

BASKET OF RANDOM PYTHON SNIPPETS



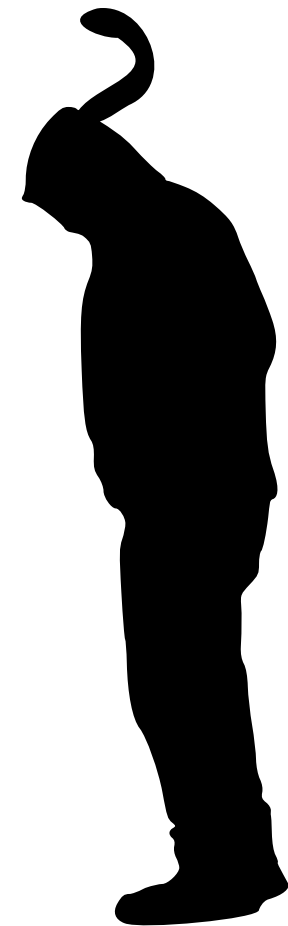
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PYCON UKRAINE 2011





WHO AM I

- Armin Ronacher
- @mitsuhiko on Twitter/Github
- Part of the Poccoo Team
- Flask, Jinja2, Werkzeug, ...



AND WHAT IS THIS?

- Random but useful snippets divided by topic
- Give you ideas you might not have had.
- If you have questions: **SHOUT** and interrupt me :-)
- All slides are available for download:
- <http://lucumr.pocoo.org/talks/>  

ITERATORS AND GENERATORS



ITERATORS ARE GREAT

- Tools to deal with them (itertools)
- But not everything speaks the iterator protocol
- How do we get stuff to speak iterator?

EVERYBODY KNOWS ITERATORS

```
from itertools import tee, izip
```

```
def pairwise(iterable):  
    a, b = tee(iterable)  
    next(b, None)  
    return izip(a, b)
```

```
>>> list(pairwise([1, 2, 3, 4]))  
[(1, 2), (2, 3), (3, 4)]
```

ITER WITH EXCEPTION SENTINEL

```
def iter_except(func, exc_class, first=None):  
    try:  
        if first is not None:  
            yield first()  
        while 1:  
            yield func()  
    except exc_class:  
        pass
```

PRACTICAL EXAMPLE

```
>>> elements = set([1, 2, 3, 4, 5])
>>> iterator = iter_except(elements.pop, KeyError)
>>> iterator.next()
1
>>> elements
set([2, 3, 4, 5])
>>> list(iterator)
[2, 3, 4, 5]
>>> elements
set([])
```


ITERATOR FROM CALLS

```
from greenlet import greenlet
from functools import update_wrapper
```

```
def iter_from_func(f, args, kwargs):
    p = greenlet.getcurrent()
    g = greenlet(lambda: f(lambda x: p.switch((x,)), *args, **kwargs), p)
    while 1:
        rv = g.switch()
        if rv is None:
            return
        yield rv[0]
```

```
def funciter(f):
    return update_wrapper(lambda *a, **kw: iter_from_func(f, a, kw), f)
```

EXAMPLE

```
@funciter
def my_enumerate(yield_func, iterable):
    idx = 0
    iterator = iter(iterable)
    while 1:
        yield_func((idx, iterator.next()))
        idx += 1
```

```
>>> list(my_enumerate('abc'))
[(0, 'a'), (1, 'b'), (2, 'c')]
```

ITERATIVE CODECS

```
import codecs
```

```
def _iter_encode(iterable, func):  
    for item in iterable:  
        encoded_item = func(item)  
        if encoded_item:  
            yield encoded_item  
    encoded_item = func('', True)  
    if encoded_item:  
        yield encoded_item
```

```
def iter_encode(iterable, codec, errors='strict'):  
    cls = codecs.getincrementalencoder(codec)  
    return _iter_encode(iterable, cls(errors).encode)
```

```
def iter_decode(iterable, codec, errors='strict'):  
    cls = codecs.getincrementaldecoder(codec)  
    return _iter_encode(iterable, cls(errors).decode)
```

EXAMPLE USAGE

```
>>> u'Foo \N{SNOWMAN}'.encode('utf-8')  
'Foo \xe2\x98\x83'  
>>> list(iter_decode(_, 'utf-8'))  
[u'F', u'o', u'o', u' ', u'\u2603']
```

