

ăŔĽæĬĽ' äĵăĉăŏăĬăŦăŦæĬĽ Python C APIăĜĵæŦŕăĬĬCăŸ■æĽ ĝèäŦĉŽĎæŰüăĀŽăĵăæĽ'■èČĵăŎĽ' äĔĬçŽ
ĜĬĽĬĀèĉĀèĉnéĜĽæŦĴ, čŽĎăŸŸèĝĀčŽĎăĬĴæŽŕæŸŕăĬĬèŏăĉŎŰăŕĔéŽĔĔăĎăžččäĀăŸ■éĬĀèĉĀăĬĬCæŦŕçžĎ
æĽŰèĀĔæŸŕèĉĀæĽ ĝèäŦéŸžăăĉčŽĎĬ/OæŦ■ăĵĬæŰüĭĵĽăŕŦăĉČăĬĬäŸĀăŸĽæŰĜăžüăŔŔèĤŕçňæŸĽèŕžăŔŰă

ăĵŦĜĬĽèçnéĜĽæŦĴ, áŔŎĭĵŦăĔüäžŰPythonçžĉĬŦæĽ'■èçŦăĔăŦăŦăĬĬèĝĉéĜĽăŽĬäŸ■æĽ ĝèäŦăĀČ
Py_END_ALLOW_THREADS äŎŔăĭĵŽéŸžăăĉæĽ ĝèäŦĉŽŦ' äĽŕèŕČĵŦĬçžĉĬŦéĜ■æŰŕèŎüăŔŰăžĔĜĬĽăĀČ

15.8 CăŦŦPythonăŸ■čŽĎçžĔçĬŦæŰüçŦĬ

éŬóécŸ

äĵăæĬĽ' äŸĀăŸĬŦăŦăŦŔéĬĀèĉĀăŰüăŔĽăĵçŦĬCăĀPythonăŦŦçžĉĬŦĭĵŦ
æĬĽ' äžŽçžĉĬŦæŸŕăĬĬCăŸ■ăĽŽăžçŽĎĭĵŦëŰĔăĜžăŸĔPythonèĝĉéĜĽăŽĬçŽĎăŎĜăĽüèŦČăŽŦ' äĀČ
äžüäŸŦäŸĀăžŽçžĉĬŦéĤŸăĵçŦĬäžĔPython C APIăŸ■čŽĎăĜĵæŦŕăĀČ

èġĉăĒşæŮzæąĹ

SwigéĀŽèĹĠèġĉădĹĈăd'Ĺ' æŮĠăzŮăzŮèĠăĹĹăĹZăzžæĹĹ' äŸĹăzĉĉăĀæĹèæŞ■ăĹĪăĀĈ
èġĀăĴĉĹĹăŮĈĹĹĹăĹăĒĹèġĀæĹĪĹ' äŸĀăŸĹĈăd'Ĺ' æŮĠăzŮăĀĈăĹăĹĈĹĹĹăĹŚăzňĉd' žăĹăĹĴĴăd'Ĺ' æŮĠăzŮăzŮèĹ

```
/* sample.h */

#include <math.h>
extern int gcd(int, int);
extern int in_mandel(double x0, double y0, int n);
extern int divide(int a, int b, int *remainder);
extern double avg(double *a, int n);

typedef struct Point {
    double x,y;
} Point;

extern double distance(Point *p1, Point *p2);
```

äŸĀæŮġăĹăĹĪĹ' äžĒèĹZăŸĹăd'Ĺ' æŮĠăzŮĹĹĹăŸăŸăĀæ■èäŸæŸĹĉĹŮăĒZăŸăŸĹSwig" æŮġăĹĈ" æŮĠăzŮăzŮè
æĹĹĴĒĠĠèġĉăăŮĴĹĹĹăĹĴăžæŮĠăzŮăzž" .i" äĹŮŮĉĹĹăĹăzŮăŸĹĴŸăĹĹĹăŸăĹăĹĈèĹZăæăĹĹĹăž

```
// sample.i - Swig interface
%module sample
%{
#include "sample.h"
%}

/* Customizations */
%extend Point {
    /* Constructor for Point objects */
    Point(double x, double y) {
        Point *p = (Point *) malloc(sizeof(Point));
        p->x = x;
        p->y = y;
        return p;
    };
};

/* Map int *remainder as an output argument */
#include typemaps.i
%apply int *OUTPUT { int * remainder };

/* Map the argument pattern (double *a, int n) to arrays */
%typemap(in) (double *a, int n) (Py_buffer view) {
    view.obj = NULL;
    if (PyObject_GetBuffer($input, &view, PyBUF_ANY_CONTIGUOUS |
↪PyBUF_FORMAT) == -1) {
        SWIG_fail;
    }
    if (strcmp(view.format,"d") != 0) {
```

```

    PyErr_SetString(PyExc_TypeError, "Expected an array of doubles
↪");
    SWIG_fail;
}
$1 = (double *) view.buf;
$2 = view.len / sizeof(double);
}

%typemap(freearg) (double *a, int n) {
    if (view$argnum.obj) {
        PyBuffer_Release(&view$argnum);
    }
}

/* C declarations to be included in the extension module */

extern int gcd(int, int);
extern int in_mandel(double x0, double y0, int n);
extern int divide(int a, int b, int *remainder);
extern double avg(double *a, int n);

typedef struct Point {
    double x,y;
} Point;

extern double distance(Point *p1, Point *p2);

```

ayÄæÛëjääEŽäëjāzEæŒëäRčæŮĠāzūiijŇNārsāRfāzēāIJlāŚjāzd'eaŇāuēāĚūāy■ērČťlSwigāžEiijŽ

```

bash % swig -python -py3 sample.i
bash %

```

swigçŽDèçŠāGžārsæYřāyđ'āylæŮĠāzūiijŇsample_wrap.cāŠŇsample.pyāĂĆ
āRŌéIčçŽDæŮĠāzūārsæYřčťlæLūéIJāëçAārjāĚčçŽDāĂĆ èĀŇsam-
ple_wrap.cæŮĠāzūæYřéIJāëçAèćñçijŮërŚāLřāR■āRń _sample
çŽDæŤræŇAælaaiŮçŽDcāzççāAāĂĆ èfZāyāRfāzēéĀŽèfĠèu\$æZóéĀŽæLl'āsŤælaaiŮāyĀæāuçŽDæLĀæ
āçŇāçĈiijŇājāāLZāzžāzEāyĀāylæČāyŇæLĀçd'žçŽD setup.py æŮĠāzūiijŽ

```

# setup.py
from distutils.core import setup, Extension

setup(name='sample',
      py_modules=['sample.py'],
      ext_modules=[
          Extension('_sample',
                    ['sample_wrap.c'],
                    include_dirs = [],
                    define_macros = [],
                    undef_macros = [],

```

```

        library_dirs = [],
        libraries = ['sample']
    )
]
)

```

Running setup.py build_ext --inplace

```

bash % python3 setup.py build_ext --inplace
running build_ext
building '_sample' extension
gcc -fno-strict-aliasing -DNDEBUG -g -fwrapv -O3 -Wall -Wstrict-
prototypes
-I/usr/local/include/python3.3m -c sample_wrap.c
-o build/temp.macosx-10.6-x86_64-3.3/sample_wrap.o
sample_wrap.c: In function 'PySWIG_InitializeModule':
sample_wrap.c:3589: warning: statement with no effect
gcc -bundle -undefined dynamic_lookup build/temp.macosx-10.6-x86_64-
3.3/sample.o
build/temp.macosx-10.6-x86_64-3.3/sample_wrap.o -o _sample.so -
lsample
bash %

```

Running setup.py build_ext --inplace

```

>>> import sample
>>> sample.gcd(42, 8)
2
>>> sample.divide(42, 8)
[5, 2]
>>> p1 = sample.Point(2, 3)
>>> p2 = sample.Point(4, 5)
>>> sample.distance(p1, p2)
2.8284271247461903
>>> p1.x
2.0
>>> p1.y
3.0
>>> import array
>>> a = array.array('d', [1, 2, 3])
>>> sample.avg(a)
2.0
>>>

```

Conclusion

Swig is a Python extension tool that allows you to create Python bindings for C/C++ code. It is a simple and easy-to-use tool that can be used to create Python bindings for a wide range of C/C++ code. The following code shows how to use Swig to create Python bindings for a C/C++ code.

