

# COMP1531

## 7.6 - SDLC Design - SE Principles 2

# Decorators

Decorators allow us to add functionality to a function without altering the function itself, by "decorating" (wrapping) around it.

But first... some background

# Function Parameters

## decor1.py

```
1 def foo1(zid, name, age, suburb):
2     print(zid, name, age, suburb)
3
4 def foo2(zid=None, name=None, age=None, suburb=None):
5     print(zid, name, age, suburb)
6
7 if __name__ == '__main__':
8
9     foo1('z3418003', 'Hayden', '72', 'Kensington')
10
11     foo2('z3418003', 'Hayden')
12     foo2(name='Hayden', suburb='Kensington', age='72', zid='z3418003')
13     foo2(age='72', zid='z3418003')
14
15     foo2('z3418003', suburb='Kensington')
```

# Function Parameters

## decor2.py

```
1 def foo(zid=None, name=None, *args, **kwargs):
2     print(zid, name)
3     print(args) # A list
4     print(kwargs) # A dictionary
5
6 if __name__ == '__main__':
7
8     foo('z3418003', None, 'mercury', 'venus', planet1='earth', planet2='mars')
```

## decor3.py

```
1 def foo(*args, **kwargs):
2     print(args) # A list
3     print(kwargs) # A dictionary
4
5 if __name__ == '__main__':
6     foo('this', 'is', truly='dynamic')
```

# A proper decorator

decor4.py

```
1 def make_uppercase(input):
2     return input.upper()
3
4 def get_first_name():
5     return "Hayden"
6
7 def get_last_name():
8     return "Smith"
9
10 if __name__ == '__main__':
11     print(make_uppercase(get_first_name()))
12     print(make_uppercase(get_last_name()))
```

# A proper decorator

decor5.py

This code can be used as a template

```
1 def make_uppercase(function):
2     def wrapper(*args, **kwargs):
3         return function(*args, **kwargs).upper()
4     return wrapper
5
6 @make_uppercase
7 def get_first_name():
8     return "Hayden"
9
10 @make_uppercase
11 def get_last_name():
12     return "Smith"
13
14 if __name__ == '__main__':
15     print(get_first_name())
16     print(get_last_name())
```

# Decorator, run twice

decor6.py

```
1 def run_twice(function):
2     def wrapper(*args, **kwargs):
3         return function(*args, **kwargs) \
4             + function(*args, **kwargs)
5     return wrapper
6
7 @run_twice
8 def get_first_name():
9     return "Hayden"
10
11 @run_twice
12 def get_last_name():
13     return "Smith"
14
15 if __name__ == '__main__':
16     print(get_first_name())
17     print(get_last_name())
```

# Decorator, more

decor7.py

```
1 class Message:
2     def __init__(self, id, text):
3         self.id = id
4         self.text = text
5
6 messages = [
7     Message(1, "Hello"),
8     Message(2, "How are you?"),
9 ]
10
11 def get_message_by_id(id):
12     return [m for m in messages if m.id == id][0]
13
14 def message_id_to_obj(function):
15     def wrapper(*args, **kwargs):
16         argsList = list(args)
17         argsList[0] = get_message_by_id(argsList[0])
18         args = tuple(argsList)
19         return function(*args, **kwargs)
20     return wrapper
21
22 @message_id_to_obj
23 def printMessage(message):
24     print(message.text)
25
26 if __name__ == '__main__':
27     printMessage(1)
```

# Single Responsibility Principle

Every module/function/class in a program should have **responsibility** for just a **single** piece of that program's functionality

# Single Responsibility Principle

## Functions

We want to ensure that each function is only responsible for one task.  
If it's not, break it up into multiple functions.

This is often a good idea. The only instances where this might not be a good idea are if it complicates the **caller** substantially (i.e. makes the code calling your split up functions overly complex)

*Primary purpose: Readability and modularity*

# Single Responsibility Principle

## Classes

Three files:

- `srp2.py`: Poor SRP
- `srp2_fixed.py`: Fixed SRP, abstraction remains
- `srp2_fixed2.py`: Fixed SRP, no abstraction

We can apply the same principles to classes, ensuring that a single class maintains a single broad responsibility, and each function within the class also has a more specific single responsibility