
The Python Language Reference

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1	Introdução	3
1.1	Implementações Alternativas	3
1.2	Notação	4
2	Análise Léxica	5
2.1	Estrutura da Linha	5
2.2	Outros Tokens	8
2.3	Identificadores e Keywords	9
2.4	Literais	10
2.5	Operadores	13
2.6	Delimitadores	14
3	Modelo de dados	15
3.1	Objetos, valores e tipos	15
3.2	The standard type hierarchy	16
3.3	New-style and classic classes	24
3.4	Special method names	24
4	Modelo de Execução	41
4.1	Naming and binding	41
4.2	Exceções	43
5	Expressões	45
5.1	Arithmetic conversions	45
5.2	Atoms	46
5.3	Primaries	51
5.4	The power operator	54
5.5	Unary arithmetic and bitwise operations	55
5.6	Binary arithmetic operations	55
5.7	Shifting operations	56
5.8	Binary bitwise operations	56
5.9	Comparações	57
5.10	Boolean operations	60
5.11	Conditional Expressions	60
5.12	Lambdas	60
5.13	Expression lists	61
5.14	Evaluation order	61

5.15	Operator precedence	61
6	Simple statements	63
6.1	Expression statements	63
6.2	Assignment statements	64
6.3	The <code>assert</code> statement	66
6.4	The <code>pass</code> statement	66
6.5	The <code>del</code> statement	67
6.6	The <code>print</code> statement	67
6.7	The <code>return</code> statement	68
6.8	The <code>yield</code> statement	68
6.9	The <code>raise</code> statement	69
6.10	The <code>break</code> statement	69
6.11	The <code>continue</code> statement	69
6.12	The <code>import</code> statement	70
6.13	The <code>global</code> statement	73
6.14	The <code>exec</code> statement	73
7	Instruções compostas	75
7.1	The <code>if</code> statement	76
7.2	The <code>while</code> statement	76
7.3	The <code>for</code> statement	76
7.4	The <code>try</code> statement	77
7.5	The <code>with</code> statement	79
7.6	Function definitions	80
7.7	Class definitions	81
8	Componentes de Alto-Nível	83
8.1	Programas Python completos	83
8.2	Entrada de arquivo	84
8.3	Entrada interativa	84
8.4	Entrada de expressão	84
9	Especificação Completa da Gramática	85
A	Glossário	89
B	Sobre esses documentos	99
B.1	Contribuidores da Documentação do Python	99
C	História e Licença	101
C.1	História do software	101
C.2	Termos e condições para acessar ou usar Python	102
C.3	Licenças e Reconhecimentos para Software Incorporado	105
D	Copyright	117
	Índice	119

Este manual de referência descreve a sintaxe e a “semântica central” da linguagem. É conciso, mas tenta ser exato e completo. A semântica dos tipos de objetos internos não essenciais e das funções e módulos internos é descrita em `library-index`. Para uma introdução informal à linguagem, consulte `tutorial-index`. Para programadores em C ou C++, existem dois manuais adicionais: `extending-index` descreve a imagem de alto nível de como escrever um módulo de extensão Python, e o `c-api-index` descreve as interfaces disponíveis para programadores C/C++ em detalhes.

Este manual de referência descreve a linguagem de programação Python. O mesmo não tem como objetivo de ser um tutorial.

Enquanto estou tentando ser o mais preciso possível, optei por usar especificações em inglês e não formal para tudo, exceto para a sintaxe e análise léxica. Isso deve tornar o documento mais compreensível para o leitor intermediário, mas deixará margem para ambiguidades. Consequentemente, caso estivesse vindo de Marte e tentasse re-implementar o Python a partir deste documento, sozinho, talvez precisaria adivinhar algumas coisas e, na verdade, provavelmente acabaria por implementar uma linguagem bem diferente. Por outro lado, se estivesse usando o Python e se perguntando quais são as regras precisas sobre uma determinada área da linguagem, você definitivamente encontrará neste documento o que está procurando. Caso queira ver uma definição mais formal da linguagem, talvez possa oferecer seu tempo — ou inventar uma máquina de clonagem :-).

It is dangerous to add too many implementation details to a language reference document — the implementation may change, and other implementations of the same language may work differently. On the other hand, there is currently only one Python implementation in widespread use (although alternate implementations exist), and its particular quirks are sometimes worth being mentioned, especially where the implementation imposes additional limitations. Therefore, you'll find short “implementation notes” sprinkled throughout the text.

Cada implementação do Python vem com vários módulos internos e por padrão. Estes estão documentados em `library-index`. Alguns módulos internos são mencionados ao interagirem de forma significativa com a definição da linguagem.

1.1 Implementações Alternativas

Embora exista uma implementação do Python que seja, de longe, a mais popular, existem algumas implementações alternativas que são de interesse particular e para públicos diferentes.

As implementações conhecidas são:

CPython Esta é a implementação original e a é a versão do Python que mais vem sendo desenvolvido e a mesma está escrita com a linguagem C. Novas funcionalidades ou recursos da linguagem aparecerão por aqui primeiro.

Jython Versão do Python implementado em Java. Esta implementação pode ser usada como linguagem de Script em aplicações Java, ou pode ser usada para criar aplicativos usando as bibliotecas das classes do Java. Também vem

sendo bastante utilizado na construção de testes unitários para as bibliotecas do Java. Mais informações podem ser encontradas no [the Jython website](#).

Python for .NET Essa implementação utiliza de fato a implementação CPython, mas é um aplicativo gerenciado .NET e disponibilizado como uma bibliotecas .NET. Foi desenvolvido por Brian Lloyd. Para obter mais informações, consulte [Python for .NET home page](#).

IronPython Um versão alternativa do Python para a plataforma .NET. Ao contrário do Python.NET, esta é uma implementação completa do Python que gera IL e compila o código Python diretamente para assemblies .NET. Foi desenvolvida por Jim Hugunin, o criador original do Jython. Para obter mais informações, consulte [the IronPython website](#).

PyPy Uma implementação do Python escrita completamente em Python. A mesma suporta vários recursos avançados não encontrados em outras implementações, como suporte sem pilhas e um compilador Just in Time. Um dos objetivos do projeto é incentivar a construção de experimentos com a própria linguagem, facilitando a modificação do interpretador (uma vez que o mesmo está escrito em Python). Informações adicionais estão disponíveis na página [the PyPy project's home page](#).

Cada uma dessas implementações varia em alguma forma a linguagem conforme documentado neste manual, ou introduz informações específicas além do que está coberto na documentação padrão do Python. Consulte a documentação específica da implementação para determinar o que é necessário sobre a implementação específica que você está usando.

1.2 Notação

As descrições da Análise Léxica e da Sintaxe usam uma notação de gramática BNF modificada. Isso usa o seguinte estilo de definição:

```
name      ::=  lc_letter (lc_letter | "_") *
lc_letter ::=  "a"..."z"
```

A primeira linha diz que um nome é um `lc_letter` seguido de uma sequência de zero ou mais `lc_letter`'s e `underscores`. Um `lc_letter` por sua vez é qualquer um dos caracteres simples 'a' através de 'z'. (Esta regra é aderida pelos nomes definidos nas regras léxicas e gramáticas deste documento.)

Cada regra começa com um nome (no caso, o nome definido pela regra) e `: =`. Uma barra vertical (`|`) é usada para separar alternativas; o mesmo é o operador menos vinculativo nesta notação. Uma estrela (`*`) significa zero ou mais repetições do item anterior; da mesma forma, o sinal de adição (`+`) significa uma ou mais repetições, e uma frase entre colchetes (`[]`) significa zero ou uma ocorrência (em outras palavras, a frase anexada é opcional). Os operadores `*` e `+` se ligam tão forte quanto possível; parêntesis são usados para o agrupamento. Os literais Strings são delimitados por aspas. O espaço em branco só é significativo para separar os tokens. As regras normalmente estão contidas numa única linha; as regras com muitas alternativas podem ser formatadas alternativamente com cada linha após o primeiro começo com uma barra vertical.

Nas definições léxicas (como o exemplo acima), são utilizadas mais duas convenções: dois caracteres literais separados por três pontos significam a escolha de qualquer caractere único na faixa (inclusiva) fornecida pelos caracteres ASCII. Uma frase entre colchetes angulares (`< . . >`) fornece uma descrição informal do símbolo definido; por exemplo, isso poderia ser usado para descrever a notação de 'caractere de controle', caso fosse necessário.

Embora a notação utilizada seja quase a mesma, há uma grande diferença entre o significado das definições lexicais e sintáticas: uma definição lexical opera nos caracteres individuais da fonte de entrada, enquanto uma definição de sintaxe opera no fluxo de tokens gerados pelo analisador lexico. Todos os usos do BNF no próximo capítulo ("Lexical Analysis") são definições léxicas; os usos nos capítulos subsequentes são definições sintáticas.

A Python program is read by a *parser*. Input to the parser is a stream of *tokens*, generated by the *lexical analyzer*. This chapter describes how the lexical analyzer breaks a file into tokens.

Python uses the 7-bit ASCII character set for program text.

Novo na versão 2.3: An encoding declaration can be used to indicate that string literals and comments use an encoding different from ASCII.

For compatibility with older versions, Python only warns if it finds 8-bit characters; those warnings should be corrected by either declaring an explicit encoding, or using escape sequences if those bytes are binary data, instead of characters.

The run-time character set depends on the I/O devices connected to the program but is generally a superset of ASCII.

Future compatibility note: It may be tempting to assume that the character set for 8-bit characters is ISO Latin-1 (an ASCII superset that covers most western languages that use the Latin alphabet), but it is possible that in the future Unicode text editors will become common. These generally use the UTF-8 encoding, which is also an ASCII superset, but with very different use for the characters with ordinals 128-255. While there is no consensus on this subject yet, it is unwise to assume either Latin-1 or UTF-8, even though the current implementation appears to favor Latin-1. This applies both to the source character set and the run-time character set.

2.1 Estrutura da Linha

Um programa Python é dividido em uma série de *linhas lógicas*.

2.1.1 Linhas Lógicas

O fim de uma linha lógica é representado pelo token NEWLINE. As declarações não podem cruzar os limites da linha lógica, exceto onde NEWLINE for permitido pela sintaxe (por exemplo, entre as declarações de declarações compostas). Uma linha lógica é construída a partir de uma ou mais *linhas físicas* seguindo a linha explícita ou implícita que *junta as linhas* das regras.

2.1.2 Linha Física

A physical line is a sequence of characters terminated by an end-of-line sequence. In source files and strings, any of the standard platform line termination sequences can be used - the Unix form using ASCII LF (linefeed), the Windows form using the ASCII sequence CR LF (return followed by linefeed), or the old Macintosh form using the ASCII CR (return) character. All of these forms can be used equally, regardless of platform. The end of input also serves as an implicit terminator for the final physical line.

Ao incorporar o Python, o código-fonte das Strings devem ser passadas para APIs do Python usando as convenções C padrão para caracteres de nova linha (o caractere `\n`, representando ASCII LF, será o terminador de linha).