Swig 2.0.0: A Python C++ Interface

```
%module sample
%{
#include "sample.h"
%}
```

Swig 2.0.0: A Python C++ Interface

Swig 2.0.0: A Python C++ Interface

```
%module sample
%{
#include "sample.h"
%}

...
extern int gcd(int, int);
extern int in_mandel(double x0, double y0, int n);
extern int divide(int a, int b, int *remainder);
extern double avg(double *a, int n);

typedef struct Point {
    double x,y;
} Point;

extern double distance(Point *p1, Point *p2);
```

Swig 2.0.0: A Python C++ Interface

Swig 2.0.0: A Python C++ Interface

Swig 2.0.0: A Python C++ Interface

```
>>> p1 = sample.Point(2,3)
>>>
```

Swig 2.0.0: A Python C++ Interface

```
>>> # Usage if %extend Point is omitted
>>> p1 = sample.Point()
>>> p1.x = 2.0
>>> p1.y = 3
```

Swig 2.0.0: A Python C++ Interface

Swig 2.0.0: A Python C++ Interface

Swig 2.0.0: A Python C++ Interface

```
%apply æŅĠāzd'īijŅ āōČāijŽæŅĠčd'žSwigāRCæTŗç■āR■ int *remainder
ēēAēčnā;ŠāAŽæYŗē;ŠāGžāĀijāĀČ ēēZāyĻāōēēZēāyĻæYŗāyĀāyĻāēāijRāŅzéē■ēēĠDāĻZāĀČ
āĪĪāēēāyŅāēēčŽDæĻĀēĪĪāčŗæYōāy■īijŅāzā;TæŪūāĀZāRĻēēAççŗāyĻ int
*remainder īijŅāzŪāŗšāijZēēčnā;Īāyžē;ŠāGžāĀČ ēēZāyĻēĠāōŽāzĻæŪzæšTāRŗāzēēōĻ
divide() āĠ;æTŗēēTāZđāyđ'āyĻāĀijāĀČ
```

```
>>> sample.divide(42, 8)
[5, 2]
>>>
```

æĪĀāRōāyĀāyĻæŪĻāRĻāĻŗ %typemap æŅĠāzd'čŽDēĠāōŽāzĻāRŗēČ;æYŗēēZēĠŅāšTŗčd'žčŽDæĪĀāyĀāyĻtypemapāŗšæYŗāyĀāyĻāĪĪē;Šāēēāy■čĻzāōŽāRCæTŗæĻāāijRčŽDēĠDāĻZāĀČ
āĪĪāēĪĪēĻČāy■īijŅāyĀāyĻtypemapēēčnāōŽāzĻāyžāŅzéē■āRCæTŗæĻāāijR (double *a,
int n) . āĪĪtypemapāēēēČĻæYŗāyĀāyĻČāzččāAçĻĠGāōīijŅāōČāSĻēĻĻSwigæĀōæūāŗēāyĀāyĻPythonār
æĪĪēĻČāzččāAā;ēčTĪāžēPythončŽDčijŠā■Yā■RēōōāōZāŅzéē■āzā;TçĪĪŅāyĻāōčšzāijijāRŅš;āžæTŗçz
īijĻæŗTāēČNumPyæTŗçzDāĀarrayāēāĪŪāĻZāzžčŽDæTŗçzDç■ĻīijĻīijŅæŽt'ād'ŽēŗūāRCēĀČ15.3ārRēĻČ

āĪĪtypemapāzččāAāēēēČĻīijŅ\$1āšŅ\$2ēēZæūčžDāRŸēĠRæZēæ■čāijZēōūāRŪtypemapāēāāijRčŽDČ
īijĻæŗTāēČ\$1æYāārDāyž double *a īijĻāĀČ\$inputæŅĠāRŠāyĀāyĻā;Īāyžē;ŠāēēčŽD
PyObject * āRCæTŗīijŅ ēĀŅ \$argnum āŗšāzčēāĻāRCæTŗçžDāyĻæTŗāĀČ

çijŪāēZāšŅčRēēēčtypemapsæYŗā;ēčTĪSwigæĪĀāšžæĪĪčžDāĻ■æRĠāĀČ
āy■āēēæYŗēŗt'āzččāAæŽt'čēđçġYīijŅēĀŅāyTā;āēĪĀēēAçRēēēčPython C
APIāšŅSwigāšŅāōČāzd'āžščžDæŪzāijRāĀČ SwigæŪĠæāçæĪĪĻæŽt'ād'ŽēēZæŪzéĻčžDčzēēĻČīijŅāRŗāz

āy■ēēĠīijŅāēČæđĪā;āæĪĪĻād'ģēĠRčžDČāzččāAēĪĀēēAēēčnāŽt'ēĪšāyžæĻĻ'āsTæĻāāĪŪāĀČ
SwigæYŗāyĀāyĻēĻđāyāijžād'ģčžDāūēāēŪāĀČāēēēTōčČzāĪĪāžōSwigæYŗāyĀāyĻād'DçRēČāčŗæYōčžDčij
ēĀžēēĠāijžād'ģčžDāēāāijRāŅzéēē■āšŅēĠāōŽāzĻčžDāzūīijŅāRŗāzēēōĻā;ææŽt'æTžāčŗæYōæŅĠāōŽāšŅč
æŽt'ād'ZāēāæAŗēŗūāōZæšēēYē Swigç;ŠčŅŽ īijŅ ēēYæĪĪĻ
çĻzāōŽāžōPythončžDçžYāēšæŪĠæāç

15.10 çTĪCythonāŅēēēČāzččāA

ēŪōēēY

ā;āæČšā;ēçTĪCythonæĻēāĻZāzžāyĀāyĻPythonæĻĻ'āsTæĻāāĪŪīijŅçTĪæĻēāŅēēēēæšRāyĻāūšā■YāĪĪčžD

ēēčāēšæŪzæāĻ

ā;ēçTĪCythonæđDāzžāyĀāyĻæĻĻ'āsTæĻāāĪŪçĪĪŅāyĻāōzā;ĻæĻŅāēZæĻĻ'āsTæĪĪĻāžžčšzāijijīijŅ
āZāāyžā;āēĪĀēēAāĻZāzžā;Ļād'ZāŅēēēēāĠ;æTŗāĀČāy■ēēĠīijŅēūšāĻ■ēĻčāy■āRŅčžDæYŗīijŅā;āāy■ēĪĀ

ā;ĪāyžāGēād'ĠīijŅāAĠēō;æĪĪčŅāāzŅčzēēČĻāēçžDčd'zā;ŅāzččāAāūšçzRēēēčijŪērSāĻRæšRāyĻāR
libsample çžDČāĠ;æTŗāžšāy■āzēāĀČ ēēŪāēĻāĻZāzžāyĀāyĻāR■āRŅ csample.pxd
çžDæŪĠāzūīijŅāēČāyŅæĻĀČđ'žīijž

```
# csample.pxd
#
# Declarations of "external" C functions and structures

cdef extern from "sample.h":
    int gcd(int, int)
    bint in_mandel(double, double, int)
    int divide(int, int, int *)
    double avg(double *, int) nogil

    ctypedef struct Point:
        double x
        double y

    double distance(Point *, Point *)
```

The `csample.pxd` file defines the C functions and structures that will be used in the `sample.pyx` file. The `csample.pyx` file imports the `csample.pxd` file and defines the Python wrappers for the C functions. The `csample.pxd` file is a CPython extension module that defines the C functions and structures. The `sample.pyx` file is a CPython extension module that defines the Python wrappers for the C functions.

```
# sample.pyx

# Import the low-level C declarations
cimport csample

# Import some functionality from Python and the C stdlib
from cpython.pycapsule cimport *

from libc.stdlib cimport malloc, free

# Wrappers
def gcd(unsigned int x, unsigned int y):
    return csample.gcd(x, y)

def in_mandel(x, y, unsigned int n):
    return csample.in_mandel(x, y, n)

def divide(x, y):
    cdef int rem
    quot = csample.divide(x, y, &rem)
    return quot, rem

def avg(double[:] a):
    cdef:
        int sz
        double result
```

```

    sz = a.size
    with nogil:
        result = csample.avg(<double *> &a[0], sz)
    return result

# Destructor for cleaning up Point objects
cdef del_Point(object obj):
    pt = <csample.Point *> PyCapsule_GetPointer(obj, "Point")
    free(<void *> pt)

# Create a Point object and return as a capsule
def Point(double x, double y):
    cdef csample.Point *p
    p = <csample.Point *> malloc(sizeof(csample.Point))
    if p == NULL:
        raise MemoryError("No memory to make a Point")
    p.x = x
    p.y = y
    return PyCapsule_New(<void *>p, "Point", <PyCapsule_Destructor>
    ↪del_Point)

def distance(p1, p2):
    pt1 = <csample.Point *> PyCapsule_GetPointer(p1, "Point")
    pt2 = <csample.Point *> PyCapsule_GetPointer(p2, "Point")
    return csample.distance(pt1, pt2)

```

1. Create a new Python file named `sample.py` in the same directory as `sample.c`.
 2. Add the following code to `sample.py`:

```

from distutils.core import setup
from distutils.extension import Extension
from Cython.Distutils import build_ext

ext_modules = [
    Extension('sample',
        ['sample.pyx'],
        libraries=['sample'],
        library_dirs=['.'])]

setup(
    name = 'Sample extension module',
    cmdclass = {'build_ext': build_ext},
    ext_modules = ext_modules
)

```

3. Run the following command in the terminal to build the extension module:

```
bash % python3 setup.py build_ext --inplace
running build_ext
cythoning sample.pyx to sample.c
building 'sample' extension
gcc -fno-strict-aliasing -DNDEBUG -g -fwrapv -O3 -Wall -Wstrict-
prototypes
-I/usr/local/include/python3.3m -c sample.c
-o build/temp.macosx-10.6-x86_64-3.3/sample.o
gcc -bundle -undefined dynamic_lookup build/temp.macosx-10.6-x86_64-
3.3/sample.o
-L. -lsample -o sample.so
bash %
```

sample.pyx to sample.c

```
>>> import sample
>>> sample.gcd(42, 10)
2
>>> sample.in_mandel(1, 1, 400)
False
>>> sample.in_mandel(0, 0, 400)
True
>>> sample.divide(42, 10)
(4, 2)
>>> import array
>>> a = array.array('d', [1, 2, 3])
>>> sample.avg(a)
2.0
>>> p1 = sample.Point(2, 3)
>>> p2 = sample.Point(4, 5)
>>> p1
<capsule object "Point" at 0x1005d1e70>
>>> p2
<capsule object "Point" at 0x1005d1ea0>
>>> sample.distance(p1, p2)
2.8284271247461903
>>>
```