FILE CHUNKS

```
def iter_chunks(fp, chunk_size=4096):  
    while 1:  
        chunk = fp.read(chunk_size)  
        if not chunk:  
            break  
        yield chunk
```

LINES FROM CHUNKS

```
def make_line_iter(chunk_iter):
    buffer = []
    while 1:
        if len(buffer) > 1:
            yield buffer.pop()
            continue
        chunks = chunk_iter.next().splitlines(True)
        chunks.reverse()
        first_chunk = buffer and buffer[0] or ''
        if chunks:
            if first_chunk.endswith('\n') or first_chunk.endswith('\r'):
                yield first_chunk
                first_chunk = ''
            first_chunk += chunks.pop()
        if not first_chunk:
            return
        buffer = chunks
    yield first_chunk
```

ALL TOGETHER NOW

```
class Response(object):
    ...

    def iter_contents(self, chunk_size=4096):
        chunks = iter_chunks(self.fp, chunk_size=chunk_size)
        if self.transfer_encoding:
            chunks = iter_decode(chunks, self.transfer_encoding)
        if self.content_encoding:
            chunks = iter_decode(chunks, self.content_encoding)
        return chunks

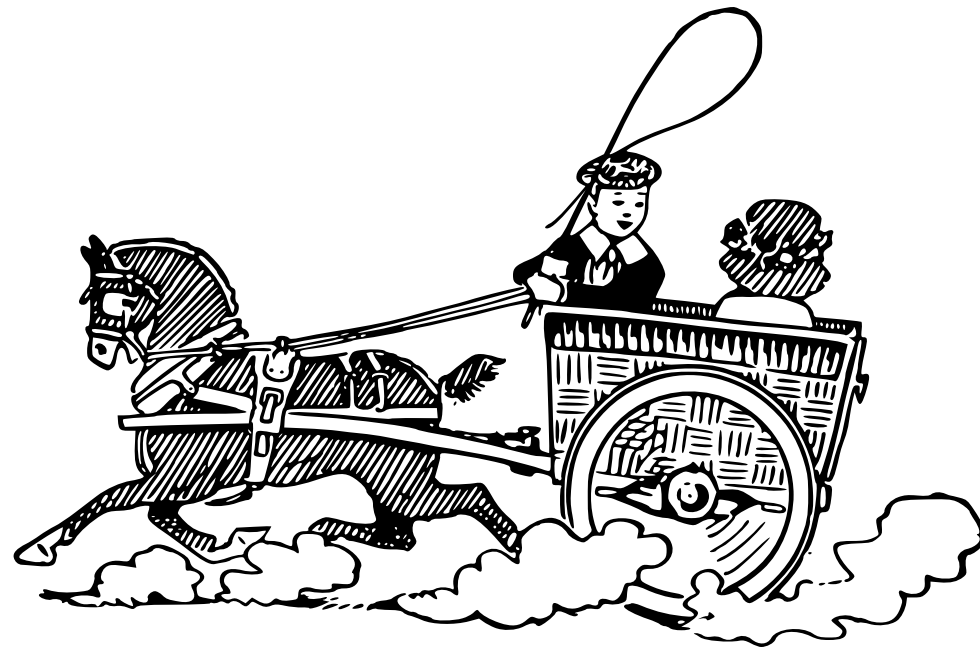
    def iter_lines(self, chunk_size=4096):
        return make_line_iter(self.iter_contents(chunk_size))

    def get_contents(self):
        return ''.join(self.iter_contents())
```

GENERATOR SEND

- Don't use it.
- Close to impossible to forward in 2.x (would require yield from)
- If you think you need it, use greenlets instead.