2.1.3 Comentários

A comment starts with a hash character (#) that is not part of a string literal, and ends at the end of the physical line. A comment signifies the end of the logical line unless the implicit line joining rules are invoked. Comments are ignored by the syntax; they are not tokens.

2.1.4 Encoding declarations

If a comment in the first or second line of the Python script matches the regular expression `coding[=:]\s*([-\\w.]+)`, this comment is processed as an encoding declaration; the first group of this expression names the encoding of the source code file. The encoding declaration must appear on a line of its own. If it is the second line, the first line must also be a comment-only line. The recommended forms of an encoding expression are

```
# -*- coding: <encoding-name> -*-
```

que é reconhecido também por GNU Emacs, e:

```
# vim:fileencoding=<encoding-name>
```

which is recognized by Bram Moolenaar's VIM. In addition, if the first bytes of the file are the UTF-8 byte-order mark (`'\xef\xbb\xbf'`), the declared file encoding is UTF-8 (this is supported, among others, by Microsoft's **notepad**).

If an encoding is declared, the encoding name must be recognized by Python. The encoding is used for all lexical analysis, in particular to find the end of a string, and to interpret the contents of Unicode literals. String literals are converted to Unicode for syntactical analysis, then converted back to their original encoding before interpretation starts.

2.1.5 Junção de linha explícita

Two or more physical lines may be joined into logical lines using backslash characters (`\`), as follows: when a physical line ends in a backslash that is not part of a string literal or comment, it is joined with the following forming a single logical line, deleting the backslash and the following end-of-line character. For example:

```
if 1900 < year < 2100 and 1 <= month <= 12 \
    and 1 <= day <= 31 and 0 <= hour < 24 \
    and 0 <= minute < 60 and 0 <= second < 60:    # Looks like a valid date
    return 1
```

A line ending in a backslash cannot carry a comment. A backslash does not continue a comment. A backslash does not continue a token except for string literals (i.e., tokens other than string literals cannot be split across physical lines using a backslash). A backslash is illegal elsewhere on a line outside a string literal.

2.1.6 Junção de linha implícita

Expressions in parentheses, square brackets or curly braces can be split over more than one physical line without using backslashes. For example:

```
month_names = ['Januari', 'Februari', 'Maart',      # These are the
               'April',   'Mei',      'Juni',      # Dutch names
               'Juli',    'Augustus', 'September', # for the months
               'Oktober', 'November', 'December']  # of the year
```

Implicitly continued lines can carry comments. The indentation of the continuation lines is not important. Blank continuation lines are allowed. There is no NEWLINE token between implicit continuation lines. Implicitly continued lines can also occur within triple-quoted strings (see below); in that case they cannot carry comments.

2.1.7 Linhas em branco

A logical line that contains only spaces, tabs, formfeeds and possibly a comment, is ignored (i.e., no NEWLINE token is generated). During interactive input of statements, handling of a blank line may differ depending on the implementation of the read-eval-print loop. In the standard implementation, an entirely blank logical line (i.e. one containing not even whitespace or a comment) terminates a multi-line statement.

2.1.8 Indentação

Leading whitespace (spaces and tabs) at the beginning of a logical line is used to compute the indentation level of the line, which in turn is used to determine the grouping of statements.

First, tabs are replaced (from left to right) by one to eight spaces such that the total number of characters up to and including the replacement is a multiple of eight (this is intended to be the same rule as used by Unix). The total number of spaces preceding the first non-blank character then determines the line's indentation. Indentation cannot be split over multiple physical lines using backslashes; the whitespace up to the first backslash determines the indentation.

Cross-platform compatibility note: because of the nature of text editors on non-UNIX platforms, it is unwise to use a mixture of spaces and tabs for the indentation in a single source file. It should also be noted that different platforms may explicitly limit the maximum indentation level.

A formfeed character may be present at the start of the line; it will be ignored for the indentation calculations above. Formfeed characters occurring elsewhere in the leading whitespace have an undefined effect (for instance, they may reset the space count to zero).

The indentation levels of consecutive lines are used to generate INDENT and DEDENT tokens, using a stack, as follows.

Before the first line of the file is read, a single zero is pushed on the stack; this will never be popped off again. The numbers pushed on the stack will always be strictly increasing from bottom to top. At the beginning of each logical line, the line's indentation level is compared to the top of the stack. If it is equal, nothing happens. If it is larger, it is pushed on the stack, and one INDENT token is generated. If it is smaller, it *must* be one of the numbers occurring on the stack; all numbers on the stack that are larger are popped off, and for each number popped off a DEDENT token is generated. At the end of the file, a DEDENT token is generated for each number remaining on the stack that is larger than zero.

Here is an example of a correctly (though confusingly) indented piece of Python code:

```
def perm(l):
    # Compute the list of all permutations of l
    if len(l) <= 1:
        return [l]
    r = []
    for i in range(len(l)):
        s = l[:i] + l[i+1:]
        p = perm(s)
        for x in p:
            r.append(l[i:i+1] + x)
    return r
```

The following example shows various indentation errors:

```
def perm(l):                                # error: first line indented
for i in range(len(l)):                     # error: not indented
    s = l[:i] + l[i+1:]
    p = perm(l[:i] + l[i+1:])               # error: unexpected indent
    for x in p:
        r.append(l[i:i+1] + x)
    return r                                # error: inconsistent dedent
```

(Actually, the first three errors are detected by the parser; only the last error is found by the lexical analyzer — the indentation of `return r` does not match a level popped off the stack.)

2.1.9 Whitespace between tokens

Except at the beginning of a logical line or in string literals, the whitespace characters space, tab and formfeed can be used interchangeably to separate tokens. Whitespace is needed between two tokens only if their concatenation could otherwise be interpreted as a different token (e.g., `ab` is one token, but `a b` is two tokens).

2.2 Outros Tokens

Besides NEWLINE, INDENT and DEDENT, the following categories of tokens exist: *identifiers*, *keywords*, *literals*, *operators*, and *delimiters*. Whitespace characters (other than line terminators, discussed earlier) are not tokens, but serve to delimit tokens. Where ambiguity exists, a token comprises the longest possible string that forms a legal token, when read from left to right.

2.3 Identificadores e Keywords

Identifiers (also referred to as *names*) are described by the following lexical definitions:

```

identifier ::= (letter|"_") (letter | digit | "_") *
letter     ::= lowercase | uppercase
lowercase  ::= "a"..."z"
uppercase  ::= "A"..."Z"
digit      ::= "0"..."9"

```

Identifiers are unlimited in length. Case is significant.

2.3.1 Keywords

The following identifiers are used as reserved words, or *keywords* of the language, and cannot be used as ordinary identifiers. They must be spelled exactly as written here:

and	del	from	not	while
as	elif	global	or	with
assert	else	if	pass	yield
break	except	import	print	
class	exec	in	raise	
continue	finally	is	return	
def	for	lambda	try	

Alterado na versão 2.4: `None` became a constant and is now recognized by the compiler as a name for the built-in object `None`. Although it is not a keyword, you cannot assign a different object to it.

Alterado na versão 2.5: Using `as` and `with` as identifiers triggers a warning. To use them as keywords, enable the `with_statement` future feature.

Alterado na versão 2.6: `as` and `with` are full keywords.

2.3.2 Classes reservadas de identificadores

Certas classes de identificadores (além de keywords) possuem significados especiais. Essas classes são identificadas pelos padrões de caracteres de sublinhado principais e à direita:

* Not imported by `from module import *`. The special identifier `` is used in the interactive interpreter to store the result of the last evaluation; it is stored in the `__builtin__` module. When not in interactive mode, `_` has no special meaning and is not defined. See section *The import statement*.

Nota: The name `_` is often used in conjunction with internationalization; refer to the documentation for the `gettext` module for more information on this convention.

__*__ System-defined names. These names are defined by the interpreter and its implementation (including the standard library). Current system names are discussed in the *Special method names* section and elsewhere. More will likely be defined in future versions of Python. Any use of `__*__` names, in any context, that does not follow explicitly documented use, is subject to breakage without warning.

- * Class-private names. Names in this category, when used within the context of a class definition, are re-written to use a mangled form to help avoid name clashes between “private” attributes of base and derived classes. See section *Identifiers (Names)*.

2.4 Literais

Os literais são notações para valores constantes de alguns tipos incorporados.

2.4.1 String literals

String literals are described by the following lexical definitions:

```
stringliteral ::= [stringprefix] (shortstring | longstring)
stringprefix ::= "r" | "u" | "ur" | "R" | "U" | "UR" | "Ur" | "uR"
               | "b" | "B" | "br" | "Br" | "bR" | "BR"
shortstring  ::= "'" shortstringitem* "'" | '"' shortstringitem* '"'
longstring   ::= '"' longstringitem* '"'
               | "'" longstringitem* "'"
shortstringitem ::= shortstringchar | escapeseq
longstringitem  ::= longstringchar | escapeseq
shortstringchar ::= <any source character except "\" or newline or the quote>
longstringchar  ::= <any source character except "\">
escapeseq       ::= "\" <any ASCII character>
```

One syntactic restriction not indicated by these productions is that whitespace is not allowed between the *stringprefix* and the rest of the string literal. The source character set is defined by the encoding declaration; it is ASCII if no encoding declaration is given in the source file; see section *Encoding declarations*.

In plain English: String literals can be enclosed in matching single quotes (') or double quotes ("). They can also be enclosed in matching groups of three single or double quotes (these are generally referred to as *triple-quoted strings*). The backslash (\) character is used to escape characters that otherwise have a special meaning, such as newline, backslash itself, or the quote character. String literals may optionally be prefixed with a letter 'r' or 'R'; such strings are called *raw strings* and use different rules for interpreting backslash escape sequences. A prefix of 'u' or 'U' makes the string a Unicode string. Unicode strings use the Unicode character set as defined by the Unicode Consortium and ISO 10646. Some additional escape sequences, described below, are available in Unicode strings. A prefix of 'b' or 'B' is ignored in Python 2; it indicates that the literal should become a bytes literal in Python 3 (e.g. when code is automatically converted with 2to3). A 'u' or 'b' prefix may be followed by an 'r' prefix.

In triple-quoted strings, unescaped newlines and quotes are allowed (and are retained), except that three unescaped quotes in a row terminate the string. (A “quote” is the character used to open the string, i.e. either ' or ".)