17.10. 15.10 Cython

Python 2.7.10 (tags/v2.7.10:Aug 14 2014, 13:07:45) [AMD64] on win32

Python 2.7.10 (tags/v2.7.10:Aug 14 2014, 13:07:45) [AMD64] on win32

ãŽăă■d'ġijŃă;ăēĤŸăŸrēēAăĤZăŃĤēēĤăĜ;ăĤrăĂĈă;ŃăēĈġijŃăŕŝçŮ csample.pxd
 æŮĜăžŭăĉrăŸŌăžĤ int gcd(int, int) äĜ;ăĤġijŃ ä;ăäz■çĎŭēĲăēēAăĲĲ sample.
 pyx äy■ăyžăŌĈăĤZăŸăĂăyĴăŃĤēēĤăĜ;ăĤrăĂĈă;ŃăēĈġijŽ

```
cimport csample

def gcd(unsigned int x, unsigned int y):
    return csample.gcd(x, y)
```

ărzăžŌçŏĂă■ĤçŽĎăĜ;ăĤġijŃă;ăäžŭăy■ēĲăēēAăŌžăĂžăđĴăđ'ŽçŽĎăŮŭăĂĈ
 CythonăijŽçĤŖăĹŔăŃĤēēĤăžçăĂăĤēă■çăŏçŽĎē;Ńă■ĈăŔĈăĤrăŖŃēĤăŽđăĲijăĂĈ
 çžŚăŏŽăĹŔăŝđăĂăġăyĴçŽĎăĤră■ŏçŝăđŃăŸŕăŔŕēĂĹçŽĎăĂĈăy■ēĤġijŃăēĈăđĲă;ăăŃĤăŔăŃăžĤăŏĈăžŃă
 ä;ŃăēĈġijŃăēĈăđĲăĲăžžă;ĤçĤĴēŖŖăĤrăĤēēĈçĤĴēĤZăyĴăĜ;ăĤġijŃăijŽăĹZăĜžăyĂăyĴăijĈăyŷijŽ

```
>>> sample.gcd(-10, 2)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "sample.pyx", line 7, in sample.gcd (sample.c:1284)
    def gcd(unsigned int x, unsigned int y):
OverflowError: can't convert negative value to unsigned int
>>>
```

ăēĈăđĲă;ăăĈŖăŕžăŃĤēēĤăĜ;ăĤrăĂŽăŔēăđ'ŮçŽĎăçĂăŖēġijŃăŔĴēĲăēēAă;ĤçĤĴăŔēăđ'ŮçŽĎăŃĤēēĤă

```
def gcd(unsigned int x, unsigned int y):
    if x <= 0:
        raise ValueError("x must be > 0")
    if y <= 0:
        raise ValueError("y must be > 0")
    return csample.gcd(x, y)
```

ăĲĲcsample.pxdăŮĜăžŭăy■çŽĎ'Ĵin_mandel()'ăĉŕăŸŌăĲĲăyĴăĹăĲĲăēŭă;ĤăŸŕăŕĤē;ĈēŽĴçŖĤēēġ
 äĲĴēĤZăyĴăŮĜăžŭăy■ġijŃăĜ;ăĤŕēĈăĉŕăŸŌăyžçĎŭăŔŌăyĂăyĴbintēĂŃăy■ăŸŕăyĂăyĴintăĂĈ
 äŏĈăijŽēŏĴăĜ;ăĤŕăĹZăžžăyĂăyĴă■çăŏçŽĎBooleanăĲijēĂŃăy■ăŸŕçŏĂă■ĤçŽĎăĤ'ăĤŕăĂĈ
 äŽăă■d'ġijŃēĤăŽđăĲijŏēăĴçđ'žFalseēĂŃĴēăĴçđ'žTrueăĂĈ

ăĲĲCythonăŃĤēēĤăŽĴăy■ġijŃă;ăăŔŕăžēēĂĹăŃĴ'ăĉŕăŸŌĈăĤră■ŏçŝăđŃijŃăžŖăŔŕăžēă;ĤçĤĴăĹĂăĲĲ
 ärzăžŌ divide() çŽĎăŃĤēēĤăŽĴăŝĤçđ'žăžĤēĤZăăŭăyĂăyĴă;Ńă■ŔijŃăŖŃăŮŭēĤŸăĲĲăēĈă;ĤăŌžăđ'Ď

```
def divide(x, y):
    cdef int rem
    quot = csample.divide(x, y, &rem)
    return quot, rem
```

ăĲĴēĤZēĜŃijŃŕemăŔŸēĜŔēĈăŸĴçđ'žçŽĎăĉŕăŸŌăyžăyĂăyĴĈăĤŕăđŃăŔŸēĜŔăĂĈ
 ä;ŖăŏĈēĈăĲijăăĤēē divide() äĜ;ăĤŕçŽĎăŮŭăĂŽijŃăŕem
 äĹZăžžăyĂăyĴēŭŖĈăyĂăăŭçŽĎăŃĜăŔŖăŝŏĈçŽĎăŃĜēŖĴăĂĈ avg()
 äĜ;ăĤŕçŽĎăžçăĂăăijĤçđ'žăžĤēCythonăŽĤēŃŸçžççŽĎçĴăĂăġăĂĈ
 ēēŮăĤĴ def avg(double[:] a) äĉŕăŸŌăžĤ avg()
 æŌēăŔŮăyĂăyĴăŸăçžĤ'çŽĎăŔŃçŖ;ăžēăĤĤăŸēĤĤăŽăĂĈ æĲăăĈĴăăĜçŽĎēĈăĴĤăŸŕēĤăŽđçŽĎçžŖăđ


```

from libc.stdlib cimport malloc, free
...

cdef class Point:
    cdef csample.Point *_c_point
    def __cinit__(self, double x, double y):
        self._c_point = <csample.Point *> malloc(sizeof(csample.
        Point))
        self._c_point.x = x
        self._c_point.y = y

    def __dealloc__(self):
        free(self._c_point)

    property x:
        def __get__(self):
            return self._c_point.x
        def __set__(self, value):
            self._c_point.x = value

    property y:
        def __get__(self):
            return self._c_point.y
        def __set__(self, value):
            self._c_point.y = value

def distance(Point p1, Point p2):
    return csample.distance(p1._c_point, p2._c_point)

```

The following code defines a CPython extension module `sample` that provides a `Point` class and a `distance` function. The `Point` class is a CPython object that wraps a C `csample.Point` structure. The `distance` function takes two `Point` objects and returns the distance between them.

The following code shows how to use the `sample` module in a Python script.

```

>>> import sample
>>> p1 = sample.Point(2,3)
>>> p2 = sample.Point(4,5)
>>> p1
<sample.Point object at 0x100447288>
>>> p2
<sample.Point object at 0x1004472a0>
>>> p1.x
2.0
>>> p1.y
3.0

```

```
3.0
>>> sample.distance(p1,p2)
2.8284271247461903
>>>
```

Python 3.0
 sample.distance(p1,p2)
 2.8284271247461903
 >>>

15.11 Cython 1.0.0

15.11.1

Python 3.0
 sample.distance(p1,p2)
 2.8284271247461903
 >>>

15.11.2

Python 3.0
 sample.distance(p1,p2)
 2.8284271247461903
 >>>

```
# sample.pyx (Cython)

import cython

@cython.boundscheck(False)
@cython.wraparound(False)
cpdef clip(double[:] a, double min, double max, double[:] out):
    """
    Clip the values in a to be between min and max. Result in out
    """
    if min > max:
        raise ValueError("min must be <= max")
    if a.shape[0] != out.shape[0]:
        raise ValueError("input and output arrays must be the same_
    size")
    for i in range(a.shape[0]):
        if a[i] < min:
            out[i] = min
        elif a[i] > max:
            out[i] = max
        else:
            out[i] = a[i]
```

Python 3.0
 sample.distance(p1,p2)
 2.8284271247461903
 >>>

```
from distutils.core import setup
from distutils.extension import Extension
from Cython.Distutils import build_ext

ext_modules = [
    Extension('sample',
              ['sample.pyx'])
]

setup(
    name = 'Sample app',
    cmdclass = {'build_ext': build_ext},
    ext_modules = ext_modules
)
```

Example 17.11: Using Cython to build a C extension module

```
>>> # array module example
>>> import sample
>>> import array
>>> a = array.array('d', [1, -3, 4, 7, 2, 0])
>>> a
array('d', [1.0, -3.0, 4.0, 7.0, 2.0, 0.0])
>>> sample.clip(a, 1, 4, a)
>>> a
array('d', [1.0, 1.0, 4.0, 4.0, 2.0, 1.0])

>>> # numpy example
>>> import numpy
>>> b = numpy.random.uniform(-10, 10, size=1000000)
>>> b
array([-9.55546017,  7.45599334,  0.69248932, ...,  0.69583148,
        -3.86290931,  2.37266888])
>>> c = numpy.zeros_like(b)
>>> c
array([ 0.,  0.,  0., ...,  0.,  0.,  0.])
>>> sample.clip(b, -5, 5, c)
>>> c
array([-5.,  5.,  0.69248932, ...,  0.69583148,
        -3.86290931,  2.37266888])
>>> min(c)
-5.0
>>> max(c)
5.0
>>>
```

Example 17.11: Using Cython to build a C extension module

```
@cython.boundscheck(False)
@cython.wraparound(False)
cpdef clip(double[:] a, double min, double max, double[:] out):
    if min > max:
        raise ValueError("min must be <= max")
    if a.shape[0] != out.shape[0]:
        raise ValueError("input and output arrays must be the same_
↪size")
```

```
for i in range(a.shape[0]):
    out[i] = (a[i] if a[i] < max else max) if a[i] > min else
    min
```

Example 17.11.15.11: A simple clip function for 1D arrays. The function takes an array `a` and returns a new array `out` where each element is the minimum of `a[i]`, `max`, and `min`.

