

Django & Python 3

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Python 3
is the future

Python 3
is the ~~future~~
present

Django
wants a future

how?

porting strategies

- 3to2
- single source
- 2to3

Django's choices

- single source
- Python \geq 2.6
- six
 - bundled as `django.utils.six`
- `unicode_literals`

The plan

Django 1.5 will provide experimental support for Python 3.

Compatibility features will be backported to Django 1.4.2.

Django 1.6 will be usable in production with Python 3.

six

- PY3
- constants
- object model
- syntax
- binary and text data
- renamed modules and attributes

a refresher on strings

strings

- Python 2 : `str` and `unicode`
- Python 3 : `bytes` and `str`

byte strings

- `str` in Python 2 : `'cafe'`
- `bytes` in Python 3 : `b'cafe'`
- `six.binary_type` or `bytes` (2.6)
- can be decoded
 - can raise `UnicodeDecodeError`
- `'bytes'` in Django's docs

unicode strings

- `unicode` in Python 2 : `u'café'`
- `str` in Python 3 : `'café'`
- `six.text_type`
- can be encoded
 - can raise `UnicodeEncodeError`
- `'text'` in Django's docs

native strings

- `str` in Python 2
- `str` in Python 3
- used by the WSGI specification and parts of the standard library
- useful idiom: `str('spam')`

Python 2

implicit conversions

```
>>> 'foo' + u'bar'  
u'foobar'
```

Python 2

implicit conversions

```
>>> from StringIO import StringIO
>>> s = StringIO()
>>> s.write('foo')
>>> s.getvalue()
'foo'
>>> s.write(u'bar')
>>> s.getvalue()
u'foobar'
```


Python 2

implicit conversions

```
>>> from cStringIO import StringIO
>>> s = StringIO()
>>> s.write('foo')
>>> s.getvalue()
'foo'
>>> s.write(u'bar')
>>> s.getvalue()
'foobar'
```

Python 2

default encoding

```
>>> import sys
>>> sys.getdefaultencoding()
'ascii'
```

Python 2

default encoding

```
# Objects/unicodeobject.c
static char
unicode_default_encoding[100];

const char
*PyUnicode_GetDefaultEncoding(void)
{ return unicode_default_encoding; }

void _PyUnicode_Init(void)
{ strcpy(unicode_default_encoding,
         "ascii"); }
```

Python 2

implicit conversions

```
>>> u'café'.decode()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
UnicodeEncodeError: 'ascii' codec can't
encode character u'\xe9' in position 3:
ordinal not in range(128)
```

Python 2

implicit conversions

```
>>> 'café'.encode()  
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
UnicodeDecodeError: 'ascii' codec can't  
decode byte 0xc3 in position 3: ordinal  
not in range(128)
```

Python 3

no implicit conversions

```
>>> 'foo' + b'bar'
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
TypeError: Can't convert 'bytes' object  
to str implicitly
```

Python 3

default encoding

```
>>> import sys
>>> sys.getdefaultencoding()
'utf-8'
```

Python 3 default encoding

```
# Objects/unicodeobject.c
```

```
const char *  
PyUnicode_GetDefaultEncoding(void)  
{  
    return "utf-8";  
}
```


Python 3

no implicit conversions

```
>>> 'café'.decode()  
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
AttributeError: 'str' object has no  
attribute 'decode'
```

Python 3

no implicit conversions

```
>>> 'café'.encode()  
b'caf\xc3\xa9'
```

```
>>> _.encode()  
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
AttributeError: 'bytes' object has no  
attribute 'encode'
```

tl:dr; Python 3 has
sane string handling

porting Django
or a pluggable app
in 12 steps

0) have a test suite

If you don't,
please stay on Python 2
while the rest of the world
moves on.

You won't be missed.

1) unicode literals

```
from __future__ import unicode_literals
```

- enable it in every module
- avoid bytestrings
 - automation doesn't really help :(
- *or, if you love `u` prefixes, PEP 414 brings the past to the future (3.3)*

2) print function

```
from __future__ import print_function
```

```
print("One day, my fingers will type "  
      "this bracket without me even "  
      "thinking about it.")
```

3) exceptions

```
def do_stuff():  
    raise Exception("Nope!")  
  
def oh_well(exc):  
    print(exc.args[0])  
  
try:  
    do_stuff()  
except Exception as exc:  
    oh_well(exc)
```


4) metaclasses

```
from six import with_metaclass
```

```
class IHateMyCoworkers(  
    with_metaclass(IMetaHateThem):  
    """Go figure."""
```

```
def with_metaclass(meta, base=object):  
    return meta("NewBase", (base,), {})
```

5) other syntax fixes

- longs: `1L` => `1`
 - `sys.maxint` => `---`
- octal literals: `022` => `0o022`
- non-ASCII bytes literals
- ``obj`` => `repr(obj)`
- etc.

6) imports

```
from functools import reduce
```

```
from six.moves import xrange
```

```
try:
```

```
    from urllib.parse import urlparse
```

```
except ImportError: # Python 2
```

```
    from urlparse import urlparse
```

7) string types

(str, unicode) => six.string_types
(basestr,) => six.string_types

unicode => six.text_type
`str(b'foo') == "b'foo'" (!)`
str => bytes/str (!)

smart_unicode => smart_text
force_unicode => force_text
smart_str => smart_bytes/str (!)

8) representation

- if you use Django
 - define only `__str__`
 - `@python_2_unicode_compatible`
 - `django-2to3.py` helper
- `__repr__` must return a `str`

9) object model

next => __next__

```
class Iterator(object):  
    def next(self):  
        return type(self).__next__(self)
```

__nonzero__ => __bool__
__div__ => __idiv__ / __truediv__

callable() removed
no default __hash__ implementation

10) dict methods

```
for k in d: ...  
for k, v in six.iteritems(d): ...  
for v in six.itervalues(d): ...
```

```
keys = list(d)  
items = list(six.iteritems(d))  
values = list(six.itervalues(d))
```

```
items = list(d.items())  
values = list(d.values())
```

11) iterators

- `map`, `range`, `zip` return iterators
 - wrap in `list()` if you need a list or plan to iterate more than once
 - replace with a list comprehension
- strings are iterable
 - avoid `hasattr(x, '__iter__')`

Tips

- write beautiful Python 3 code that also works on Python 2
- design your APIs carefully before adding `.encode()` and `.decode()`
- `python3 -m py_compile **/*.py`
- experiment with 2to3 fixers and pick from 2to3's output

hunt regressions on Python 2

happy porting

Questions

Further reading

<https://docs.djangoproject.com/en/dev/topics/python3/>

<http://docs.python.org/py3k/howto/pyporting>

<http://packages.python.org/six/>

<https://www.djangoproject.com/weblog/2012/mar/13/py3k/>

<https://www.djangoproject.com/weblog/2012/aug/19/experimental-python-3-support/>

<http://nedbatchelder.com/text/unipain.html>