Unless an 'r' or 'R' prefix is present, escape sequences in strings are interpreted according to rules similar to those used by Standard C. The recognized escape sequences are:

Caracteres de Escapes (Escapes Sequence)	Significado	Notas
<code>\newline</code>	Ignored	
<code>\\</code>	Backslash (<code>\</code>)	
<code>\'</code>	Aspas Simples (<code>'</code>)	
<code>\"</code>	Aspas Dupla (<code>"</code>)	
<code>\a</code>	ASCII Bell (BEL)	
<code>\b</code>	ASCII Backspace (BS)	
<code>\f</code>	ASCII Formfeed (FF)	
<code>\n</code>	ASCII Linefeed (LF)	
<code>\N{name}</code>	Character named <i>name</i> in the Unicode database (Unicode only)	
<code>\r</code>	ASCII Carriage Return (CR)	
<code>\t</code>	ASCII Horizontal Tab (TAB)	
<code>\uxxxx</code>	Character with 16-bit hex value <i>xxxx</i> (Unicode only)	(1)
<code>\Uxxxxxxxx</code>	Character with 32-bit hex value <i>xxxxxxxx</i> (Unicode only)	(2)
<code>\v</code>	ASCII Vertical Tab (VT)	
<code>\ooo</code>	Caráter com valor octal <i>ooo</i>	(3,5)
<code>\xhh</code>	Caráter com valor hexadecimal <i>hh</i>	(4,5)

Notas:

- (1) Individual code units which form parts of a surrogate pair can be encoded using this escape sequence.
- (2) Any Unicode character can be encoded this way, but characters outside the Basic Multilingual Plane (BMP) will be encoded using a surrogate pair if Python is compiled to use 16-bit code units (the default).
- (3) Como no padrão C, são aceitos até três dígitos octal.
- (4) Ao contrário do padrão C, são necessários exatamente dois dígitos hexadecimais.
- (5) In a string literal, hexadecimal and octal escapes denote the byte with the given value; it is not necessary that the byte encodes a character in the source character set. In a Unicode literal, these escapes denote a Unicode character with the given value.

Unlike Standard C, all unrecognized escape sequences are left in the string unchanged, i.e., *the backslash is left in the string*. (This behavior is useful when debugging: if an escape sequence is mistyped, the resulting output is more easily recognized as broken.) It is also important to note that the escape sequences marked as “(Unicode only)” in the table above fall into the category of unrecognized escapes for non-Unicode string literals.

When an `\r` or `\R` prefix is present, a character following a backslash is included in the string without change, and *all backslashes are left in the string*. For example, the string literal `\r\n` consists of two characters: a backslash and a lowercase `n`. String quotes can be escaped with a backslash, but the backslash remains in the string; for example, `\"` is a valid string literal consisting of two characters: a backslash and a double quote; `\"` is not a valid string literal (even a raw string cannot end in an odd number of backslashes). Specifically, *a raw string cannot end in a single backslash* (since the backslash would escape the following quote character). Note also that a single backslash followed by a newline is interpreted as those two characters as part of the string, *not* as a line continuation.

When an `\r` or `\R` prefix is used in conjunction with a `\u` or `\U` prefix, then the `\uxxxx` and `\Uxxxxxxxx` escape sequences are processed while *all other backslashes are left in the string*. For example, the string literal `\u0062\n` consists of three Unicode characters: ‘LATIN SMALL LETTER B’, ‘REVERSE SOLIDUS’, and ‘LATIN SMALL LETTER N’. Backslashes can be escaped with a preceding backslash; however, both remain in the string. As a result, `\uxxxx` escape sequences are only recognized when there are an odd number of backslashes.

2.4.2 String literal concatenation

Multiple adjacent string literals (delimited by whitespace), possibly using different quoting conventions, are allowed, and their meaning is the same as their concatenation. Thus, "hello" 'world' is equivalent to "helloworld". This feature can be used to reduce the number of backslashes needed, to split long strings conveniently across long lines, or even to add comments to parts of strings, for example:

```
re.compile("[A-Za-z_]"      # letter or underscore
           "[A-Za-z0-9_]*"  # letter, digit or underscore
           )
```

Note that this feature is defined at the syntactical level, but implemented at compile time. The '+' operator must be used to concatenate string expressions at run time. Also note that literal concatenation can use different quoting styles for each component (even mixing raw strings and triple quoted strings).

2.4.3 Literais Numéricos

There are four types of numeric literals: plain integers, long integers, floating point numbers, and imaginary numbers. There are no complex literals (complex numbers can be formed by adding a real number and an imaginary number).

Note that numeric literals do not include a sign; a phrase like `-1` is actually an expression composed of the unary operator `'-'` and the literal `1`.

2.4.4 Integer and long integer literals

Integer and long integer literals are described by the following lexical definitions:

```
longinteger      ::= integer ("l" | "L")
integer          ::= decimalinteger | octinteger | hexinteger | bininteger
decimalinteger   ::= nonzerodigit digit* | "0"
octinteger       ::= "0" ("o" | "O") octdigit+ | "0" octdigit+
hexinteger       ::= "0" ("x" | "X") hexdigit+
bininteger       ::= "0" ("b" | "B") bindigit+
nonzerodigit     ::= "1"..."9"
octdigit         ::= "0"..."7"
bindigit         ::= "0" | "1"
hexdigit         ::= digit | "a"..."f" | "A"..."F"
```

Although both lower case `'l'` and upper case `'L'` are allowed as suffix for long integers, it is strongly recommended to always use `'L'`, since the letter `'l'` looks too much like the digit `'1'`.

Plain integer literals that are above the largest representable plain integer (e.g., 2147483647 when using 32-bit arithmetic) are accepted as if they were long integers instead.¹ There is no limit for long integer literals apart from what can be stored in available memory.

Some examples of plain integer literals (first row) and long integer literals (second and third rows):

7	2147483647	0177	
3L	79228162514264337593543950336L	0377L	0x100000000L
	79228162514264337593543950336		0xdeadbeef

¹ In versions of Python prior to 2.4, octal and hexadecimal literals in the range just above the largest representable plain integer but below the largest unsigned 32-bit number (on a machine using 32-bit arithmetic), 4294967296, were taken as the negative plain integer obtained by subtracting 4294967296 from their unsigned value.

2.4.5 Literais de Ponto Flutuante

Floating point literals are described by the following lexical definitions:

```
floatnumber ::= pointfloat | exponentfloat
pointfloat  ::= [intpart] fraction | intpart "."
exponentfloat ::= (intpart | pointfloat) exponent
intpart     ::= digit+
fraction    ::= "." digit+
exponent    ::= ("e" | "E") ["+" | "-"] digit+
```

Note that the integer and exponent parts of floating point numbers can look like octal integers, but are interpreted using radix 10. For example, `077e010` is legal, and denotes the same number as `77e10`. The allowed range of floating point literals is implementation-dependent. Some examples of floating point literals:

```
3.14    10.    .001    1e100    3.14e-10    0e0
```

Note that numeric literals do not include a sign; a phrase like `-1` is actually an expression composed of the unary operator `-` and the literal `1`.

2.4.6 Literais Imaginários

Os literais imaginários são descritos pelas seguintes definições léxicas:

```
imagnumber ::= (floatnumber | intpart) ("j" | "J")
```

Um literal imaginário produz um número complexo com uma parte real de 0.0. Os números complexos são representados como um par de números de ponto flutuante e têm as mesmas restrições em seu alcance. Para criar um número complexo com uma parte real diferente de zero, adicione um número de ponto flutuante a ele, por exemplo, `(3 + 4j)`. Alguns exemplos de literais imaginários

```
3.14j    10.j    10j    .001j    1e100j    3.14e-10j
```

2.5 Operadores

Os seguintes tokens são operadores:

```
+      -      *      **     /      //     %
<<     >>     &      |      ^      ~
<      >      <=     >=     ==     !=     <>
```

The comparison operators `<>` and `!=` are alternate spellings of the same operator. `!=` is the preferred spelling; `<>` is obsolescent.

2.6 Delimitadores

Os seguintes tokens servem como delimitadores na gramática:

()	[]	{	}	@
,	:	.	`	=	;	
+=	-=	*=	/=	//=	%=	
&=	=	^=	>>=	<<=	**=	

The period can also occur in floating-point and imaginary literals. A sequence of three periods has a special meaning as an ellipsis in slices. The second half of the list, the augmented assignment operators, serve lexically as delimiters, but also perform an operation.

The following printing ASCII characters have special meaning as part of other tokens or are otherwise significant to the lexical analyzer:

'	"	#	\
---	---	---	---

The following printing ASCII characters are not used in Python. Their occurrence outside string literals and comments is an unconditional error:

\$?
----	---

Notas de Rodapé

3.1 Objetos, valores e tipos

Objects are Python’s abstraction for data. All data in a Python program is represented by objects or by relations between objects. (In a sense, and in conformance to Von Neumann’s model of a “stored program computer,” code is also represented by objects.)

Every object has an identity, a type and a value. An object’s *identity* never changes once it has been created; you may think of it as the object’s address in memory. The `is` operator compares the identity of two objects; the `id()` function returns an integer representing its identity (currently implemented as its address). An object’s *type* is also unchangeable.¹ An object’s type determines the operations that the object supports (e.g., “does it have a length?”) and also defines the possible values for objects of that type. The `type()` function returns an object’s type (which is an object itself). The *value* of some objects can change. Objects whose value can change are said to be *mutable*; objects whose value is unchangeable once they are created are called *immutable*. (The value of an immutable container object that contains a reference to a mutable object can change when the latter’s value is changed; however the container is still considered immutable, because the collection of objects it contains cannot be changed. So, immutability is not strictly the same as having an unchangeable value, it is more subtle.) An object’s mutability is determined by its type; for instance, numbers, strings and tuples are immutable, while dictionaries and lists are mutable.

Objects are never explicitly destroyed; however, when they become unreachable they may be garbage-collected. An implementation is allowed to postpone garbage collection or omit it altogether — it is a matter of implementation quality how garbage collection is implemented, as long as no objects are collected that are still reachable.

CPython implementation detail: CPython currently uses a reference-counting scheme with (optional) delayed detection of cyclically linked garbage, which collects most objects as soon as they become unreachable, but is not guaranteed to collect garbage containing circular references. See the documentation of the `gc` module for information on controlling the collection of cyclic garbage. Other implementations act differently and CPython may change. Do not depend on immediate finalization of objects when they become unreachable (ex: always close files).

Note that the use of the implementation’s tracing or debugging facilities may keep objects alive that would normally be collectable. Also note that catching an exception with a `try...except` statement may keep objects alive.

¹ It is possible in some cases to change an object’s type, under certain controlled conditions. It generally isn’t a good idea though, since it can lead to some very strange behaviour if it is handled incorrectly.

Some objects contain references to “external” resources such as open files or windows. It is understood that these resources are freed when the object is garbage-collected, but since garbage collection is not guaranteed to happen, such objects also provide an explicit way to release the external resource, usually a `close()` method. Programs are strongly recommended to explicitly close such objects. The `try...finally` statement provides a convenient way to do this.

Some objects contain references to other objects; these are called *containers*. Examples of containers are tuples, lists and dictionaries. The references are part of a container’s value. In most cases, when we talk about the value of a container, we imply the values, not the identities of the contained objects; however, when we talk about the mutability of a container, only the identities of the immediately contained objects are implied. So, if an immutable container (like a tuple) contains a reference to a mutable object, its value changes if that mutable object is changed.

Types affect almost all aspects of object behavior. Even the importance of object identity is affected in some sense: for immutable types, operations that compute new values may actually return a reference to any existing object with the same type and value, while for mutable objects this is not allowed. E.g., after `a = 1; b = 1`, `a` and `b` may or may not refer to the same object with the value one, depending on the implementation, but after `c = []; d = []`, `c` and `d` are guaranteed to refer to two different, unique, newly created empty lists. (Note that `c = d = []` assigns the same object to both `c` and `d`.)