Example 17.11.15.11: A simple clip function for 1D arrays. The function takes an array `a` and returns a new array `out` where each element is the minimum of `a[i]`, `max`, and `min`.

```
void clip(double *a, int n, double min, double max, double *out) {
    double x;
    for (; n >= 0; n--, a++, out++) {
        x = *a;

        *out = x > max ? max : (x < min ? min : x);
    }
}
```

Example 17.11.15.11: A simple clip function for 1D arrays. The function takes an array `a` and returns a new array `out` where each element is the minimum of `a[i]`, `max`, and `min`.

Example 17.11.15.11: A simple clip function for 1D arrays. The function takes an array `a` and returns a new array `out` where each element is the minimum of `a[i]`, `max`, and `min`.

```
@cython.boundscheck(False)
@cython.wraparound(False)
cpdef clip(double[:] a, double min, double max, double[:] out):
    if min > max:
        raise ValueError("min must be <= max")
    if a.shape[0] != out.shape[0]:
        raise ValueError("input and output arrays must be the same
    size")
    with nogil:
        for i in range(a.shape[0]):
            out[i] = (a[i] if a[i] < max else max) if a[i] > min
            else min
```

Example 17.11.15.11: A simple clip function for 1D arrays. The function takes an array `a` and returns a new array `out` where each element is the minimum of `a[i]`, `max`, and `min`.

```
@cython.boundscheck(False)
@cython.wraparound(False)
cpdef clip2d(double[:, :] a, double min, double max, double[:, :]
    out):
    if min > max:
        raise ValueError("min must be <= max")
    for n in range(a.ndim):
        if a.shape[n] != out.shape[n]:
            raise TypeError("a and out have different shapes")
    for i in range(a.shape[0]):
        for j in range(a.shape[1]):
```

15.12 āĖǻǧǣȚræŃĜéŠŁěñæ■cäyžāRřèrČčTlárzèsq

éŮőécÿ

ä;äâuŝçzRèŌuā; ŪāžEäyÄäyłècńçjŪërSāĜ;æȚrçŽDāEĖā■ŸāIJřāIĀñjŇæČšārEāōČè;ñæ■céĹŘäyÄäyH
ēŁæāuŝŽDërIā;āārśāRřāžēārEāōČä;IJäyžäyÄäyłæŁ'āśŤāĜ;æȚřā;čçŤlāžEāĀĆ

èġčǎẸșæŮźæǻŁ

ctypes ælaɪUɑ̃Rrèc̃nçTl̥æiəʌLz̥ɑ̃z̥ɑ̃Ñěc̃ĚäzzæDR̥ɑ̃Ěǻ■Y̥ɑ̃Iʃr̥ɑiǺçŽDPythonɑ̃Rr̥èrC̣çTl̥árz̥es̥ɑ̃ǺC̣
äyÑéIc̣çŽDǻ;N̥ɑ̃■R̥æiɹṬc̣d'z̥äZ̥æAŌæ̥äũeŌu̥ɑ̃RŪC̣ɑ̃Ĝ;ɹṬṛçŽḌɑ̃Ōṣ̌ɑ̃ĜN̥ǺḀɑ̃z̥ṬǺṣC̣ɑ̃Iʃr̥ɑiǺiijN̥äz̥e̥ɑ̃R̥L̥æ̥C̣ɑ̃;

```
>>> import ctypes
>>> lib = ctypes.cdll.LoadLibrary(None)
>>> # Get the address of sin() from the C math library
>>> addr = ctypes.cast(lib.sin, ctypes.c_void_p).value
>>> addr
140735505915760

>>> # Turn the address into a callable function
>>> functype = ctypes.CFUNCTYPE(ctypes.c_double, ctypes.c_double)
>>> func = functype(addr)
>>> func
<CFunctionType object at 0x1006816d0>

>>> # Call the resulting function
>>> func(2)
0.9092974268256817
>>> func(0)
0.0
>>>
```

Example

Example: A function that takes a list of numbers and returns a new list with the squares of the numbers. The function is defined using the `CFUNCTYPE` and `ctypes` modules.

The function is defined as follows:

The function is called as follows:

```
>>> from llvm.core import Module, Function, Type, Builder
>>> mod = Module.new('example')
>>> f = Function.new(mod, Type.function(Type.double(), \
    [Type.double(), Type.double()], False), 'foo')
>>> block = f.append_basic_block('entry')
>>> builder = Builder.new(block)
>>> x2 = builder.fmul(f.args[0], f.args[0])
>>> y2 = builder.fmul(f.args[1], f.args[1])
>>> r = builder.fadd(x2, y2)
>>> builder.ret(r)
<llvm.core.Instruction object at 0x10078e990>
>>> from llvm.ee import ExecutionEngine
>>> engine = ExecutionEngine.new(mod)
>>> ptr = engine.get_pointer_to_function(f)
>>> ptr
4325863440
>>> foo = ctypes.CFUNCTYPE(ctypes.c_double, ctypes.c_double, ctypes.
    ↳c_double)(ptr)

>>> # Call the resulting function
>>> foo(2, 3)
13.0
>>> foo(4, 5)
41.0
>>> foo(1, 2)
5.0
>>>
```

The function is called as follows:

15.13 Printing a NULL-terminated string

Problem

How can I print a NULL-terminated string in Python?

Solution

The following function prints a NULL-terminated string. It uses the `printf` function from the `stdio.h` header.

```
void print_chars(char *s) {
    while (*s) {
        printf("%2x ", (unsigned char) *s);

        s++;
    }
    printf("\n");
}
```

Example usage:

```
print_chars("Hello");    // Outputs: 48 65 6c 6c 6f
```

The following function prints a NULL-terminated string using the `PyArg_ParseTuple` function from the `Python.h` header.

```
static PyObject *py_print_chars(PyObject *self, PyObject *args) {
    char *s;

    if (!PyArg_ParseTuple(args, "y", &s)) {
        return NULL;
    }
    print_chars(s);
    Py_RETURN_NONE;
}
```

Example usage:

```
>>> print_chars(b'Hello World')
48 65 6c 6c 6f 20 57 6f 72 6c 64
>>> print_chars(b'Hello\x00World')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: must be bytes without null bytes, not bytes
>>> print_chars('Hello World')
```

```
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'str' does not support the buffer interface
>>>
```

UnicodeError: 'str' does not support the buffer interface
PyArg_ParseTuple()

```
static PyObject *py_print_chars(PyObject *self, PyObject *args) {
    char *s;

    if (!PyArg_ParseTuple(args, "s", &s)) {
        return NULL;
    }
    print_chars(s);
    Py_RETURN_NONE;
}
```

UnicodeError: 'str' does not support the buffer interface
PyArg_ParseTuple()

```
>>> print_chars('Hello World')
48 65 6c 6c 6f 20 57 6f 72 6c 64
>>> print_chars('Spicy Jalape\u00f1o') # Note: UTF-8 encoding
53 70 69 63 79 20 4a 61 6c 61 70 65 c3 b1 6f
>>> print_chars('Hello\x00World')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: must be str without null characters, not str
>>> print_chars(b'Hello World')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: must be str, not bytes
>>>
```

UnicodeError: 'str' does not support the buffer interface
PyArg_ParseTuple()

```
/* Some Python Object (obtained somehow) */
PyObject *obj;

/* Conversion from bytes */
{
    char *s;
    s = PyBytes_AsString(o);
    if (!s) {
        return NULL; /* TypeError already raised */
    }
}
```

```

print_chars(s);
}

/* Conversion to UTF-8 bytes from a string */
{
    PyObject *bytes;
    char *s;
    if (!PyUnicode_Check(obj)) {
        PyErr_SetString(PyExc_TypeError, "Expected string");
        return NULL;
    }
    bytes = PyUnicode_AsUTF8String(obj);
    s = PyBytes_AsString(bytes);
    print_chars(s);
    Py_DECREF(bytes);
}

```

The function `print_chars` prints the characters of a string. It takes a `PyObject` as input and returns `NULL` if the input is not a string. Otherwise, it converts the string to UTF-8 bytes and prints them.

èóìèöž

The function `PyUnicode_AsUTF8String` converts a Unicode string to a UTF-8 byte string. It takes a `PyObject` as input and returns a `PyObject` representing the byte string.

