PRG404: Advanced Python Programming

Duration: 3 days Code: PRG404

Audience :

This course is for Python developers who want to know more about the Python language and who wish to become proficient in advanced aspects of Python.

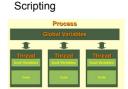
To participate in this course knowledge of and experience with programming in Python is required.

Realization:

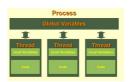
The theory is discussed on the basis of presentation slides. Illustrative demos illustrate the concepts. The theory is interspersed with exercises. The course material is in English.

Category:





Advanced Python Programming





Contents:

In this course advanced aspects of the Python programming language that simplify and accelerate the development of Python software are discussed. The latest versions of Python 2.x and 3.x add interesting features to the language and in this course participants learn how to use them. Among other subjects iterators are addressed that allow lazy evaluation in the sense that an object is generated only when needed and generators and coroutines for concurrent programming are discussed. The course continues with decorators that enable the addition of functionality to existing functions and classes such as caching and proxying. Also context managers are discussed and it is shown that the with statement makes code more robust and exception handling easier. In the module patterns several design patterns are examined in Python and attention is paid to the pythonic principle that states "It's Easier to ask for forgiveness than permission (EFAP)." This principle supports the robust exception handling in Python. For many problems Python offers standard solutions that need Design Patterns in other environments. These pythonic solutions are discussed in the module conventions. Furthermore, attention is paid to advanced features such as meta programming and the use of comprehensions and descriptors. Finally the coding style according to the Python style guide (PEP8) is treated and the performance optimalization of Python code.

Module 1: Iterators and generators

What are Iterators? Lazy evaluation yielding versus returning itertools module What are Generators? Generator expressions Bidirectional communication Chaining generators Coroutines

Module 4: Patterns in Python

EFAP principle Singletons Singleton variants null Objects null versus None **Proxies** Proxy examples Observer Publish and subscribe Constructor

Module 7: Comprehensions

What are comprehensions? Lambda Operator Filter Reduce and Map Functional Programming Generator comprehensions List comprehensions Dictionary comprehensions Set comprehensions

Module 2 : Decorators

What are Decorators? Tweaking original object Replacing original object Decorators on classes Decorators on functions Copying the docstring Examples in library Deprecation of functions while-loop removing decorator Plugin registration system

Module 5: Conventions in Python

Pythonic principles Out of the box solutions Wrapping instead of inheritance Dependency injections Factories Duck typing Monkey patching Callbacks

Module 8: Descriptors and Style

Python descriptors Descriptors protocol set, get and delete Property type descriptors Decorator type descriptors Run time descriptors Python style Style guide PEP8 pylint and pep8.py

Module 3: Context Managers

What are Context managers? with statement Catching exceptions Defining context managers Using Context managers Examples standard library contextlib

Module 6: Meta Programming

What are meta classes? Default meta class Dynamic classes Creating classes Creating object Adding base classes Adding fields Adding methods Meta člass hook

Module 9: Python Performance

Optimization Guidelines Influencing speed factors Optimization strategies Improving algorithms Caching
Data Structures Testing speed
Psyco JIT Compile