3.2 The standard type hierarchy

Below is a list of the types that are built into Python. Extension modules (written in C, Java, or other languages, depending on the implementation) can define additional types. Future versions of Python may add types to the type hierarchy (e.g., rational numbers, efficiently stored arrays of integers, etc.).

Some of the type descriptions below contain a paragraph listing ‘special attributes.’ These are attributes that provide access to the implementation and are not intended for general use. Their definition may change in the future.

None This type has a single value. There is a single object with this value. This object is accessed through the built-in name `None`. It is used to signify the absence of a value in many situations, e.g., it is returned from functions that don’t explicitly return anything. Its truth value is false.

NotImplemented This type has a single value. There is a single object with this value. This object is accessed through the built-in name `NotImplemented`. Numeric methods and rich comparison methods may return this value if they do not implement the operation for the operands provided. (The interpreter will then try the reflected operation, or some other fallback, depending on the operator.) Its truth value is true.

Ellipsis This type has a single value. There is a single object with this value. This object is accessed through the built-in name `Ellipsis`. It is used to indicate the presence of the `...` syntax in a slice. Its truth value is true.

numbers.Number These are created by numeric literals and returned as results by arithmetic operators and arithmetic built-in functions. Numeric objects are immutable; once created their value never changes. Python numbers are of course strongly related to mathematical numbers, but subject to the limitations of numerical representation in computers.

Python distinguishes between integers, floating point numbers, and complex numbers:

numbers.Integral These represent elements from the mathematical set of integers (positive and negative).

There are three types of integers:

Plain integers These represent numbers in the range -2147483648 through 2147483647. (The range may be larger on machines with a larger natural word size, but not smaller.) When the result of an operation would fall outside this range, the result is normally returned as a long integer (in some cases, the exception `OverflowError` is raised instead). For the purpose of shift and mask operations, integers are assumed to have a binary, 2’s complement notation using 32 or more bits, and hiding no bits from the user (i.e., all 4294967296 different bit patterns correspond to different values).

Long integers These represent numbers in an unlimited range, subject to available (virtual) memory only. For the purpose of shift and mask operations, a binary representation is assumed, and negative numbers are represented in a variant of 2's complement which gives the illusion of an infinite string of sign bits extending to the left.

Booleans These represent the truth values `False` and `True`. The two objects representing the values `False` and `True` are the only Boolean objects. The Boolean type is a subtype of plain integers, and Boolean values behave like the values 0 and 1, respectively, in almost all contexts, the exception being that when converted to a string, the strings `"False"` or `"True"` are returned, respectively.

The rules for integer representation are intended to give the most meaningful interpretation of shift and mask operations involving negative integers and the least surprises when switching between the plain and long integer domains. Any operation, if it yields a result in the plain integer domain, will yield the same result in the long integer domain or when using mixed operands. The switch between domains is transparent to the programmer.

numbers.Real (float) These represent machine-level double precision floating point numbers. You are at the mercy of the underlying machine architecture (and C or Java implementation) for the accepted range and handling of overflow. Python does not support single-precision floating point numbers; the savings in processor and memory usage that are usually the reason for using these are dwarfed by the overhead of using objects in Python, so there is no reason to complicate the language with two kinds of floating point numbers.

numbers.Complex These represent complex numbers as a pair of machine-level double precision floating point numbers. The same caveats apply as for floating point numbers. The real and imaginary parts of a complex number `z` can be retrieved through the read-only attributes `z.real` and `z.imag`.

Sequências These represent finite ordered sets indexed by non-negative numbers. The built-in function `len()` returns the number of items of a sequence. When the length of a sequence is n , the index set contains the numbers 0, 1, ..., $n-1$. Item i of sequence a is selected by `a[i]`.

Sequences also support slicing: `a[i:j]` selects all items with index k such that $i \leq k < j$. When used as an expression, a slice is a sequence of the same type. This implies that the index set is renumbered so that it starts at 0.

Some sequences also support “extended slicing” with a third “step” parameter: `a[i:j:k]` selects all items of a with index x where $x = i + n*k$, $n \geq 0$ and $i \leq x < j$.

Sequences are distinguished according to their mutability:

Sequências Imutáveis An object of an immutable sequence type cannot change once it is created. (If the object contains references to other objects, these other objects may be mutable and may be changed; however, the collection of objects directly referenced by an immutable object cannot change.)

Os tipos a seguir são sequências imutáveis:

Strings The items of a string are characters. There is no separate character type; a character is represented by a string of one item. Characters represent (at least) 8-bit bytes. The built-in functions `chr()` and `ord()` convert between characters and nonnegative integers representing the byte values. Bytes with the values 0–127 usually represent the corresponding ASCII values, but the interpretation of values is up to the program. The string data type is also used to represent arrays of bytes, e.g., to hold data read from a file.

(On systems whose native character set is not ASCII, strings may use EBCDIC in their internal representation, provided the functions `chr()` and `ord()` implement a mapping between ASCII and EBCDIC, and string comparison preserves the ASCII order. Or perhaps someone can propose a better rule?)

Unicode The items of a Unicode object are Unicode code units. A Unicode code unit is represented by a Unicode object of one item and can hold either a 16-bit or 32-bit value representing a Unicode ordinal (the maximum value for the ordinal is given in `sys.maxunicode`, and depends on how Python is configured at compile time). Surrogate pairs may be present in the Unicode object, and will be reported

as two separate items. The built-in functions `unichr()` and `ord()` convert between code units and nonnegative integers representing the Unicode ordinals as defined in the Unicode Standard 3.0. Conversion from and to other encodings are possible through the Unicode method `encode()` and the built-in function `unicode()`.

Tuplas The items of a tuple are arbitrary Python objects. Tuples of two or more items are formed by comma-separated lists of expressions. A tuple of one item (a ‘singleton’) can be formed by affixing a comma to an expression (an expression by itself does not create a tuple, since parentheses must be usable for grouping of expressions). An empty tuple can be formed by an empty pair of parentheses.

Sequências Mutáveis Mutable sequences can be changed after they are created. The subscription and slicing notations can be used as the target of assignment and `del` (delete) statements.

There are currently two intrinsic mutable sequence types:

Listas The items of a list are arbitrary Python objects. Lists are formed by placing a comma-separated list of expressions in square brackets. (Note that there are no special cases needed to form lists of length 0 or 1.)

Arrays de Bytes A bytearray object is a mutable array. They are created by the built-in `bytearray()` constructor. Aside from being mutable (and hence unhashable), byte arrays otherwise provide the same interface and functionality as immutable bytes objects.

The extension module `array` provides an additional example of a mutable sequence type.

Tipo Conjunto These represent unordered, finite sets of unique, immutable objects. As such, they cannot be indexed by any subscript. However, they can be iterated over, and the built-in function `len()` returns the number of items in a set. Common uses for sets are fast membership testing, removing duplicates from a sequence, and computing mathematical operations such as intersection, union, difference, and symmetric difference.

For set elements, the same immutability rules apply as for dictionary keys. Note that numeric types obey the normal rules for numeric comparison: if two numbers compare equal (e.g., 1 and 1.0), only one of them can be contained in a set.

There are currently two intrinsic set types:

Sets (conjuntos) These represent a mutable set. They are created by the built-in `set()` constructor and can be modified afterwards by several methods, such as `add()`.

Frozen sets These represent an immutable set. They are created by the built-in `frozenset()` constructor. As a `frozenset` is immutable and *hashable*, it can be used again as an element of another set, or as a dictionary key.

Mappings These represent finite sets of objects indexed by arbitrary index sets. The subscript notation `a[k]` selects the item indexed by `k` from the mapping `a`; this can be used in expressions and as the target of assignments or `del` statements. The built-in function `len()` returns the number of items in a mapping.

There is currently a single intrinsic mapping type:

Dicionários These represent finite sets of objects indexed by nearly arbitrary values. The only types of values not acceptable as keys are values containing lists or dictionaries or other mutable types that are compared by value rather than by object identity, the reason being that the efficient implementation of dictionaries requires a key’s hash value to remain constant. Numeric types used for keys obey the normal rules for numeric comparison: if two numbers compare equal (e.g., 1 and 1.0) then they can be used interchangeably to index the same dictionary entry.

Dictionaries are mutable; they can be created by the `{ . . . }` notation (see section *Dictionary displays*).

The extension modules `dbm`, `gdbm`, and `bsddb` provide additional examples of mapping types.

Tipo Callable These are the types to which the function call operation (see section *Calls*) can be applied:

Funções Definidas pelo Usuário Um objeto função definido pelo usuário será criado pela definição de função (veja a seção *Function definitions*). A mesma deverá ser invocada com uma lista de argumentos contendo o mesmo número de itens que a lista de parâmetros formais da função.

Atributos Especiais:

Atributo	Significado	
<code>__doc__ func_doc</code>	The function's documentation string, or None if unavailable.	Writable
<code>__name__ func_name</code>	The function's name	Writable
<code>__module__</code>	The name of the module the function was defined in, or None if unavailable.	Writable
<code>__defaults__ func_defaults</code>	A tuple containing default argument values for those arguments that have defaults, or None if no arguments have a default value.	Writable
<code>__code__ func_code</code>	The code object representing the compiled function body.	Writable
<code>__globals__ func_globals</code>	A reference to the dictionary that holds the function's global variables — the global namespace of the module in which the function was defined.	Somente Leitura
<code>__dict__ func_dict</code>	The namespace supporting arbitrary function attributes.	Writable
<code>__closure__ func_closure</code>	None or a tuple of cells that contain bindings for the function's free variables.	Somente Leitura

Most of the attributes labelled “Writable” check the type of the assigned value.

Alterado na versão 2.4: `func_name` is now writable.

Alterado na versão 2.6: The double-underscore attributes `__closure__`, `__code__`, `__defaults__`, and `__globals__` were introduced as aliases for the corresponding `func_*` attributes for forwards compatibility with Python 3.

Function objects also support getting and setting arbitrary attributes, which can be used, for example, to attach metadata to functions. Regular attribute dot-notation is used to get and set such attributes. *Note that the current implementation only supports function attributes on user-defined functions. Function attributes on built-in functions may be supported in the future.*

Additional information about a function's definition can be retrieved from its code object; see the description of internal types below.

User-defined methods A user-defined method object combines a class, a class instance (or None) and any callable object (normally a user-defined function).

Special read-only attributes: `im_self` is the class instance object, `im_func` is the function object; `im_class` is the class of `im_self` for bound methods or the class that asked for the method for unbound methods; `__doc__` is the method's documentation (same as `im_func.__doc__`); `__name__` is the method name (same as `im_func.__name__`); `__module__` is the name of the module the method was defined in, or None if unavailable.

Alterado na versão 2.2: `im_self` used to refer to the class that defined the method.

Alterado na versão 2.6: For Python 3 forward-compatibility, `im_func` is also available as `__func__`, and `im_self` as `__self__`.

Methods also support accessing (but not setting) the arbitrary function attributes on the underlying function object.

User-defined method objects may be created when getting an attribute of a class (perhaps via an instance of that class), if that attribute is a user-defined function object, an unbound user-defined method object, or a class method object. When the attribute is a user-defined method object, a new method object is only created if the class from which it is being retrieved is the same as, or a derived class of, the class stored in the original method object; otherwise, the original method object is used as it is.