The function `PyArg_ParseTuple` parses a tuple of arguments. It takes a format string and a tuple of arguments as input. The format string specifies the types of the arguments. The arguments are returned as `PyObject` objects.

```

>>> import sys
>>> s = 'Spicy Jalape\u00f1o'
>>> sys.getsizeof(s)
87
>>> print_chars(s)          # Passing string
53 70 69 63 79 20 4a 61 6c 61 70 65 c3 b1 6f
>>> sys.getsizeof(s)        # Notice increased size
103
>>>

```

The function `PyUnicode_AsUTF8String` converts a Unicode string to a UTF-8 byte string. It takes a `PyObject` as input and returns a `PyObject` representing the byte string.

```

static PyObject *py_print_chars(PyObject *self, PyObject *args) {
    PyObject *o, *bytes;
    char *s;

```

```

if (!PyArg_ParseTuple(args, "U", &o)) {
    return NULL;
}
bytes = PyUnicode_AsUTF8String(o);
s = PyBytes_AsString(bytes);
print_chars(s);
Py_DECREF(bytes);
Py_RETURN_NONE;
}

```

éĀŽēŁĠēŻāyġāŁōāŤzġijŊāyĀāyġUTF-8çġijŬçāAçŽĎā■Ŭçņēāyšæāžæ■ōēIJĀēēAēēāŁŽāžzġijŊçĎūāŔĈ

```

>>> import sys
>>> s = 'Spicy Jalape\u00f1o'
>>> sys.getsizeof(s)
87
>>> print_chars(s)
53 70 69 63 79 20 4a 61 6c 61 70 65 c3 b1 6f
>>> sys.getsizeof(s)
87
>>>

```

āēĈāđIJā;āēŕŤçĪĀāġjāēĀŠNULLçzŠārçā■ŬçņēāyšçzŽçtypesāŊĒēēĒēēŁĠçŽĎāĠ;æŤŕġijŊēēAēēāŁŕĈçŽĎāŤŕçtypesāŔġēĈ;āĒAēōyāġjāēĀŠā■ŬēŁĈġijŊāžūāyŤāōĈāy■āġjŽæçĀæšēāy■ēŬŕ'āŤŊāĒēçŽĎ

```

>>> import ctypes
>>> lib = ctypes.cdll.LoadLibrary("./libsample.so")
>>> print_chars = lib.print_chars
>>> print_chars.argtypes = (ctypes.c_char_p,)
>>> print_chars(b'Hello World')
48 65 6c 6c 6f 20 57 6f 72 6c 64
>>> print_chars(b'Hello\x00World')
48 65 6c 6c 6f
>>> print_chars('Hello World')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ctypes.ArgumentError: argument 1: <class 'TypeError'>: wrong type
>>>

```

āēĈāđIJā;āēĈšāġjāēĀŠā■ŬçņēāyšēĀŊāy■æŤŕā■ŬēŁĈġijŊā;āēIJĀēēAāĒŁæŁ'ġēāŊæŁŊāŁġçŽĎUTF-8çġijŬçāAāĀĈç;ŊāēĈġijŽ

```

>>> print_chars('Hello World'.encode('utf-8'))
48 65 6c 6c 6f 20 57 6f 72 6c 64
>>>

```

ārżāžŌāĒūāžŬæŁŕ'āsŤāūēāĒūġijŁæŕŤāēĈSwigāĀĀCythonġijŁ'ġijŊāIJġā;āā;ŁçŤġāōĈāžŊāġjāēĀŠā■ŬçņēāyšçzŽçCāžççāAæŬūēēAāĒŁāē;āē;ā■ēāžāçŽyāžŤçŽĎāyIJēēēāžĒāĀĈ

15.14 Printing Unicode characters

Overview

Python 2.6 introduced the `unicodedata` module, which provides a way to convert Unicode characters to their corresponding byte sequences.

Example

The following example shows how to print a string of Unicode characters. The string is a mix of Latin and Greek characters, and the output is shown in both the terminal and the file.

```
def print_chars(s, len):
    while n < len:
        print("%2x " % (unsigned char) s[n])
        n++
    print("\n")

def print_wchars(wchar_t *s, int len):
    while n < len:
        print("%x " % s[n])
        n++
    print("\n")
```

```
void print_chars(char *s, int len) {
    int n = 0;

    while (n < len) {
        printf("%2x ", (unsigned char) s[n]);
        n++;
    }
    printf("\n");
}

void print_wchars(wchar_t *s, int len) {
    int n = 0;
    while (n < len) {
        printf("%x ", s[n]);
        n++;
    }
    printf("\n");
}
```

The following example shows how to print a string of Unicode characters. The string is a mix of Latin and Greek characters, and the output is shown in both the terminal and the file.

```
static PyObject *py_print_chars(PyObject *self, PyObject *args) {
    char *s;
    Py_ssize_t len;

    if (!PyArg_ParseTuple(args, "s#", &s, &len)) {
        return NULL;
    }
    print_chars(s, len);
    Py_RETURN_NONE;
}
```

ärzäžŒéĈčžŽéĬĀèēĀāđ'ĐčŘĚæĬJžāŽĭæĬñāĬJř wchar_t
čšžāđŇčŽĎžšāĠæŤřĭjŇā;āāŔřāžēāČŘāyŇéĭčēŹæăŭčĭjŮāĚŽæL'ĭāsŤāžččāĀĭĭŽ

```
static PyObject *py_print_wchars(PyObject *self, PyObject *args) {
    wchar_t *s;
    Py_ssize_t len;

    if (!PyArg_ParseTuple(args, "u#", &s, &len)) {
        return NULL;
    }
    print_wchars(s, len);
    Py_RETURN_NONE;
}
```

äyŇéĭcæŸřāyĀäyĭāžđ'āžšāĭjŽērĭæĭēæĭjŤčđ'žèŹāyĭāĠæŤřæŸřāēČā;Ťāŭēä;ĬJčŽĎĭjŽ

```
>>> s = 'Spicy Jalape\u00f1o'
>>> print_chars(s)
53 70 69 63 79 20 4a 61 6c 61 70 65 c3 b1 6f
>>> print_wchars(s)
53 70 69 63 79 20 4a 61 6c 61 70 65 f1 6f
>>>
```

āžŤčžĚēġČāršēŹāyĭēĭcāŔšāŮēĬČčŽĎāĠæŤřæŸřāēĀŌæăŭæŌēāŔŮUTF-8čĭjŮčāĀæŤřæŮčžŽĎĭjŇäžēāŔĬ print_chars()
æŸřāēĀŌæăŭæŌēāŔŮUnicodečĭjŮčāĀāĬjčŽĎ print_wchars()

èöìèöž

āĬĬčžġčžæĬñēĬČāžŇāĬĭĭjŇā;āāžŤērēēŮāĚĬāēāžāā;æèŏŹēŮŏčžŽĎČāĠæŤřāžščžŽĎčĬ'žāĬĀāĬČ
ärzäžŒāĬ'Ĭāđ'ŽČāĠæŤřāžšřĭjŇēĀžāyŷāĭjæĀšāŮēĬČēĀŇāyæŸřāŮčņēäyšāĭjžæřŤē;Čāē;āžZāĬČēēĀēŹ

```
static PyObject *py_print_chars(PyObject *self, PyObject *args) {
    char *s;
    Py_ssize_t len;

    /* accepts bytes, bytearray, or other byte-like object */
    if (!PyArg_ParseTuple(args, "y#", &s, &len)) {
        return NULL;
    }
    print_chars(s, len);
    Py_RETURN_NONE;
}
```

āēČæđĬĬā;āāžčĐŭēŹŸæŸřæČšēēĀāĭjæēĀšāŮčņēäyšĭĭjŇ
āĭāēĬĬāēēĀčšēēĀšPython 3āŔřā;ŹčŤĭāyĀäyĭāŔĬēĀČčŽĎāŮčņēäyšēāĭčđ'žĭĭjŇ
āŏČāžŷāyčŽŤæŌēæŸāāŔđĀĬŔā;ŹčŤĭæāĠāĠĚčšžāđŇ char * æĬŮ
wchar_t * ĭĭjĬæŽŤāđ'ŽčžĚēĬČāŔČēĀČPEP 393ĭĭjĬčžŽĎČāĠæŤřāžšāĬČ
āžāæđ'ĭĭjŇēēĀāĬĬČāyēāĭčđ'žèŹāyĭāŮčņēäyšæŤřæŮŭĭjŇāyĀāžžē;ŇæčēŹŸæŸřāēĚēāžēēĀčžŽĎāĬČ
āĬĬPyArg_ParseTuple() äyā;ŹčŤĭ's#"āšŇ"u#"æāĭjāĭjŔāŇŮčāĀāŔřāžēāŏĬāĚĬčžŽĎæĬ'ģēāŇēŹæăŭč

aynefGefZcgne;ncæIJL'äylçijzçCzâræYrâoCârreC;aijZârjèGt' aOšagNâUçneäysârzesaçZDâržârý
 äyÄæUèè;ncæcèfGârÖrijNäijZæIJL'äyÄäylè;ncæcæTÿæöçZDâd' aLüéZDâLâaLrâOšagNâUçneäysârzes.
 äjââRfäzèègCâršäyNefZcgæTLædIJijZ

```
>>> import sys
>>> s = 'Spicy Jalape\u00f1o'
>>> sys.getsizeof(s)
87
>>> print_chars(s)
53 70 69 63 79 20 4a 61 6c 61 70 65 c3 b1 6f
>>> sys.getsizeof(s)
103
>>> print_wchars(s)
53 70 69 63 79 20 4a 61 6c 61 70 65 f1 6f
>>> sys.getsizeof(s)
163
>>>
```

ârzäzÖârSéGRçZDâUçneäysârzesaiijNâRrèC;æšqäzÄäzLâ;šâSiiijN
 äjEæYrâeCædIJä;äeIJÄèeAâIJæL'fâsTäyâd'DçREâd'gèGRçZDæÜGæIJñijNä;ââRrèC;æCšéAfaEnefZäyl
 äyNélcæYräyÄäylæföèöççL'æIJnâRfäzèeAfaEnefZcgæEäYæšèÄÜijZ

```
static PyObject *py_print_chars(PyObject *self, PyObject *args) {
    PyObject *obj, *bytes;
    char *s;
    Py_ssize_t len;

    if (!PyArg_ParseTuple(args, "U", &obj)) {
        return NULL;
    }
    bytes = PyUnicode_AsUTF8String(obj);
    PyBytes_AsStringAndSize(bytes, &s, &len);
    print_chars(s, len);
    Py_DECREF(bytes);
    Py_RETURN_NONE;
}
```