DECORATORS



DECORATORS

- Decorators, decorator factories
- on functions, methods and classes
- Source of anger and frustration but sooooo neat :-)

DECORATORS 101

```
@EXPR  
def add(a, b):  
    return a + b
```

-->

```
def add(a, b):  
    return a + b  
add = EXPR(add)
```

AS SUCH ...

```
@EXPR(ARG)
def add(a, b):
    return a + b
```

-->

```
def add(a, b):
    return a + b
add = EXPR(ARG)(add)
```

GOOD DECORATORS

```
def register_a_function(func):  
    a_collection.add(func)  
    return func
```

OKAY DECORATORS

```
from functools import update_wrapper

def change_function(func):
    def new_function(*args, **kwargs):
        do_something_with(args, kwargs)
        return func(*args, **kwargs)
    return update_wrapper(new_function, func)
```

BAD DECORATORS

```
def change_function(func):  
    def new_function(*args, **kwargs):  
        do_something_with(args, kwargs)  
        return func(*args, **kwargs)  
    return new_function
```

METHOD DECORATORS

*Do **not** magically make decorators work on functions and methods.
It seems to work until the point where you chain them.*

Better: have a decorator that makes function to method decorators

MAKE METHOD DECORATOR

```
class MethodDecoratorDescriptor(object):  
  
    def __init__(self, func, decorator):  
        self.func = func  
        self.decorator = decorator  
  
    def __get__(self, obj, type=None):  
        return self.decorator(self.func.__get__(obj, type))  
  
def method_decorator(decorator):  
    def decorate(f):  
        return MethodDecoratorDescriptor(f, decorator)  
    return decorate
```

CACHED INSTANCE-ONLY

```
class MethodDecoratorDescriptor(object):  
  
    def __init__(self, func, decorator):  
        self.func = func  
        self.decorator = decorator  
  
    def __get__(self, obj, type=None):  
        if obj is None:  
            return self  
        rv = obj.__dict__.get(self.func.__name__)  
        if rv is None:  
            rv = self.decorator(self.func.__get__(obj, type))  
            obj.__dict__[self.func.__name__] = rv  
        return rv
```

EXAMPLE

```
from functools import update_wrapper
from framework import View, redirect, url_for

def login_required(f):
    def decorated_function(request, *args, **kwargs):
        if request.user is None:
            return redirect(url_for('login', next=request.url))
        return f(request, *args, **kwargs)
    return update_wrapper(decorated_function, f)

class MyClassBasedView(View):

    @method_decorator(login_required)
    def get(self):
        ...
```

DESCRIPTORS



WHAT ARE DESCRIPTORS?

- `__get__`
- `__set__`
- `__delete__`
- Common descriptors: functions, properties

BASIC DESCRIPTOR LOOKUP

```
>>> class Foo(object):
...     def my_function(self):
...         pass
...
>>> Foo.my_function
<unbound method Foo.my_function>
>>> Foo.__dict__['my_function']
<function my_function at 0x1002e1410>
>>> Foo.__dict__['my_function'].__get__(None, Foo)
<unbound method Foo.my_function>
>>>
>>> Foo().my_function
<bound method Foo.my_function of <__main__.Foo object at 0x1002e2710>>
>>> Foo.__dict__['my_function'].__get__(Foo(), Foo)
<bound method Foo.my_function of <__main__.Foo object at 0x1002e2750>>
```

NON DATA DESCRIPTORS

```
>>> class Foo(object):
...     def foo(self):
...         pass
...
>>> hasattr(Foo.foo, '__get__')
True
>>> hasattr(Foo.foo, '__set__')
False
>>> hasattr(Foo.foo, '__delete__')
False
```

CACHED PROPERTIES

```
missing = object()
```

```
class cached_property(object):
```

```
    def __init__(self, func):  
        self.func = func  
        self.__name__ = func.__name__  
        self.__doc__ = func.__doc__  
        self.__module__ = func.__module__
```

```
    def __get__(self, obj, type=None):  
        if obj is None:  
            return self  
        value = obj.__dict__.get(self.__name__, missing)  
        if value is missing:  
            value = self.func(obj)  
            obj.__dict__[self.__name__] = value  
        return value
```


NEW-STYLE PROPERTIES

```
class Foo(object):  
  
    @property  
    def username(self):  
        """Docstring"""  
        return self._username  
  
    @username.setter  
    def username(self, value):  
        self._username = value
```