When a user-defined method object is created by retrieving a user-defined function object from a class, its `im_self` attribute is `None` and the method object is said to be unbound. When one is created by retrieving a user-defined function object from a class via one of its instances, its `im_self` attribute is the instance, and the method object is said to be bound. In either case, the new method's `im_class` attribute is the class from which the retrieval takes place, and its `im_func` attribute is the original function object.

When a user-defined method object is created by retrieving another method object from a class or instance, the behaviour is the same as for a function object, except that the `im_func` attribute of the new instance is not the original method object but its `im_func` attribute.

When a user-defined method object is created by retrieving a class method object from a class or instance, its `im_self` attribute is the class itself, and its `im_func` attribute is the function object underlying the class method.

When an unbound user-defined method object is called, the underlying function (`im_func`) is called, with the restriction that the first argument must be an instance of the proper class (`im_class`) or of a derived class thereof.

When a bound user-defined method object is called, the underlying function (`im_func`) is called, inserting the class instance (`im_self`) in front of the argument list. For instance, when `C` is a class which contains a definition for a function `f()`, and `x` is an instance of `C`, calling `x.f(1)` is equivalent to calling `C.f(x, 1)`.

When a user-defined method object is derived from a class method object, the “class instance” stored in `im_self` will actually be the class itself, so that calling either `x.f(1)` or `C.f(1)` is equivalent to calling `f(C, 1)` where `f` is the underlying function.

Note that the transformation from function object to (unbound or bound) method object happens each time the attribute is retrieved from the class or instance. In some cases, a fruitful optimization is to assign the attribute to a local variable and call that local variable. Also notice that this transformation only happens for user-defined functions; other callable objects (and all non-callable objects) are retrieved without transformation. It is also important to note that user-defined functions which are attributes of a class instance are not converted to bound methods; this *only* happens when the function is an attribute of the class.

Funções Geradoras A function or method which uses the `yield` statement (see section [The yield statement](#)) is called a *generator function*. Such a function, when called, always returns an iterator object which can be used to execute the body of the function: calling the iterator's `next()` method will cause the function to execute until it provides a value using the `yield` statement. When the function executes a `return` statement or falls off the end, a `StopIteration` exception is raised and the iterator will have reached the end of the set of values to be returned.

Funções Built-in A built-in function object is a wrapper around a C function. Examples of built-in functions are `len()` and `math.sin()` (`math` is a standard built-in module). The number and type of the arguments are determined by the C function. Special read-only attributes: `__doc__` is the function's documentation string, or `None` if unavailable; `__name__` is the function's name; `__self__` is set to `None` (but see the next item); `__module__` is the name of the module the function was defined in or `None` if unavailable.

Métodos Built-in This is really a different disguise of a built-in function, this time containing an object passed to the C function as an implicit extra argument. An example of a built-in method is `alist.append()`,

assuming *alist* is a list object. In this case, the special read-only attribute `__self__` is set to the object denoted by *alist*.

Class Types Class types, or “new-style classes,” are callable. These objects normally act as factories for new instances of themselves, but variations are possible for class types that override `__new__()`. The arguments of the call are passed to `__new__()` and, in the typical case, to `__init__()` to initialize the new instance.

Classic Classes Class objects are described below. When a class object is called, a new class instance (also described below) is created and returned. This implies a call to the class’s `__init__()` method if it has one. Any arguments are passed on to the `__init__()` method. If there is no `__init__()` method, the class must be called without arguments.

Instância de Classe Class instances are described below. Class instances are callable only when the class has a `__call__()` method; `x(arguments)` is a shorthand for `x.__call__(arguments)`.

Módulos Modules are imported by the `import` statement (see section *The import statement*). A module object has a namespace implemented by a dictionary object (this is the dictionary referenced by the `func_globals` attribute of functions defined in the module). Attribute references are translated to lookups in this dictionary, e.g., `m.x` is equivalent to `m.__dict__[“x”]`. A module object does not contain the code object used to initialize the module (since it isn’t needed once the initialization is done).

Attribute assignment updates the module’s namespace dictionary, e.g., `m.x = 1` is equivalent to `m.__dict__[“x”] = 1`.

Special read-only attribute: `__dict__` is the module’s namespace as a dictionary object.

CPython implementation detail: Because of the way CPython clears module dictionaries, the module dictionary will be cleared when the module falls out of scope even if the dictionary still has live references. To avoid this, copy the dictionary or keep the module around while using its dictionary directly.

Predefined (writable) attributes: `__name__` is the module’s name; `__doc__` is the module’s documentation string, or `None` if unavailable; `__file__` is the pathname of the file from which the module was loaded, if it was loaded from a file. The `__file__` attribute is not present for C modules that are statically linked into the interpreter; for extension modules loaded dynamically from a shared library, it is the pathname of the shared library file.

Classes Both class types (new-style classes) and class objects (old-style/classic classes) are typically created by class definitions (see section *Class definitions*). A class has a namespace implemented by a dictionary object. Class attribute references are translated to lookups in this dictionary, e.g., `C.x` is translated to `C.__dict__[“x”]` (although for new-style classes in particular there are a number of hooks which allow for other means of locating attributes). When the attribute name is not found there, the attribute search continues in the base classes. For old-style classes, the search is depth-first, left-to-right in the order of occurrence in the base class list. New-style classes use the more complex C3 method resolution order which behaves correctly even in the presence of ‘diamond’ inheritance structures where there are multiple inheritance paths leading back to a common ancestor. Additional details on the C3 MRO used by new-style classes can be found in the documentation accompanying the 2.3 release at <https://www.python.org/download/releases/2.3/mro/>.

When a class attribute reference (for class `C`, say) would yield a user-defined function object or an unbound user-defined method object whose associated class is either `C` or one of its base classes, it is transformed into an unbound user-defined method object whose `im_class` attribute is `C`. When it would yield a class method object, it is transformed into a bound user-defined method object whose `im_self` attribute is `C`. When it would yield a static method object, it is transformed into the object wrapped by the static method object. See section *Implementing Descriptors* for another way in which attributes retrieved from a class may differ from those actually contained in its `__dict__` (note that only new-style classes support descriptors).

Class attribute assignments update the class’s dictionary, never the dictionary of a base class.

A class object can be called (see above) to yield a class instance (see below).

Special attributes: `__name__` is the class name; `__module__` is the module name in which the class was defined; `__dict__` is the dictionary containing the class's namespace; `__bases__` is a tuple (possibly empty or a singleton) containing the base classes, in the order of their occurrence in the base class list; `__doc__` is the class's documentation string, or `None` if undefined.

Instância de Classe A class instance is created by calling a class object (see above). A class instance has a namespace implemented as a dictionary which is the first place in which attribute references are searched. When an attribute is not found there, and the instance's class has an attribute by that name, the search continues with the class attributes. If a class attribute is found that is a user-defined function object or an unbound user-defined method object whose associated class is the class (call it `C`) of the instance for which the attribute reference was initiated or one of its bases, it is transformed into a bound user-defined method object whose `im_class` attribute is `C` and whose `im_self` attribute is the instance. Static method and class method objects are also transformed, as if they had been retrieved from class `C`; see above under "Classes". See section *Implementing Descriptors* for another way in which attributes of a class retrieved via its instances may differ from the objects actually stored in the class's `__dict__`. If no class attribute is found, and the object's class has a `__getattr__()` method, that is called to satisfy the lookup.

Attribute assignments and deletions update the instance's dictionary, never a class's dictionary. If the class has a `__setattr__()` or `__delattr__()` method, this is called instead of updating the instance dictionary directly.

Class instances can pretend to be numbers, sequences, or mappings if they have methods with certain special names. See section *Special method names*.

Special attributes: `__dict__` is the attribute dictionary; `__class__` is the instance's class.

Files A file object represents an open file. File objects are created by the `open()` built-in function, and also by `os.popen()`, `os.fdopen()`, and the `makefile()` method of socket objects (and perhaps by other functions or methods provided by extension modules). The objects `sys.stdin`, `sys.stdout` and `sys.stderr` are initialized to file objects corresponding to the interpreter's standard input, output and error streams. See *builtin-file-objects* for complete documentation of file objects.

Tipos Internos A few types used internally by the interpreter are exposed to the user. Their definitions may change with future versions of the interpreter, but they are mentioned here for completeness.

Objeto Código Code objects represent *byte-compiled* executable Python code, or *bytecode*. The difference between a code object and a function object is that the function object contains an explicit reference to the function's globals (the module in which it was defined), while a code object contains no context; also the default argument values are stored in the function object, not in the code object (because they represent values calculated at run-time). Unlike function objects, code objects are immutable and contain no references (directly or indirectly) to mutable objects.

Special read-only attributes: `co_name` gives the function name; `co_argcount` is the number of positional arguments (including arguments with default values); `co_nlocals` is the number of local variables used by the function (including arguments); `co_varnames` is a tuple containing the names of the local variables (starting with the argument names); `co_cellvars` is a tuple containing the names of local variables that are referenced by nested functions; `co_freevars` is a tuple containing the names of free variables; `co_code` is a string representing the sequence of bytecode instructions; `co_consts` is a tuple containing the literals used by the bytecode; `co_names` is a tuple containing the names used by the bytecode; `co_filename` is the filename from which the code was compiled; `co_firstlineno` is the first line number of the function; `co_lnotab` is a string encoding the mapping from bytecode offsets to line numbers (for details see the source code of the interpreter); `co_stacksize` is the required stack size (including local variables); `co_flags` is an integer encoding a number of flags for the interpreter.

The following flag bits are defined for `co_flags`: bit `0x04` is set if the function uses the `*arguments` syntax to accept an arbitrary number of positional arguments; bit `0x08` is set if the function uses the `**keywords` syntax to accept arbitrary keyword arguments; bit `0x20` is set if the function is a generator.

Future feature declarations (`from __future__ import division`) also use bits in `co_flags` to

indicate whether a code object was compiled with a particular feature enabled: bit 0x2000 is set if the function was compiled with future division enabled; bits 0x10 and 0x1000 were used in earlier versions of Python.

Other bits in `co_flags` are reserved for internal use.

If a code object represents a function, the first item in `co_consts` is the documentation string of the function, or `None` if undefined.

Frame objects Frame objects represent execution frames. They may occur in traceback objects (see below).

Special read-only attributes: `f_back` is to the previous stack frame (towards the caller), or `None` if this is the bottom stack frame; `f_code` is the code object being executed in this frame; `f_locals` is the dictionary used to look up local variables; `f_globals` is used for global variables; `f_builtins` is used for built-in (intrinsic) names; `f_restricted` is a flag indicating whether the function is executing in restricted execution mode; `f_lasti` gives the precise instruction (this is an index into the bytecode string of the code object).

Special writable attributes: `f_trace`, if not `None`, is a function called at the start of each source code line (this is used by the debugger); `f_exc_type`, `f_exc_value`, `f_exc_traceback` represent the last exception raised in the parent frame provided another exception was ever raised in the current frame (in all other cases they are `None`); `f_lineno` is the current line number of the frame — writing to this from within a trace function jumps to the given line (only for the bottom-most frame). A debugger can implement a Jump command (aka Set Next Statement) by writing to `f_lineno`.

