CIS192 Python Programming

Introduction

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Outline

Iterators

- An iterable is an object which supports `__iter__()`
- `__iter__()` should return an object that:
  - returns the next item from calls to `__next__()`
  - raises `StopIteration` if `__next__()` called too many times
  - returns `self` from `__iter__()`

Expanding For Loops

- `for x in iterable` expands to calls to `iter` and `next`
- An iterator is constructed: `iter(iterable)`
- `next()` is called on that iterator
- Values are bound to `x`
- `StopIteration` is caught and the loop terminates

Generators

- A generator is a function that behaves like an iterable
- `next()` will execute the function body until yield is reached
- `yield` is like `return` except that the state is remembered
- Reaching the end of the function raises `StopIteration`
- A generator comprehension creates a generator object
- `g = (expr for x in iterable)` Translates:

```
def g():
  for x in iterable:
    yield expr
```

Why use Generators

- Memory Efficient
  - Keep 1 value in memory at a time
  - The function state is minimal in terms of memory
  - Use a generator over a list whenever you iterate
  - Bad: `for x in [expr for y in` iterable]
  - Good `for x in (expr for y in iterable)`
- Incremental callbacks
  - Yield updates as the function executes

Infinite Generators

- Generators don't need to ever return `StopIteration`
- `itertools.count` generates an infinite sequence of naturals
- `itertools.islice` takes a slice of the given generator
- Built in higher-order generator functions:
  - `itertools.imap` maps a function onto two potentially infinite generators
  - `itertools.ifilter` applies a filter to a potentially infinite generator

Raise Exceptions

- An exception can be raised with the `raise` keyword
- Raising an exception sends control back up to the nearest enclosing exception handler
- If the exception is not handled
  - The interpreter prints a stack trace
  - The program exits or returns to the interactive loop

Types of Exceptions

- `BaseException`: Don't inherit directly from this
- `Exception`: Use this as the base class
- `AttributeError`: obj.attribute fails
- `IndexError`: invalid index to `seq[i]`
- `KeyError`: Failed dictionary look-up
- `StopIteration`: Raised in `next()` for iterators
- `TypeError`: Wrong type or number of arguments
- `ValueError`: Right type but wrong value
- `OSError`: system call errors (file not found)

Catching Exceptions

- Enclose code that might throw an exception in a `try` block
- Specify an `except` block to be executed if an exception is raised
- It's best to specify specific errors with `except ExceptionType as name:`
- Catch any type of error with `except:`
- Include an `else` block if you need to do something when there isn't an error
- The `finally` block gets executed no matter what
- You can have multiple `except` clauses
- There must be at least 1 `except` clause or a `finally` clause

User Defined Exceptions

- Often inheriting from `Exception` is enough

```
class MyException(Exception)
    pass
```

- You can define other attributes
- Access those attributes when the exception is caught
- Implementing `__str__` and `__repr__` is also useful

Standard Input

- You can ask the user for input on STD_IN
- `input()` will evaluate from STD_IN. Do Not Use!
- `raw_input()` will read and return STD_IN up to a newline
- `raw_input(prompt)` prints `str(prompt)` before reading input
- Standard In is accessible as a file-object: `sys.stdin`
- `print(string)` sends `string` to STD_OUT
- `print(s, end='')` prints without a trailing newline
- Standard In is accessible as a file-object: `sys.stdout`

File IO

- `open(name, mode)` returns a file-object
- `name` is the path of the file to open
- If `mode == 'r'`, the file is open in read-only mode
- If `mode == 'w'`, the file is open in write-only mode
  - `'w'` Truncates the file first
- If `mode == 'a'`, like `'w'` but appends to the file
- Supplying `'+'` after one of `'rwa'` is for reading and writing
  - Starting position in file depends on `'rwa'` and `'w'` still truncates

File Operations

- Given a file object `f = open(name, 'a+t')`
- `f.readline()` reads a line
- `f.read()` reads the whole file (up to EOF)
- `f.write(string)` writes string without adding a newline
- `f.writelines(lines)` writes lines without adding newlines
- `f.flush()` flushes the write buffers
- `f.close()` flushes and closes the file
- `f.seek(offset)` sets the position in the file

With Statement

- `with expr as name:` begins a managed block
- Before the block is executed:
  - The `__enter__()` method of `expr` is called
  - The result is assigned to `name`
- The block is executed in a `try` block
- Any exceptions are passed to the `__exit__()` method of `expr`
- `__exit__(exc_type, exc_val, exc_trace_back)`
  - The arguments to `__exit__` can be used to handle certain errors
- `finally` `__exit__(None, None, None)` will be called

File With Statements

- It's good practice to always close files
- Remembering is hard ...
- `with open(...)as f_name:`
- The `__enter__` and `__exit__` methods of file-objects make sure that the file gets closed

Take-aways

- Use a Generator if you don't need to have it all at once
- If something can fail $\rightarrow$ use a `try` block
- with statements can manage resources for you