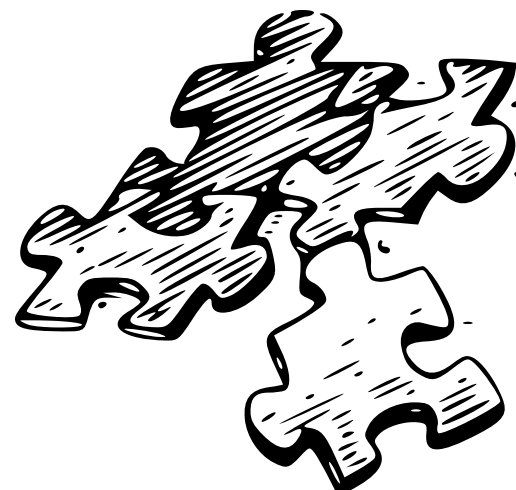
STILL MY PREFERRED WAY

```
class Foo(object):  
  
    def _get_username(self):  
        """Docstring"""  
        return self._username  
  
    def _set_username(self, value):  
        self._username = value  
  
    username = property(_get_username, _set_username)  
    del _get_username, _set_username
```

ALTERNATIVELY

```
class Foo(object):  
  
    @apply  
    def username():  
        """Docstring"""  
        def getter(self):  
            return self._username  
        def setter(self, value):  
            self._username = value  
    return property(getter, setter, doc=username.__doc__)
```

ABCs AND MIXINS



EMBRACE MI

```
class Request(BaseRequest, AcceptMixin, ETagRequestMixin,  
              UserAgentMixin, AuthorizationMixin,  
              CommonRequestDescriptorsMixin):  
    pass
```

```
class Response(BaseResponse, ETagResponseMixin,  
              ResponseStreamMixin,  
              CommonResponseDescriptorsMixin,  
              WWWAuthenticateMixin):  
    pass
```

ABCs EMBRACE IT

```
class Mapping(Sized, Iterable, Container):
```

```
    ...
```

```
class Set(Sized, Iterable, Container):
```

```
    ...
```

```
class Sequence(Sized, Iterable, Container):
```

```
    ...
```

LARGE MRO IS NOT BAD

```
class OrderedDict(MutableMapping)
| Dictionary that remembers insertion order
|
| Method resolution order:
|   OrderedDict
|   MutableMapping
|   Mapping
|   Sized
|   Iterable
|   Container
|   object
```

ABCS NOT JUST INHERITANCE

```
>>> from collections import Iterator
>>> class Foo(object):
...     def __iter__(self):
...         return self
...     def next(self):
...         return 42
...
>>> foo = Foo()
>>> isinstance(foo, Iterator)
True
>>> foo.next()
42
>>> foo.next()
42
```


BUT ALSO INHERITANCE

```
from collections import Mapping

class Headers(Mapping):

    def __init__(self, headers):
        self._headers = headers

    def __getitem__(self, key):
        ikey = key.lower()
        for key, value in self._headers:
            if key.lower() == ikey:
                return value
        raise KeyError(key)

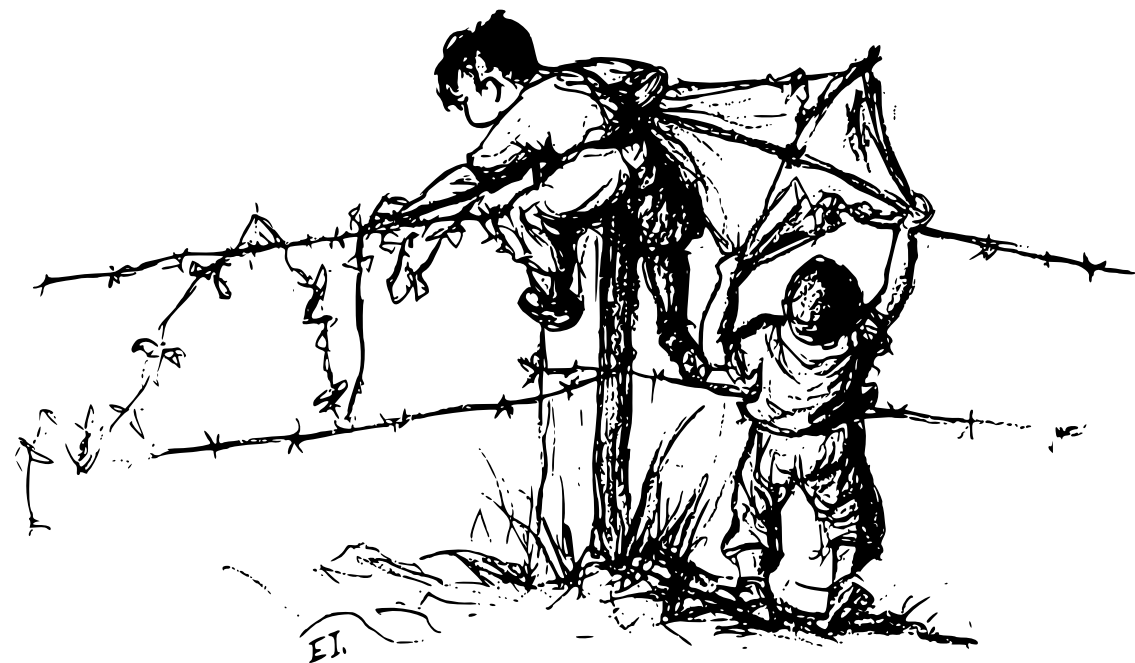
    def __len__(self):
        return len(self._headers)

    def __iter__(self):
        return (key for key, value in self._headers)
```