Traceback objects Traceback objects represent a stack trace of an exception. A traceback object is created when an exception occurs. When the search for an exception handler unwinds the execution stack, at each unwound level a traceback object is inserted in front of the current traceback. When an exception handler is entered, the stack trace is made available to the program. (See section [The try statement](#).) It is accessible as `sys.exc_traceback`, and also as the third item of the tuple returned by `sys.exc_info()`. The latter is the preferred interface, since it works correctly when the program is using multiple threads. When the program contains no suitable handler, the stack trace is written (nicely formatted) to the standard error stream; if the interpreter is interactive, it is also made available to the user as `sys.last_traceback`.

Special read-only attributes: `tb_next` is the next level in the stack trace (towards the frame where the exception occurred), or `None` if there is no next level; `tb_frame` points to the execution frame of the current level; `tb_lineno` gives the line number where the exception occurred; `tb_lasti` indicates the precise instruction. The line number and last instruction in the traceback may differ from the line number of its frame object if the exception occurred in a `try` statement with no matching `except` clause or with a `finally` clause.

Slice objects Slice objects are used to represent slices when *extended slice syntax* is used. This is a slice using two colons, or multiple slices or ellipses separated by commas, e.g., `a[i:j:step]`, `a[i:j, k:1]`, or `a[... , i:j]`. They are also created by the built-in `slice()` function.

Special read-only attributes: `start` is the lower bound; `stop` is the upper bound; `step` is the step value; each is `None` if omitted. These attributes can have any type.

Slice objects support one method:

`slice.indices(self, length)`

This method takes a single integer argument *length* and computes information about the extended slice that the slice object would describe if applied to a sequence of *length* items. It returns a tuple of three integers; respectively these are the *start* and *stop* indices and the *step* or stride length of the slice. Missing or out-of-bounds indices are handled in a manner consistent with regular slices.

Novo na versão 2.3.

Static method objects Static method objects provide a way of defeating the transformation of function objects to method objects described above. A static method object is a wrapper around any other object, usually a user-

defined method object. When a static method object is retrieved from a class or a class instance, the object actually returned is the wrapped object, which is not subject to any further transformation. Static method objects are not themselves callable, although the objects they wrap usually are. Static method objects are created by the built-in `staticmethod()` constructor.

Class method objects A class method object, like a static method object, is a wrapper around another object that alters the way in which that object is retrieved from classes and class instances. The behaviour of class method objects upon such retrieval is described above, under “User-defined methods”. Class method objects are created by the built-in `classmethod()` constructor.

3.3 New-style and classic classes

Classes and instances come in two flavors: old-style (or classic) and new-style.

Up to Python 2.1 the concept of `class` was unrelated to the concept of `type`, and old-style classes were the only flavor available. For an old-style class, the statement `x.__class__` provides the class of `x`, but `type(x)` is always `<type 'instance'>`. This reflects the fact that all old-style instances, independent of their class, are implemented with a single built-in type, called `instance`.

New-style classes were introduced in Python 2.2 to unify the concepts of `class` and `type`. A new-style class is simply a user-defined type, no more, no less. If `x` is an instance of a new-style class, then `type(x)` is typically the same as `x.__class__` (although this is not guaranteed – a new-style class instance is permitted to override the value returned for `x.__class__`).

The major motivation for introducing new-style classes is to provide a unified object model with a full meta-model. It also has a number of practical benefits, like the ability to subclass most built-in types, or the introduction of “descriptors”, which enable computed properties.

For compatibility reasons, classes are still old-style by default. New-style classes are created by specifying another new-style class (i.e. a type) as a parent class, or the “top-level type” `object` if no other parent is needed. The behaviour of new-style classes differs from that of old-style classes in a number of important details in addition to what `type()` returns. Some of these changes are fundamental to the new object model, like the way special methods are invoked. Others are “fixes” that could not be implemented before for compatibility concerns, like the method resolution order in case of multiple inheritance.

While this manual aims to provide comprehensive coverage of Python’s class mechanics, it may still be lacking in some areas when it comes to its coverage of new-style classes. Please see <https://www.python.org/doc/newstyle/> for sources of additional information.

Old-style classes are removed in Python 3, leaving only new-style classes.

3.4 Special method names

A class can implement certain operations that are invoked by special syntax (such as arithmetic operations or subscripting and slicing) by defining methods with special names. This is Python’s approach to *operator overloading*, allowing classes to define their own behavior with respect to language operators. For instance, if a class defines a method named `__getitem__()`, and `x` is an instance of this class, then `x[i]` is roughly equivalent to `x.__getitem__(i)` for old-style classes and `type(x).__getitem__(x, i)` for new-style classes. Except where mentioned, attempts to execute an operation raise an exception when no appropriate method is defined (typically `AttributeError` or `TypeError`).

When implementing a class that emulates any built-in type, it is important that the emulation only be implemented to the degree that it makes sense for the object being modelled. For example, some sequences may work well with retrieval of

individual elements, but extracting a slice may not make sense. (One example of this is the `NodeList` interface in the W3C's Document Object Model.)

3.4.1 Basic customization

`object.__new__(cls[, ...])`

Called to create a new instance of class *cls*. `__new__()` is a static method (special-cased so you need not declare it as such) that takes the class of which an instance was requested as its first argument. The remaining arguments are those passed to the object constructor expression (the call to the class). The return value of `__new__()` should be the new object instance (usually an instance of *cls*).

Typical implementations create a new instance of the class by invoking the superclass's `__new__()` method using `super(currentclass, cls).__new__(cls[, ...])` with appropriate arguments and then modifying the newly-created instance as necessary before returning it.

If `__new__()` returns an instance of *cls*, then the new instance's `__init__()` method will be invoked like `__init__(self[, ...])`, where *self* is the new instance and the remaining arguments are the same as were passed to `__new__()`.

If `__new__()` does not return an instance of *cls*, then the new instance's `__init__()` method will not be invoked.

`__new__()` is intended mainly to allow subclasses of immutable types (like `int`, `str`, or `tuple`) to customize instance creation. It is also commonly overridden in custom metaclasses in order to customize class creation.

`object.__init__(self[, ...])`

Called after the instance has been created (by `__new__()`), but before it is returned to the caller. The arguments are those passed to the class constructor expression. If a base class has an `__init__()` method, the derived class's `__init__()` method, if any, must explicitly call it to ensure proper initialization of the base class part of the instance; for example: `BaseClass.__init__(self, [args...])`.

Because `__new__()` and `__init__()` work together in constructing objects (`__new__()` to create it, and `__init__()` to customise it), no non-None value may be returned by `__init__()`; doing so will cause a `TypeError` to be raised at runtime.

`object.__del__(self)`

Called when the instance is about to be destroyed. This is also called a destructor. If a base class has a `__del__()` method, the derived class's `__del__()` method, if any, must explicitly call it to ensure proper deletion of the base class part of the instance. Note that it is possible (though not recommended!) for the `__del__()` method to postpone destruction of the instance by creating a new reference to it. It may then be called at a later time when this new reference is deleted. It is not guaranteed that `__del__()` methods are called for objects that still exist when the interpreter exits.

Nota: `del x` doesn't directly call `x.__del__()` — the former decrements the reference count for `x` by one, and the latter is only called when `x`'s reference count reaches zero. Some common situations that may prevent the reference count of an object from going to zero include: circular references between objects (e.g., a doubly-linked list or a tree data structure with parent and child pointers); a reference to the object on the stack frame of a function that caught an exception (the traceback stored in `sys.exc_traceback` keeps the stack frame alive); or a reference to the object on the stack frame that raised an unhandled exception in interactive mode (the traceback stored in `sys.last_traceback` keeps the stack frame alive). The first situation can only be remedied by explicitly breaking the cycles; the latter two situations can be resolved by storing `None` in `sys.exc_traceback` or `sys.last_traceback`. Circular references which are garbage are detected when the option cycle detector is enabled (it's on by default), but can only be cleaned up if there are no Python-level `__del__()` methods involved. Refer to the documentation for the `gc` module for more information about how `__del__()` methods are handled by the cycle detector, particularly the description of the `garbage` value.

Aviso: Due to the precarious circumstances under which `__del__()` methods are invoked, exceptions that occur during their execution are ignored, and a warning is printed to `sys.stderr` instead. Also, when `__del__()` is invoked in response to a module being deleted (e.g., when execution of the program is done), other globals referenced by the `__del__()` method may already have been deleted or in the process of being torn down (e.g. the import machinery shutting down). For this reason, `__del__()` methods should do the absolute minimum needed to maintain external invariants. Starting with version 1.5, Python guarantees that globals whose name begins with a single underscore are deleted from their module before other globals are deleted; if no other references to such globals exist, this may help in assuring that imported modules are still available at the time when the `__del__()` method is called.

See also the `-R` command-line option.

`object.__repr__(self)`

Called by the `repr()` built-in function and by string conversions (reverse quotes) to compute the “official” string representation of an object. If at all possible, this should look like a valid Python expression that could be used to recreate an object with the same value (given an appropriate environment). If this is not possible, a string of the form `<...some useful description...>` should be returned. The return value must be a string object. If a class defines `__repr__()` but not `__str__()`, then `__repr__()` is also used when an “informal” string representation of instances of that class is required.

This is typically used for debugging, so it is important that the representation is information-rich and unambiguous.

`object.__str__(self)`

Called by the `str()` built-in function and by the `print` statement to compute the “informal” string representation of an object. This differs from `__repr__()` in that it does not have to be a valid Python expression: a more convenient or concise representation may be used instead. The return value must be a string object.

`object.__lt__(self, other)`

`object.__le__(self, other)`

`object.__eq__(self, other)`

`object.__ne__(self, other)`

`object.__gt__(self, other)`

`object.__ge__(self, other)`

Novo na versão 2.1.

These are the so-called “rich comparison” methods, and are called for comparison operators in preference to `__cmp__()` below. The correspondence between operator symbols and method names is as follows: `x<y` calls `x.__lt__(y)`, `x<=y` calls `x.__le__(y)`, `x==y` calls `x.__eq__(y)`, `x!=y` and `x<>y` call `x.__ne__(y)`, `x>y` calls `x.__gt__(y)`, and `x>=y` calls `x.__ge__(y)`.

A rich comparison method may return the singleton `NotImplemented` if it does not implement the operation for a given pair of arguments. By convention, `False` and `True` are returned for a successful comparison. However, these methods can return any value, so if the comparison operator is used in a Boolean context (e.g., in the condition of an `if` statement), Python will call `bool()` on the value to determine if the result is true or false.

There are no implied relationships among the comparison operators. The truth of `x==y` does not imply that `x!=y` is false. Accordingly, when defining `__eq__()`, one should also define `__ne__()` so that the operators will behave as expected. See the paragraph on `__hash__()` for some important notes on creating *hashable* objects which support custom comparison operations and are usable as dictionary keys.