èÄNârZ wchar_t çZDâd'DçREæUüæCšèeAéAfaEâEäYæšèÄÜâræZt' aLæéZ; aLdäzEäÄC
 aIJlâEÉéClijNPythonä;çTlæIJÄénYæTlçZDæalçd'zæleâYâCläUçneäysâÄC
 äjNâeCijjNâRlâNĖârNASCIIçZDâUçneäysècñâYâCläyZâUèLCæTÿçzDrijN
 èÄNâNĖârNèNÇâZt' äzÖU+0000âLrU+FFFFçZDâUçneçZDâUçneäysä;çTlâRñâUèLCæalçd'zâÄC
 çTšäzÖârZäZÖæTÿæöçZDæalçd'zâ;çaijRäyæYrâTäyÄçZDrijNä;äyæC;ârEäEÉeClæTÿçzDè;ncæäyž
 wchar_t * çDüâRÖæIJšæIJZâoCèC;æççqoçZDâüèäjIJâÄC äjââZTèrèaLZäzzäyÄäyl
 wchar_t æTÿçzDâzüâRŠâEüäyâd' aLüæÜGæIJñâÄC PyArg_ParseTuple()
 çZD'u#"æaijâijRçâAâRfäzèäyöâL'fâ;æénYæTlçZDâoNæLrâoCrijLâoCârEâd' aLüçzšædIJéZDâLâaLrâUç

æCædIJä;æCšéAfaEnefTæUüéÜt'âEäYæšèÄÜijNä;ââTäyÄçZDæÄL'æNl'âræYrâd' aLüUnicode
 âRÊâoCäijäeÄSçzZCâG;æTrijNçDüâRÖâZdæTüefZäylæTÿçzDçZDâEäYâÄCäyNélcæYräyÄäylâRrèC;çZ

```
static PyObject *py_print_wchars(PyObject *self, PyObject *args) {
    PyObject *obj;
```

```
wchar_t *s;
Py_ssize_t len;

if (!PyArg_ParseTuple(args, "U", &obj)) {
    return NULL;
}
if ((s = PyUnicode_AsWideCharString(obj, &len)) == NULL) {
    return NULL;
}
print_wchars(s, len);
PyMem_Free(s);
Py_RETURN_NONE;
}
```

PyUnicode_AsWideCharString() returns a wide character string (wchar_t*) representing the Unicode object. The string is null-terminated and the length is stored in len. The string is in UTF-8 encoding. The string is not a C string, so it should not be passed to C functions that expect a C string. The string is not a Python string, so it should not be passed to Python functions that expect a Python string. The string is not a Unicode object, so it should not be passed to Python functions that expect a Unicode object. The string is not a C string, so it should not be passed to C functions that expect a C string. The string is not a Python string, so it should not be passed to Python functions that expect a Python string. The string is not a Unicode object, so it should not be passed to Python functions that expect a Unicode object.

```
static PyObject *py_print_chars(PyObject *self, PyObject *args) {
    char *s = 0;
    int len;
    if (!PyArg_ParseTuple(args, "es#", "encoding-name", &s, &len)) {
        return NULL;
    }
    print_chars(s, len);
    PyMem_Free(s);
    Py_RETURN_NONE;
}
```

PyUnicode_AsWideCharString() returns a wide character string (wchar_t*) representing the Unicode object. The string is null-terminated and the length is stored in len. The string is in UTF-8 encoding. The string is not a C string, so it should not be passed to C functions that expect a C string. The string is not a Python string, so it should not be passed to Python functions that expect a Python string. The string is not a Unicode object, so it should not be passed to Python functions that expect a Unicode object.

```
static PyObject *py_print_wchars(PyObject *self, PyObject *args) {
    PyObject *obj;
    int n, len;
    int kind;
    void *data;

    if (!PyArg_ParseTuple(args, "U", &obj)) {
        return NULL;
    }
    if (PyUnicode_READY(obj) < 0) {
        return NULL;
    }

    len = PyUnicode_GET_LENGTH(obj);
    kind = PyUnicode_KIND(obj);
    data = PyUnicode_DATA(obj);
```

15.15 Că■Uçñęäÿšë;ñæ■căÿžPythonă■Uçñęäÿš

éŮőécÿ

æĀŌæăăŕĖCăy■čŽĎă■Ůčņăyšë;ňæ■căyžPythonă■ŮĽĆăĹŮăyĂăyĽă■Ůčņăyšăŕzèšăiijš

èġčǎẸșæŮźæąŁ

```
char *s;      /* Pointer to C string data */
int  len;    /* Length of data */

/* Make a bytes object */
PyObject *obj = Py_BuildValue("y#", s, len);
```

```
PyObject *obj = Py_BuildValue("s#", s, len);
```

```
PyObject *obj = PyUnicode_Decode(s, len, "encoding", "errors");

/* Examples */
obj = PyUnicode_Decode(s, len, "latin-1", "strict");
obj = PyUnicode_Decode(s, len, "ascii", "ignore");
```

æCædIJä;äæAřä;æIJL'äyÄäyŁłTłwchar_t *, len řřžēāčd'žčŽĐāō;āUčņēäyšijN
æIJL'āGāčgāēAL'æNŁ'æĀgāĀCēēŪāĒLā;āāRřžžä;ŁčTł Py_BuildValue() iijŽ

```
wchar_t *w;      /* Wide character string */
int len;         /* Length */

PyObject *obj = Py_BuildValue("u#", w, len);
```

āRēād'ŪiijNä;æēYāRřžžä;ŁčTł PyUnicode_FromWideChar() :

```
PyObject *obj = PyUnicode_FromWideChar(w, len);
```

āřžžŽāō;āUčņēäyšijNāžūāšææIJL'āřžāUčņēæTřæōēŁžēāNēgčædRāĀTāĀTāōČēcāAĀGāōŽæYřāō;

ěőěőž

ārĒCäyčŽĐāUčņēäyšē;ñæčäyžPythonāUčņēäyšēAřā;łāŠNŁ/OāRŇæāūčŽĐāŌšāŁZāĀĆ
āžšāřsæYřēřt'ijNæĪēēGĪCäyčŽĐæTřæōāŁĒēāzæāžæōäyĀāžŽēgččāAāŽĪēcāēY;āijRčŽĐēgččāAāyžāyĀ
ēĀŽāyčijŪčāAæāijāijRāNĒæNŇASCIIāĀĀLatin-1āŠNUTF-8.
æCædIJä;āāžūāyčāōāōŽčijŪčāAæŪžāijRāŁŪēĀĒæTřæōæYřžžNēŁZāŁūčŽĐiijNä;āæIJĀāē;āřĒāUčņēäy
ā;ŠædĐēĀāyĀāyłāřžžēāčŽĐæŪūāĀŽiijNPythonēĀŽāyāijŽād'āŁūā;āæRřā;ŽčŽĐāUčņēäyšæTřæōāĀC
æCædIJæIJL'āŁĒēēAčŽĐēřiijNä;æĪĀēēAāIJLāRŌēĪcāŌžēĠæT;CāUčņēäyšāĀĆ
āRŇæŪiijNāyžžāēēŌ'čĪNāžRæŽt'āŁāāAēāčōiijNä;āāžTēřēāRŇæŪūā;ŁčTłāyĀāyłæNĠēŠŁāŠNāyĀāyłād'g
ēĀNāyæYřā;ĪēŪNULLčžšāřæTřæōāĪēāŁZāžžāUčņēäyšāĀĆ

15.16 äyčāōāōŽčijŪčāAæāijāijRčŽĐCāUčņēäyš

éŮőéčY

ā;āēēAāIJĪCāŠNPythončŽt'æŌēāĪēāŽđē;ñæčāUčņēäyšijNä;EæYřCäyčŽĐčijŪčāAæāijāijRāžūāyč
ā;NāēČiijNāRřēČ;CäyčŽĐæTřæōāIJšæIJZæYřUTF-8iijNä;EæYřāžūāšææIJL'āijžāŁūāōČāŁĒēāzæYřāĀC
ā;āæČščijŪāĒZāžččāAæĪēāžēāyĀčgāijYēŽĒčŽĐæŪžāijRād'ĐčŘēēŁžžžāyāāRŁæāijæTřæōiijNēŁZæāūā

ēgčāEšæŪžæāŁ

äyNēĪcæYřāyĀāžŽCčŽĐæTřæōāŠNāyĀāyłāĠ;æTřæĪēāijTčd'žēŁZāyłēŮőéčYiijŽ

```

/* Some dubious string data (malformed UTF-8) */
const char *sdata = "Spicy Jalape\x3c\xbo\xae";
int slen = 16;

/* Output character data */
void print_chars(char *s, int len) {
    int n = 0;
    while (n < len) {
        printf("%2x ", (unsigned char) s[n]);
        n++;
    }
    printf("\n");
}

```

sdata
 print_chars(sdata, slen)
 print_chars()
 print_chars(sdata, slen)

```

/* Return the C string back to Python */
static PyObject *py_retstr(PyObject *self, PyObject *args) {
    if (!PyArg_ParseTuple(args, "")) {
        return NULL;
    }
    return PyUnicode_Decode(sdata, slen, "utf-8", "surrogateescape");
}

/* Wrapper for the print_chars() function */
static PyObject *py_print_chars(PyObject *self, PyObject *args) {
    PyObject *obj, *bytes;
    char *s = 0;
    Py_ssize_t len;

    if (!PyArg_ParseTuple(args, "U", &obj)) {
        return NULL;
    }

    if ((bytes = PyUnicode_AsEncodedString(obj, "utf-8",
    ↪ "surrogateescape"))
        == NULL) {
        return NULL;
    }
    PyBytes_AsStringAndSize(bytes, &s, &len);
    print_chars(s, len);
    Py_DECREF(bytes);
    Py_RETURN_NONE;
}