EXAMPLE

```
>>> headers = Headers([('Content-Type', 'text/html')])
>>> headers['Content-type']
'text/html'
>>> headers.items()
[('Content-Type', 'text/html')]
>>> headers.values()
['text/html']
>>> list(headers)
['Content-Type']
```


WITH BLOCKS



OVERVIEW

- They are not Ruby Blocks
- They can execute things before and after a block
- They do not introduce a new scope
- They can control what happens with exceptions that happen in the block

ASSERT RAISES

```
class MyTestCase(TestCase):  
    def assert_raises(self, exc_type):  
        return _ExceptionCatcher(self, exc_type)  
  
class _ExceptionCatcher(object):  
    def __init__(self, test_case, exc_type):  
        self.test_case = test_case  
        self.exc_type = exc_type  
    def __enter__(self):  
        return self  
    def __exit__(self, exc_type, exc_value, tb):  
        exception_name = self.exc_type.__name__  
        if exc_type is None:  
            self.test_case.fail('Expected exception of type %r' %  
                                exception_name)  
        elif not isinstance(exc_type, self.exc_type):  
            raise exc_type, exc_value, tb  
        return True
```

EXAMPLE

```
class DictTestCase(MyTestCase):  
  
    def test_empty_dict_raises_errors(self):  
        d = {}  
        with self.assertRaises(KeyError):  
            d[42]
```

INSPIRATION: OPENGL ETC.

```
glPushMatrix()  
glRotate3f(45.0, 1, 0, 0)  
glScalef(0.5, 0.5, 0.5)  
glBindTexture(texture_id)  
draw_my_object()  
glBindTexture(0)  
glPopMatrix()
```

```
with Matrix(), \  
    Rotation(45.0, 1, 0, 0), \  
    Scale(0.5, 0.5, 0.5), \  
    texture:  
    draw_my_object()
```


INSPIRATION: FLASK

```
from flask import request
```

```
with app.test_request_context('http://localhost/'):
    # everything here has access to a fake test request context
    # it's bound to the current thread/greenlet etc.
    assert_equal(request.url, 'http://localhost/')
    ...
```

DESIGN APIS AROUND IT

```
from requests import session

with session() as sess:
    resp = sess.request('http://www.example.com/')
    ...
```

SMALL THINGS



STRING FORMATTING

```
>>> 'Hello {0}!'.format('World')  
'Hello World!'
```

```
>>> 'Hello {0} {1}!'.format('Mr', 'World')  
'Hello Mr World!'
```

```
>>> 'Hello {1}, {0}!'.format('Mr', 'World')  
'Hello World, Mr!'
```

```
>>> 'Hello {name}!'.format(name='World')  
'Hello World!'
```

BUT BETTER

```
>>> from datetime import datetime
>>> 'It\'s {0:%H:%M}'.format(datetime.today())
"It's 09:22"
```

```
>>> from urlparse import urlparse
>>> url = urlparse('http://pocoo.org/')
>>> '{0.netloc} [{0.scheme}]'.format(url)
'pocoo.org [http]'
```

ABUSE ITERTOOLS

```
from itertools import izip, repeat

def batch(iterable, n):
    return izip(*repeat(iter(iterable), n))
```