There are no swapped-argument versions of these methods (to be used when the left argument does not support the operation but the right argument does); rather, `__lt__()` and `__gt__()` are each other’s reflection, `__le__()` and `__ge__()` are each other’s reflection, and `__eq__()` and `__ne__()` are their own reflection.

Arguments to rich comparison methods are never coerced.

To automatically generate ordering operations from a single root operation, see `functools.total_ordering()`.

`object.__cmp__(self, other)`

Called by comparison operations if rich comparison (see above) is not defined. Should return a negative integer if `self < other`, zero if `self == other`, a positive integer if `self > other`. If no `__cmp__()`, `__eq__()` or `__ne__()` operation is defined, class instances are compared by object identity (“address”). See also the description of `__hash__()` for some important notes on creating *hashable* objects which support custom comparison operations and are usable as dictionary keys. (Note: the restriction that exceptions are not propagated by `__cmp__()` has been removed since Python 1.5.)

`object.__rcmp__(self, other)`

Alterado na versão 2.1: No longer supported.

`object.__hash__(self)`

Called by built-in function `hash()` and for operations on members of hashed collections including `set`, `frozenset`, and `dict`. `__hash__()` should return an integer. The only required property is that objects which compare equal have the same hash value; it is advised to mix together the hash values of the components of the object that also play a part in comparison of objects by packing them into a tuple and hashing the tuple. Example:

```
def __hash__(self):
    return hash((self.name, self.nick, self.color))
```

If a class does not define a `__cmp__()` or `__eq__()` method it should not define a `__hash__()` operation either; if it defines `__cmp__()` or `__eq__()` but not `__hash__()`, its instances will not be usable in hashed collections. If a class defines mutable objects and implements a `__cmp__()` or `__eq__()` method, it should not implement `__hash__()`, since hashable collection implementations require that an object’s hash value is immutable (if the object’s hash value changes, it will be in the wrong hash bucket).

User-defined classes have `__cmp__()` and `__hash__()` methods by default; with them, all objects compare unequal (except with themselves) and `x.__hash__()` returns a result derived from `id(x)`.

Classes which inherit a `__hash__()` method from a parent class but change the meaning of `__cmp__()` or `__eq__()` such that the hash value returned is no longer appropriate (e.g. by switching to a value-based concept of equality instead of the default identity based equality) can explicitly flag themselves as being unhashable by setting `__hash__ = None` in the class definition. Doing so means that not only will instances of the class raise an appropriate `TypeError` when a program attempts to retrieve their hash value, but they will also be correctly identified as unhashable when checking `isinstance(obj, collections.Hashable)` (unlike classes which define their own `__hash__()` to explicitly raise `TypeError`).

Alterado na versão 2.5: `__hash__()` may now also return a long integer object; the 32-bit integer is then derived from the hash of that object.

Alterado na versão 2.6: `__hash__` may now be set to `None` to explicitly flag instances of a class as unhashable.

`object.__nonzero__(self)`

Called to implement truth value testing and the built-in operation `bool()`; should return `False` or `True`, or their integer equivalents 0 or 1. When this method is not defined, `__len__()` is called, if it is defined, and the object is considered true if its result is nonzero. If a class defines neither `__len__()` nor `__nonzero__()`, all its instances are considered true.

`object.__unicode__(self)`

Called to implement `unicode()` built-in; should return a Unicode object. When this method is not defined, string conversion is attempted, and the result of string conversion is converted to Unicode using the system default encoding.

3.4.2 Customizing attribute access

The following methods can be defined to customize the meaning of attribute access (use of, assignment to, or deletion of `x.name`) for class instances.

`object.__getattr__(self, name)`

Called when an attribute lookup has not found the attribute in the usual places (i.e. it is not an instance attribute nor is it found in the class tree for `self`). `name` is the attribute name. This method should return the (computed) attribute value or raise an `AttributeError` exception.

Note that if the attribute is found through the normal mechanism, `__getattr__()` is not called. (This is an intentional asymmetry between `__getattr__()` and `__setattr__()`.) This is done both for efficiency reasons and because otherwise `__getattr__()` would have no way to access other attributes of the instance. Note that at least for instance variables, you can fake total control by not inserting any values in the instance attribute dictionary (but instead inserting them in another object). See the `__getattribute__()` method below for a way to actually get total control in new-style classes.

`object.__setattr__(self, name, value)`

Called when an attribute assignment is attempted. This is called instead of the normal mechanism (i.e. store the value in the instance dictionary). `name` is the attribute name, `value` is the value to be assigned to it.

If `__setattr__()` wants to assign to an instance attribute, it should not simply execute `self.name = value` — this would cause a recursive call to itself. Instead, it should insert the value in the dictionary of instance attributes, e.g., `self.__dict__[name] = value`. For new-style classes, rather than accessing the instance dictionary, it should call the base class method with the same name, for example, `object.__setattr__(self, name, value)`.

`object.__delattr__(self, name)`

Like `__setattr__()` but for attribute deletion instead of assignment. This should only be implemented if `del obj.name` is meaningful for the object.

More attribute access for new-style classes

The following methods only apply to new-style classes.

`object.__getattribute__(self, name)`

Called unconditionally to implement attribute accesses for instances of the class. If the class also defines `__getattr__()`, the latter will not be called unless `__getattribute__()` either calls it explicitly or raises an `AttributeError`. This method should return the (computed) attribute value or raise an `AttributeError` exception. In order to avoid infinite recursion in this method, its implementation should always call the base class method with the same name to access any attributes it needs, for example, `object.__getattribute__(self, name)`.

Nota: This method may still be bypassed when looking up special methods as the result of implicit invocation via language syntax or built-in functions. See *Special method lookup for new-style classes*.

Implementing Descriptors

The following methods only apply when an instance of the class containing the method (a so-called *descriptor* class) appears in an *owner* class (the descriptor must be in either the owner’s class dictionary or in the class dictionary for one of its parents). In the examples below, “the attribute” refers to the attribute whose name is the key of the property in the owner class’ `__dict__`.

`object.__get__(self, instance, owner)`

Called to get the attribute of the owner class (class attribute access) or of an instance of that class (instance attribute access). *owner* is always the owner class, while *instance* is the instance that the attribute was accessed through, or `None` when the attribute is accessed through the *owner*. This method should return the (computed) attribute value or raise an `AttributeError` exception.

`object.__set__(self, instance, value)`

Called to set the attribute on an instance *instance* of the owner class to a new value, *value*.

`object.__delete__(self, instance)`

Called to delete the attribute on an instance *instance* of the owner class.

Invoking Descriptors

In general, a descriptor is an object attribute with “binding behavior”, one whose attribute access has been overridden by methods in the descriptor protocol: `__get__()`, `__set__()`, and `__delete__()`. If any of those methods are defined for an object, it is said to be a descriptor.

The default behavior for attribute access is to get, set, or delete the attribute from an object’s dictionary. For instance, `a.x` has a lookup chain starting with `a.__dict__['x']`, then `type(a).__dict__['x']`, and continuing through the base classes of `type(a)` excluding metaclasses.

However, if the looked-up value is an object defining one of the descriptor methods, then Python may override the default behavior and invoke the descriptor method instead. Where this occurs in the precedence chain depends on which descriptor methods were defined and how they were called. Note that descriptors are only invoked for new style objects or classes (ones that subclass `object()` or `type()`).

The starting point for descriptor invocation is a binding, `a.x`. How the arguments are assembled depends on `a`:

Direct Call The simplest and least common call is when user code directly invokes a descriptor method: `x.__get__(a)`.

Instance Binding If binding to a new-style object instance, `a.x` is transformed into the call: `type(a).__dict__['x'].__get__(a, type(a))`.

Class Binding If binding to a new-style class, `A.x` is transformed into the call: `A.__dict__['x'].__get__(None, A)`.

Super Binding If `a` is an instance of `super`, then the binding `super(B, obj).m()` searches `obj.__class__.__mro__` for the base class `A` immediately preceding `B` and then invokes the descriptor with the call: `A.__dict__['m'].__get__(obj, obj.__class__)`.

For instance bindings, the precedence of descriptor invocation depends on the which descriptor methods are defined. A descriptor can define any combination of `__get__()`, `__set__()` and `__delete__()`. If it does not define `__get__()`, then accessing the attribute will return the descriptor object itself unless there is a value in the object’s instance dictionary. If the descriptor defines `__set__()` and/or `__delete__()`, it is a data descriptor; if it defines neither, it is a non-data descriptor. Normally, data descriptors define both `__get__()` and `__set__()`, while non-data descriptors have just the `__get__()` method. Data descriptors with `__set__()` and `__get__()` defined always override a redefinition in an instance dictionary. In contrast, non-data descriptors can be overridden by instances.

Python methods (including `staticmethod()` and `classmethod()`) are implemented as non-data descriptors. Accordingly, instances can redefine and override methods. This allows individual instances to acquire behaviors that differ from other instances of the same class.

The `property()` function is implemented as a data descriptor. Accordingly, instances cannot override the behavior of a property.

`__slots__`

By default, instances of both old and new-style classes have a dictionary for attribute storage. This wastes space for objects having very few instance variables. The space consumption can become acute when creating large numbers of instances.

The default can be overridden by defining `__slots__` in a new-style class definition. The `__slots__` declaration takes a sequence of instance variables and reserves just enough space in each instance to hold a value for each variable. Space is saved because `__dict__` is not created for each instance.

`__slots__`

This class variable can be assigned a string, iterable, or sequence of strings with variable names used by instances. If defined in a new-style class, `__slots__` reserves space for the declared variables and prevents the automatic creation of `__dict__` and `__weakref__` for each instance.

Novo na versão 2.2.

Notes on using `__slots__`

- When inheriting from a class without `__slots__`, the `__dict__` attribute of that class will always be accessible, so a `__slots__` definition in the subclass is meaningless.
- Without a `__dict__` variable, instances cannot be assigned new variables not listed in the `__slots__` definition. Attempts to assign to an unlisted variable name raises `AttributeError`. If dynamic assignment of new variables is desired, then add `'__dict__'` to the sequence of strings in the `__slots__` declaration.

Alterado na versão 2.3: Previously, adding `'__dict__'` to the `__slots__` declaration would not enable the assignment of new attributes not specifically listed in the sequence of instance variable names.

- Without a `__weakref__` variable for each instance, classes defining `__slots__` do not support weak references to its instances. If weak reference support is needed, then add `'__weakref__'` to the sequence of strings in the `__slots__` declaration.

Alterado na versão 2.3: Previously, adding `'__weakref__'` to the `__slots__` declaration would not enable support for weak references.

- `__slots__` are implemented at the class level by creating descriptors (*Implementing Descriptors*) for each variable name. As a result, class attributes cannot be used to set default values for instance variables defined by `__slots__`; otherwise, the class attribute would overwrite the descriptor assignment.
- The action of a `__slots__` declaration is limited to the class where it is defined. As a result, subclasses will have a `__dict__` unless they also define `__slots__` (which must only contain names of any *additional* slots).
- If a class defines a slot also defined in a base class, the instance variable defined by the base class slot is inaccessible (except by retrieving its descriptor directly from the base class). This renders the meaning of the program undefined. In the future, a check may be added to prevent this.
- Nonempty `__slots__` does not work for classes derived from “variable-length” built-in types such as `long`, `str` and `tuple`.
- Any non-string iterable may be assigned to `__slots__`. Mappings may also be used; however, in the future, special meaning may be assigned to the values corresponding to each key.
- `__class__` assignment works only if both classes have the same `__slots__`.