```


çDüëĀŇrijŇĀĔAëöyāzççRĔē;ñæ■ççŽDāĔĔséTōĆzāIJāžŌāžŌCāijāçžžPythonāRĬLāŽđāijāçžžCçŽDāy■
ā;ŞēfZāyĭā■ŪçñēäyşāĔ■æñā;ŁçTĬ surrogateescape çijŪçāAæŪüüijŇāzççRĔā■ŪçñēäijZē;ñæ■cāŽđāŌ

```
>>> s
'Spicy Jalapeño\udcaē'
>>> s.encode('utf-8', 'surrogateescape')
b'Spicy Jalape\xc3\xblo\xae'
>>>
```

ā;IJāyžāyĀēĬŇāĠĔĬZīijŇæIJĀāē;ēAŁāĔ■āzççRĔēçijŪçāAāĀTāĀTāēCāđIJā;āæ■ççāōççŽDā;ŁçTĬāžĔçij
āy■ēĬĠrijŇæIJĬæŪüāĀZçāōāōđāijŽāĠžçŌřā;āāzūāy■ēC;æŌġāĬūæTřæ■ōçijŪçāAāzūāyTā;āāRĬāy■ēC;āŁç
ēĆcāžĬĬāřsāRřāžēā;ŁçTĬæIJñēĬCçŽDāēĬĀæIJřāžĔāĀĆ

æIJĀāRŌāyĀçCžēēAæşĬæĎRçŽDæYřijŇPythonāy■ēöyāđ'ŽēĬcāRŚçşçžçşçŽDāĠ;æTřijŇçĬžāĬŇæYřā
ēC;āijŽā;ŁçTĬāzççRĔēçijŪçāAāĀĆā;ŇāēCīijŇāēCāđIJā;āā;ŁçTĬāČR os.listdir()
ēĬZæāūççŽDāĠ;æTřijŇ āijāāĔēāyĀāyĭāŇĔāRñāžĔāy■āRřēġççāAæŪĠāzūāR■ççŽDçŽōā;TçŽDēřīijŇāōCāijŽ
āRĆēĀĆ5.15ççŽDçŽyāĔşçñāēĬCāĀĆ

PEP 383 āy■æIJĬæZt'ād'ŽāĔşāžŌæIJñæIJžæRĬāĬřçŽDāžēāRĬāŠŇsurroga-
teescapeēTŽēřāđ'ĎçRĔēçYyāĔşççŽDāŁæAřāĀĆ

15.17 āijāēĀŠæŪĠāžūāR■ççžçCæĬ'āśT

ēŪōēćY

ā;āēIJĀēēAāRŚCāžşāĠ;æTřāijāēĀŠæŪĠāžūāR■rijŇā;ĔæYřēIJĀēēAçāōāĬāēŪĠāžūāR■æāžæ■ōçşçžçşç

ēġcāĔşæŪžæāĬ

āĔŽāyĀāyĭāēŌēāRŪāyĀāyĭāēŪĠāžūāR■āyžāRĆæTřçŽDæĬ'āśTāĠ;æTřijŇāēCāyŇēĬZæāūijŽ

```
static PyObject *py_get_filename(PyObject *self, PyObject *args) {
    PyObject *bytes;
    char *filename;
    Py_ssize_t len;
    if (!PyArg_ParseTuple(args, "O&", PyUnicode_FSConverter, &bytes)) {
        return NULL;
    }
    PyBytes_AsStringAndSize(bytes, &filename, &len);
    /* Use filename */
    ...

    /* Cleanup and return */
    Py_DECREF(bytes);
    Py_RETURN_NONE;
}
```

æCædIJä;ääŭſçzŖæIJL'äzEäyÄäy PyObject * iijNäyNæIJZârEäEë;ñæ■cæLŖäyÄäyæŮGäzûâR■

```
PyObject *obj;      /* Object with the filename */
PyObject *bytes;
char *filename;
Py_ssize_t len;

bytes = PyUnicode_EncodeFSDefault(obj);
PyBytes_AsStringAndSize(bytes, &filename, &len);
/* Use filename */
...

/* Cleanup */
Py_DECREF(bytes);

If you need to return a filename back to Python, use the following_
↪code:

/* Turn a filename into a Python object */

char *filename;      /* Already set */
int filename_len;    /* Already set */

PyObject *obj = PyUnicode_DecodeFSDefaultAndSize(filename, filename_
↪len);
```

èöìèöž

äzëâŖŕçgžæd'■æŮzâijŖæIëäd' DçŖEæŮGäzûâR■æYŖäyÄäyIä;LæčYæL'NçŽDëŮöécYiijNæIJÄâRÖäžd' æCædIJä;ääIJLæL'äſTäzççäAäy■ä;ſçTlæIJnèLÇçŽDæLÄæIJŖiijNæŮGäzûâR■çŽDäd' DçŖEæŮzâijŖæSŖNäS äNĖæNñçijŮçäA/çTŖNéIcâ■ŮèLÇŖiijNäd' DçŖEäiŖâ■ŮçñçijNäzççŖEë;ñæ■câSŖNäEüäzŮäd' ■æIcæCĖäEŭtāAC

15.18 äijäéĀŠăŭšæL'ŠâijĂçŽDæŮGäzûçzŽCæL'äſT

éŮöécY

ä;ääIJPythonäy■æIJL'äyÄäyæL'ŠâijĂçŽDæŮGäzûâržèšäiijNä;EæYŖéIJÀèçAârEäóČäijäçzŽèçAä;ſçTlæ

èğcâEşæŮzæaĹ

èçAârEäyÄäyæŮGäzûë;ñæ■cäyžäyÄäyæTŖädNçŽDæŮGäzûâŖŖèſçñçijNä;ſçTlæ
PyFile_FromFd() iijNæÇäyNŖiijŽ

```
PyObject *fobj;      /* File object (already obtained somehow) */
int fd = PyObject_AsFileDescriptor(fobj);
```

```
if (fd < 0) {
    return NULL;
}
```

čzŠæđIJæŮĜäzũæŔŔèĤŕçņæŸŕéĀŽèĤĜèŕČçĹĹ fobj äy■çŽĎ fileno()
æŮzæšŤèŮũăĹŮçŽĎăĀČ äŽăæ■đĹijŃăzză;ŤăžèèĤŽçĝ■æŮzăijŔæŽŦ éIJšçžŽăyĀăyĹæŔŔèĤŕăŽĹçŽĎăŕžèšăéČ
ăyĀæŮëă;ăæIJĹăžĒèĤŽăyĹæŔŔèĤŕăŽĹijŃăŏČăŕšèČĹèčŋăijăéĀŠçžŽăđŦŽăyĹă;ŬçžĝçŽĎăŔŕăđŦĎçŔĒæŮĜäzũ
ăēČăđIJă;ăéIJăèĒAē;ňæ■cäyĀăyĹăŤŦăđŃæŮĜäzũæŔŔèĤŕçņæyžžăyĀăyĹPythonăŕžèšăijŃéĀČçĹăyŃé
PyFile_FromFd() :

```
int fd; /* Existing file descriptor (already open) */
PyObject *fobj = PyFile_FromFd(fd, "filename", "r", -1, NULL, NULL, NULL,
    ↪1);
```

PyFile_FromFd() çŽĎăŔČæŤŕăŕžăžŦăĒĚç;ŭçŽĎ open() äĜ;æŤŕăĀČ NUL-
ĹăăĹčđŦžçijŮçăĀăĀéŤŽèŕăŤŃæ■cëăŃăŔČæŤŕă;ĤçŤĹéžŸèŏđŦăĀijăĀČ

èőlèőž

ăēČăđIJăŕĒPythonăy■çŽĎæŮĜäzũăŕžèšăijăçžŽĈijŃæIJĹăyĀăžŽăşĹăĎŔăžŃéăžăăĀČ
éēŮăĒĹijŃPythonéĀŽèĤĜ io æĹăăĹŮăĹĝëăŃèĜĹăũşçŽĎI/OçijŤăĒşăăĀČ
ăIJăijăéĀŠăžă;ŤçşăđŃçŽĎæŮĜäzũæŔŔèĤŕçņæçžŽĈăžŃăĹ■ijŃă;ăéČĹèĒAēēŮăĒĹăIJĹçŽăžŦăŮĜäzũăŕž
ăy■çŽĎŮçŽĎŕĹijŃă;ăăijŽăĹŤăžşæŮĜäzũçşçžşăyĹéĹççŽĎæŤŕæ■ŏăĀČ

ăĒŮăňăijŃă;ăéIJăèĒAçĹŦăĹŃăşĹăĎŔæŮĜäzũçŽĎă;ŤăşđèĒĒĒžăăŔĹăĒşéŮ■æŮĜäzũçŽĎăŤŕăĈăăĀČ
ăēČăđIJăyĀăyĹæŮĜäzũæŔŔèĤŕçņæèčŋăijăçžŽĈijŃă;ĒæŸŕăIJĹPythonăy■ĒŸăIJĹèčŋă;ĤçŤĹçĹăijŃă;ăéIJăèĒ
çşăijijçŽĎijŃăēČăđIJăyĀăyĹæŮĜäzũæŔŔèĤŕçņæèčŋë;ňæ■cäyžăyĀăyĹPythonăŮĜäzũăŕžèšăijŃă;ăéIJăèĒ
PyFile_FromFd() çŽĎæIJăăŔŮăyĀăyĹăŔČæŤŕèčŋèŏç;ŭăĒĹĹĹijŃçŤĹăĹăŃĜăĜPythonăžŦèŕăĒĒşéŮ