HOW DOES IT WORK?

```
>>> def debug(*args):  
...     print args  
...  
>>> debug(*repeat(iter([1, 2, 3, 4]), 2))  
(<listiterator object at 0x100491e50>,  
 <listiterator object at 0x100491e50>)
```

```
>>> iterator = iter([1, 2, 3, 4])  
>>> zip(iterator, iterator)  
[(1, 2), (3, 4)]
```

CATCH ALL THE THINGS

BAD:

```
try:  
    ...  
except:  
    ...
```

GOOD:

```
try:  
    ...  
except Exception:  
    ...
```


RERAISE ALL THE THINGS

BAD:

```
try:
    ...
except Exception, e:
    ...
    raise e
```

GOOD:

```
try:
    ...
except:
    ...
    raise
```

FIGHT THE GC

```
from threading import Lock
from contextlib import contextmanager

lock = Lock()

@contextmanager
def disabled_gc():
    gc.collect()
    obj_count = len(gc.get_objects())
    was_enabled = gc.isenabled()
    gc.disable()
    try:
        with lock:
            yield
        if obj_count != len(gc.get_objects()):
            raise AssertionError('Section has cycles, requires GC')
    finally:
        if was_enabled:
            gc.enable()
```

EXAMPLE USAGE

```
def application(environ, start_response):  
    with disabled_gc():  
        return real_wsgi_app(environ, start_response)
```

LIBRARIES

YOU DIDN'T KNOW YOU WOULD NEED



BLINKER

```
>>> from blinker import Namespace
>>> signals = Namespace()
>>> siga = signals.signal('siga')
>>> def connected(sender, **kwargs):
...     print sender, kwargs
...     return 'return value'
...
>>> siga.connect(connected)
<function connected at 0x100424320>
>>> siga.send('sender', foo=42)
'sender' {'foo': 42}
[(<function connected at 0x100424320>, 'return value')]
```

IT'S DANGEROUS

```
>>> from itsdangerous import URLSafeSerializer
>>> s = URLSafeSerializer('secret-key')
>>> s.dumps([1, 2])
'WzEsMl0.9HVDLVKBQFb0jaw0IeBzjCI7nZA'
>>> s.loads('WzEsMl0.9HVDLVKBQFb0jaw0IeBzjCI7nZA')
[1, 2]

>>> s.loads('WzEsMl0. 9HVDLVKBQFb0jaw0IeBzjCI7nZB')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
itsdangerous.BadSignature:
  Signature "9HVDLVKBQFb0jaw0IeBzjCI7nZB" does not match
```

MARKUP SAFE

```
>>> from markupsafe import Markup
>>> Markup.escape('<hacker>')
Markup(u'&lt;hacker&gt;')
>>> Markup('<i>%s</i>') % '<script>alert("hacker");</script>'
Markup(u'<i>&lt;script&gt;alert(&#34;hacker&#34;);&lt;/script&gt;</i>')
```

REQUESTS

```
import re
import requests

def _get_params(resp):
    return dict(re.findall(r'<input.*?name="(.*?)" .*?value="(.*?)"',
                          resp.content))

def xbl_auth(sess, email, password):
    resp = sess.get('http://live.xbox.com/en-US/friendcenter')
    action = re.findall(r'srf_uPost=\'(.*?)\'', resp.content)[0]
    params = dict(_get_params(resp), login=email, passwd=password)
    params = _get_params(sess.post(action, data=params))
    sess.post('http://live.xbox.com/en-US/friendcenter/Friends', data=params)

with requests.session() as sess:
    xbl_auth(sess, 'your-email@example.com', 'the-password')
    resp = sess.get('http://live.xbox.com/en-US/...')
```


PBKDF2

```
import hmac
from hashlib import sha1
from math import ceil
from struct import pack

def pbkdf2(data, salt, iterations=1000, keylen=24, hashfunc=sha1):
    _pseudorandom = lambda x: hmac.new(data, x, hashfunc).digest()
    def _produce(block):
        rv = u = _pseudorandom(salt + pack('>i', block))
        for i in xrange(iterations - 1):
            u = _pseudorandom(u)
            rv = ''.join([chr(ord(a) ^ ord(b)) for a, b in zip(rv, u)])
        return rv
    blocks = int(ceil(float(keylen) / hashfunc().digest_size))
    return ''.join(map(_produce, xrange(1, blocks + 1)))[:keylen]
```