ăēČăđIJă;ăéIJăèĒAăžŬČăăĜăĜĒI/OăžŤăy■ă;ĤçŤĹăĈăăĀfdopen()
ăĜ;æŤŕăĹăăĹăžžăy■ăŔŃçşăđŃçŽĎæŮĜäzũăŕžèšăæŦăēČ FILE *ăŕžèšăijŃ
ă;ăéIJăèĒAçĹŦăĹŃăŕŔăĤĈăžĒăĀČèĤŦăăũăĀŽăijŽăIJĹI/OăăĒăăĹăy■ăžĝçŤşăyđŦăyĹăŏŃăĒĹăy■ăŔŃçŽĎI/Oç
ijĹăyĀăyĹăŸŕăĹèèĜIPythonçŽĎ io æĹăăĹŮijŃăŔăyĀăyĹăĹèèĜIççŽĎ stdio
ijĹăĀČăĈŔČăy■çŽĎ fclose()ăijŽăĒşéŮ■PythonèĒAă;ĤçŤĹçŽĎæŮĜäzũăĀČ
ăēČăđIJèŏĹă;ăéĀĹçŽĎŕĹijŃă;ăăžŦèŕăijŽéĀĹăŤŦăŐžăđĎăžžăyĀăyĹăĹăŦăŤăžççăĀăĹăăđŦĎçŔĒăžŤăşČ
èĀŃăy■ăŸŕă;ĤçŤĹăĹèèĜĹ<stdio.h>çŽĎénŸăşČăĹ;èşăăĹşèČ;ăĀČ

15.19 äžŬČèŕ■éĹĀăy■èŕžăŔŮçşžæŮĜäzũăŕžèšă

éŮŏéçŸ

ă;ăèĒAăĒŽČăĹŦăŦăŤăĹèŕžăŔŮăĹèèĜĹăžžă;ŤPythonçşžæŮĜäzũăŕžèšăăy■çŽĎæŤŕæ■ŏijĹăŕŦăēČăŽŏ

èġĉăĒşæŮzæąĹ

èĕAĕrzăŖŮăŸĂăŸĹşzæŮĠăzŭărzēsăçŽĎæŤræ■ōiijŃăĵăéIJĂĕĕAĕĠăđ'■ĕŕĈĸŤĪ
read() æŮzæşŤiijŃĸĐŭăŖŬă■ĉĉăŏĉŽĎĕġĉĉăAĕŬăăĴŮĉŽĎæŤræ■ŏăĀĈ

ăŸŃĕĬăĒŸŕăŸĂăŸĹCăĹĹ'ăŖŤăĠăŤŕăĴŃă■ŖiijŃăzĒăzĒăŖĹăŸŕĕrzăŖŮăŸĂăŸĹşzæŮĠăzŭărzēsăăŸ■ĉŽĎ

```
#define CHUNK_SIZE 8192

/* Consume a "file-like" object and write bytes to stdout */
static PyObject *py_consume_file(PyObject *self, PyObject *args) {
    PyObject *obj;
    PyObject *read_meth;
    PyObject *result = NULL;
    PyObject *read_args;

    if (!PyArg_ParseTuple(args, "O", &obj)) {
        return NULL;
    }

    /* Get the read method of the passed object */
    if ((read_meth = PyObject_GetAttrString(obj, "read")) == NULL) {
        return NULL;
    }

    /* Build the argument list to read() */
    read_args = Py_BuildValue("(i)", CHUNK_SIZE);
    while (1) {
        PyObject *data;
        PyObject *enc_data;
        char *buf;
        Py_ssize_t len;

        /* Call read() */
        if ((data = PyObject_Call(read_meth, read_args, NULL)) == NULL)
            ↪{
                goto final;
            }

        /* Check for EOF */
        if (PySequence_Length(data) == 0) {
            Py_DECREF(data);
            break;
        }

        /* Encode Unicode as Bytes for C */
        if ((enc_data=PyUnicode_AsEncodedString(data, "utf-8", "strict
            ↪")) == NULL) {
            Py_DECREF(data);
            goto final;
        }
    }
```

```

/* Extract underlying buffer data */
PyBytes_AsStringAndSize(enc_data, &buf, &len);

/* Write to stdout (replace with something more useful) */
write(1, buf, len);

/* Cleanup */
Py_DECREF(enc_data);
Py_DECREF(data);
}
result = Py_BuildValue("");

final:
/* Cleanup */
Py_DECREF(read_meth);
Py_DECREF(read_args);
return result;
}

```

Python 2.0.0

```

>>> import io
>>> f = io.StringIO('Hello\nWorld\n')
>>> import sample
>>> sample.consume_file(f)
Hello
World
>>>

```

17.19. 15.19

Python 2.0.0

Python 2.0.0

Python 2.0.0

```

...
/* Call read() */
if ((data = PyObject_Call(read_meth, read_args, NULL)) == NULL) {
    goto final;
}

```

15.20 áďĎçŘĚCèr■èlĂäy■çŽĎŘrè£■äzčárzèšą

éŮőécÿ

ä:äČšăĖZCæL'ŕăsTăzččăAăd'ĐčŘĕælěěGlăză:ȚăŘrěf.■ăzčărzěsaaĕCăLŮeaIăĂAăĖČczDăĂAæŮĞă

èġčǎEşæŮźæąŁ

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```
static PyObject *py_consume_iterable(PyObject *self, PyObject_  
↪*args) {  
    PyObject *obj;  
    PyObject *iter;  
    PyObject *item;  
  
    if (!PyArg_ParseTuple(args, "O", &obj)) {
```

```

    return NULL;
}
if ((iter = PyObject_GetIter(obj)) == NULL) {
    return NULL;
}
while ((item = PyIter_Next(iter)) != NULL) {
    /* Use item */
    ...
    Py_DECREF(item);
}

Py_DECREF(iter);
return Py_BuildValue("");
}

```

15.21

Python 2.0.0

```

PyObject_GetIter()
PyIter_Next()
Py_DECREF()

```

15.21

15.21

Python 2.0.0

15.21

Python 2.0.0

```

import faulthandler
faulthandler.enable()

```

Python 2.0.0

```
bash % python3 -Xfaulthandler program.py
```

Python 3.10.0 (tags/v3.10.0:2020-10-14) [AMD64] on win32
 Fatal Python error: Segmentation fault

```
Fatal Python error: Segmentation fault

Current thread 0x00007fff71106cc0:
  File "example.py", line 6 in foo
  File "example.py", line 10 in bar
  File "example.py", line 14 in spam
  File "example.py", line 19 in <module>
Segmentation fault
```

Python 3.10.0 (tags/v3.10.0:2020-10-14) [AMD64] on win32

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Python 3.10.0 (tags/v3.10.0:2020-10-14) [AMD64] on win32
 Fatal Python error: Segmentation fault

```
Python 3.10.0 (tags/v3.10.0:2020-10-14) [AMD64] on win32
Fatal Python error: Segmentation fault

Current thread 0x00007fff71106cc0:
  File "example.py", line 6 in foo
  File "example.py", line 10 in bar
  File "example.py", line 14 in spam
  File "example.py", line 19 in <module>
Segmentation fault
```

CHAPTER 18

éŽĎāᵢᵗA

āIĴčŽĖèᵗĎæžŘ

<http://docs.python.org>

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<http://www.python.org/dev/peps>

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<http://pyvideo.org>

ēŁŽéĠNæIJL'æĴēèĠlæIJĀēŁŚçŽĎPyConāđ'gāᵢjŽāĀAçŦĴæŁuçzĎēğAēĴcāᵢjŽç■L'çŽĎāđ'gēĠŘēğĖēćŚæī
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<http://code.activestate.com/recipes/langs/python>

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<http://stackoverflow.com/questions/tagged/python>

Stack Overflow æIJĴāŽĴāŦĤæIJL'ēũĔēŁĠ75,000äyĴēŬōécŸēćnæăĠēōřäyžPythonçŽyāĔᵢᵢjLèĀNāĔūäy
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3äyŁāĀĆ

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- *Programming in Python 3* by Mark Summerfield, Addison-Wesley (2010).

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CHAPTER 19

åĚşăžŎërŚèĂĚ

åĚşăžŎërŚèĂĚ

- åĚşăžŎërŚèĂĚ çĚŁèČĭ
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 - EmailĭijŹ yidao620@gmail.com
 - åĚşăžŎërŚèĂĚ <http://yidao620c.github.io/>
 - GitHubĭijŹ <https://github.com/yidao620c>
-

CHAPTER 20

Roadmap

2014/08/10 - 2014/08/31:

| githubéazçžōæŘ■āžžii jÑreadthedocsæŨĜæačçŤSæLŘãĀĆ
| æŦt' äÿl éazçžōçžĎæaÆæđúāōÑæLŘ

2014/09/01 - 2014/10/31:

| āL' ■4çñăççfzèrŚāōÑæLŘ

2014/11/01 - 2015/01/31:

| āL' ■8çñăççfzèrŚāōÑæLŘ

2015/02/01 - 2015/03/31:

| āL' ■9çñăççfzèrŚāōÑæLŘ

2015/04/01 - 2015/05/31:

| 10çñăççfzèrŚāōÑæLŘ

2015/06/01 - 2015/06/30:

| 11çñăççfzèrŚāōÑæLŘ

2015/07/01 - 2015/07/31:

| 12çñăççfzèrŚāōÑæLŘ

2015/08/01 - 2015/08/31:

| 13çňăçŁžèřŚăŃĹĹ

2015/09/01 - 2015/11/30:

| 14çňăçŁžèřŚăŃĹĹ

2015/12/01 - 2015/12/20:

| 15çňăçŁžèřŚăŃĹĹ

2015/12/21 - 2015/12/31:

| ħřžăĚĺčĹžèřŚèŁžèăĹăăħřžăŸĂăă

2016/01/01 - 2016/01/10:

| ħřžăĹ ŰăĚňăĹĵĂăŘŚăŸČăŃĹĹt'çĹ'Ĺ1.
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