AUGMENTING LOGGING

```
from flask import request
```

```
class RequestInfoFilter(Filter):
```

```
    def filter(self, record):
```

```
        if not request:
```

```
            record.request_remote_addr = ''
```

```
            record.request_url = ''
```

```
            record.request_method = ''
```

```
        else:
```

```
            record.request_remote_addr = request.remote_addr
```

```
            record.request_url = request.url
```

```
            record.request_method = request.method
```

```
        return True
```

FIGHTING THE STATE



RULES OF THUMB

- Avoid all avoidable global state
- If you need it, at least make it local to an implicit context
- Avoid unnecessary local state

THINGS TO AVOID

- `os.chdir()` — use absolute paths instead
- `socket.setdefaulttimeout()` — use per socket timeouts
- “settings” modules

REASONS

- Global state breaks threading
- Global state makes unittesting harder than it has to be
- Global state can change at any point anywhere

AVOIDABLE GLOBAL STATE

```
from yourapplication import settings, some_helper_using_settings
settings.MY_CONFIG_KEY = 'my config value'

def some_function():
    ...
    some_helper_using_settings()
```

SOLUTION A:

```
from yourapplication import global_settings, some_helper_using_settings

def some_function():
    settings = global_settings.copy()
    settings.MY_CONFIG_KEY = 'my config value'
    some_helper_using_settings(settings=settings)
```


SOLUTION B:

```
from yourapplication import Settings
```

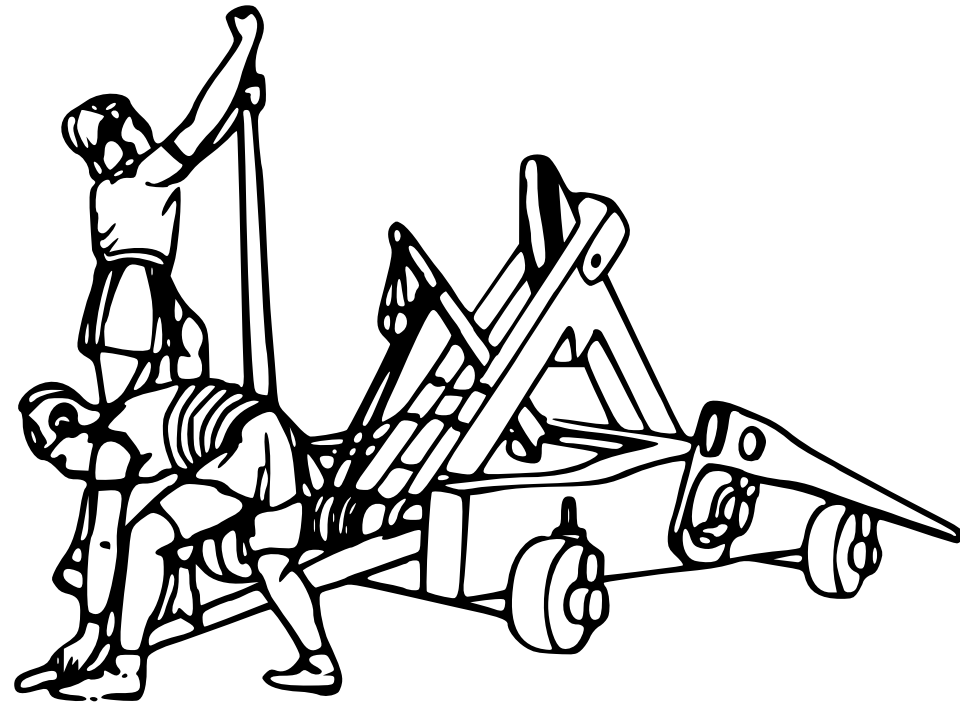
```
def some_function():  
    something = Something(something='my config value')  
    something.some_helper()
```

SOLUTION C:

```
from yourapplication import Settings

def some_function():
    with Settings(something='my config value'):
        some_helper_using_settings()
```

AND REMEMBER:
HACKERNEWS AND REDDIT ARE EVIL



!Q&A?

lucumr.pocoo.org/talks/