Alterado na versão 2.6: Previously, `__class__` assignment raised an error if either new or old class had `__slots__`.

3.4.3 Customizing class creation

By default, new-style classes are constructed using `type()`. A class definition is read into a separate namespace and the value of class name is bound to the result of `type(name, bases, dict)`.

When the class definition is read, if `__metaclass__` is defined then the callable assigned to it will be called instead of `type()`. This allows classes or functions to be written which monitor or alter the class creation process:

- Modifying the class dictionary prior to the class being created.
- Returning an instance of another class – essentially performing the role of a factory function.

These steps will have to be performed in the metaclass’s `__new__()` method – `type.__new__()` can then be called from this method to create a class with different properties. This example adds a new element to the class dictionary before creating the class:

```
class metacls(type):
    def __new__(mcs, name, bases, dict):
        dict['foo'] = 'metacls was here'
        return type.__new__(mcs, name, bases, dict)
```

You can of course also override other class methods (or add new methods); for example defining a custom `__call__()` method in the metaclass allows custom behavior when the class is called, e.g. not always creating a new instance.

`__metaclass__`

This variable can be any callable accepting arguments for `name`, `bases`, and `dict`. Upon class creation, the callable is used instead of the built-in `type()`.

Novo na versão 2.2.

The appropriate metaclass is determined by the following precedence rules:

- If `dict['__metaclass__']` exists, it is used.
- Otherwise, if there is at least one base class, its metaclass is used (this looks for a `__class__` attribute first and if not found, uses its type).
- Otherwise, if a global variable named `__metaclass__` exists, it is used.
- Otherwise, the old-style, classic metaclass (`types.ClassType`) is used.

The potential uses for metaclasses are boundless. Some ideas that have been explored including logging, interface checking, automatic delegation, automatic property creation, proxies, frameworks, and automatic resource locking/synchronization.

3.4.4 Customizing instance and subclass checks

Novo na versão 2.6.

The following methods are used to override the default behavior of the `isinstance()` and `issubclass()` built-in functions.

In particular, the metaclass `abc.ABCMeta` implements these methods in order to allow the addition of Abstract Base Classes (ABCs) as “virtual base classes” to any class or type (including built-in types), including other ABCs.

```
class.__instancecheck__(self, instance)
```

Return true if `instance` should be considered a (direct or indirect) instance of `class`. If defined, called to implement `isinstance(instance, class)`.

```
class.__subclasscheck__(self, subclass)
```

Return true if `subclass` should be considered a (direct or indirect) subclass of `class`. If defined, called to implement `issubclass(subclass, class)`.

Note that these methods are looked up on the type (metaclass) of a class. They cannot be defined as class methods in the actual class. This is consistent with the lookup of special methods that are called on instances, only in this case the instance is itself a class.

Ver también:

PEP 3119 - Introducing Abstract Base Classes Includes the specification for customizing `isinstance()` and `issubclass()` behavior through `__instancecheck__()` and `__subclasscheck__()`, with motivation for this functionality in the context of adding Abstract Base Classes (see the `abc` module) to the language.

3.4.5 Emulating callable objects

`object.__call__(self[, args...])`

Called when the instance is “called” as a function; if this method is defined, `x(arg1, arg2, ...)` is a shorthand for `x.__call__(arg1, arg2, ...)`.

3.4.6 Emulating container types

The following methods can be defined to implement container objects. Containers usually are sequences (such as lists or tuples) or mappings (like dictionaries), but can represent other containers as well. The first set of methods is used either to emulate a sequence or to emulate a mapping; the difference is that for a sequence, the allowable keys should be the integers k for which $0 \leq k < N$ where N is the length of the sequence, or slice objects, which define a range of items. (For backwards compatibility, the method `__getslice__()` (see below) can also be defined to handle simple, but not extended slices.) It is also recommended that mappings provide the methods `keys()`, `values()`, `items()`, `has_key()`, `get()`, `clear()`, `setdefault()`, `iterkeys()`, `itervalues()`, `iteritems()`, `pop()`, `popitem()`, `copy()`, and `update()` behaving similar to those for Python’s standard dictionary objects. The `UserDict` module provides a `DictMixin` class to help create those methods from a base set of `__getitem__()`, `__setitem__()`, `__delitem__()`, and `keys()`. Mutable sequences should provide methods `append()`, `count()`, `index()`, `extend()`, `insert()`, `pop()`, `remove()`, `reverse()` and `sort()`, like Python standard list objects. Finally, sequence types should implement addition (meaning concatenation) and multiplication (meaning repetition) by defining the methods `__add__()`, `__radd__()`, `__iadd__()`, `__mul__()`, `__rmul__()` and `__imul__()` described below; they should not define `__coerce__()` or other numerical operators. It is recommended that both mappings and sequences implement the `__contains__()` method to allow efficient use of the `in` operator; for mappings, `in` should be equivalent of `has_key()`; for sequences, it should search through the values. It is further recommended that both mappings and sequences implement the `__iter__()` method to allow efficient iteration through the container; for mappings, `__iter__()` should be the same as `iterkeys()`; for sequences, it should iterate through the values.

`object.__len__(self)`

Called to implement the built-in function `len()`. Should return the length of the object, an integer ≥ 0 . Also, an object that doesn’t define a `__nonzero__()` method and whose `__len__()` method returns zero is considered to be false in a Boolean context.

CPython implementation detail: In CPython, the length is required to be at most `sys.maxsize`. If the length is larger than `sys.maxsize` some features (such as `len()`) may raise `OverflowError`. To prevent raising `OverflowError` by truth value testing, an object must define a `__nonzero__()` method.

`object.__getitem__(self, key)`

Called to implement evaluation of `self[key]`. For sequence types, the accepted keys should be integers and slice objects. Note that the special interpretation of negative indexes (if the class wishes to emulate a sequence type) is up to the `__getitem__()` method. If `key` is of an inappropriate type, `TypeError` may be raised; if of a value outside the set of indexes for the sequence (after any special interpretation of negative values), `IndexError` should be raised. For mapping types, if `key` is missing (not in the container), `KeyError` should be raised.

Nota: `for` loops expect that an `IndexError` will be raised for illegal indexes to allow proper detection of the end of the sequence.

`object.__setitem__(self, key, value)`

Called to implement assignment to `self[key]`. Same note as for `__getitem__()`. This should only be implemented for mappings if the objects support changes to the values for keys, or if new keys can be added, or for sequences if elements can be replaced. The same exceptions should be raised for improper `key` values as for the `__getitem__()` method.

`object.__delitem__(self, key)`

Called to implement deletion of `self[key]`. Same note as for `__getitem__()`. This should only be implemented for mappings if the objects support removal of keys, or for sequences if elements can be removed from the sequence. The same exceptions should be raised for improper `key` values as for the `__getitem__()` method.

`object.__missing__(self, key)`

Called by `dict.__getitem__()` to implement `self[key]` for dict subclasses when `key` is not in the dictionary.

`object.__iter__(self)`

This method is called when an iterator is required for a container. This method should return a new iterator object that can iterate over all the objects in the container. For mappings, it should iterate over the keys of the container, and should also be made available as the method `iterkeys()`.

Iterator objects also need to implement this method; they are required to return themselves. For more information on iterator objects, see `typeiter`.

`object.__reversed__(self)`

Called (if present) by the `reversed()` built-in to implement reverse iteration. It should return a new iterator object that iterates over all the objects in the container in reverse order.

If the `__reversed__()` method is not provided, the `reversed()` built-in will fall back to using the sequence protocol (`__len__()` and `__getitem__()`). Objects that support the sequence protocol should only provide `__reversed__()` if they can provide an implementation that is more efficient than the one provided by `reversed()`.

Novo na versão 2.6.

The membership test operators (`in` and `not in`) are normally implemented as an iteration through a sequence. However, container objects can supply the following special method with a more efficient implementation, which also does not require the object be a sequence.

`object.__contains__(self, item)`

Called to implement membership test operators. Should return `true` if `item` is in `self`, `false` otherwise. For mapping objects, this should consider the keys of the mapping rather than the values or the key-item pairs.

For objects that don't define `__contains__()`, the membership test first tries iteration via `__iter__()`, then the old sequence iteration protocol via `__getitem__()`, see *this section in the language reference*.

3.4.7 Additional methods for emulation of sequence types

The following optional methods can be defined to further emulate sequence objects. Immutable sequences methods should at most only define `__getslice__()`; mutable sequences might define all three methods.

`object.__getslice__(self, i, j)`

Obsoleto desde a versão 2.0: Support slice objects as parameters to the `__getitem__()` method. (However, built-in types in CPython currently still implement `__getslice__()`. Therefore, you have to override it in derived classes when implementing slicing.)

Called to implement evaluation of `self[i:j]`. The returned object should be of the same type as `self`. Note that missing `i` or `j` in the slice expression are replaced by zero or `sys.maxsize`, respectively. If negative indexes are used in the slice, the length of the sequence is added to that index. If the instance does not implement the `__len__()` method, an `AttributeError` is raised. No guarantee is made that indexes adjusted this way are not still negative. Indexes which are greater than the length of the sequence are not modified. If no `__getslice__()` is found, a slice object is created instead, and passed to `__getitem__()` instead.

`object.__setslice__(self, i, j, sequence)`

Called to implement assignment to `self[i:j]`. Same notes for `i` and `j` as for `__getslice__()`.

This method is deprecated. If no `__setslice__()` is found, or for extended slicing of the form `self[i:j:k]`, a slice object is created, and passed to `__setitem__()`, instead of `__setslice__()` being called.

`object.__delslice__(self, i, j)`

Called to implement deletion of `self[i:j]`. Same notes for `i` and `j` as for `__getslice__()`. This method is deprecated. If no `__delslice__()` is found, or for extended slicing of the form `self[i:j:k]`, a slice object is created, and passed to `__delitem__()`, instead of `__delslice__()` being called.

Notice that these methods are only invoked when a single slice with a single colon is used, and the slice method is available. For slice operations involving extended slice notation, or in absence of the slice methods, `__getitem__()`, `__setitem__()` or `__delitem__()` is called with a slice object as argument.

The following example demonstrate how to make your program or module compatible with earlier versions of Python (assuming that methods `__getitem__()`, `__setitem__()` and `__delitem__()` support slice objects as arguments):

```
class MyClass:
    ...
    def __getitem__(self, index):
        ...
    def __setitem__(self, index, value):
        ...
    def __delitem__(self, index):
        ...

    if sys.version_info < (2, 0):
        # They won't be defined if version is at least 2.0 final

        def __getslice__(self, i, j):
            return self[max(0, i):max(0, j):]
        def __setslice__(self, i, j, seq):
            self[max(0, i):max(0, j):] = seq
        def __delslice__(self, i, j):
            del self[max(0, i):max(0, j):]
    ...
```

Note the calls to `max()`; these are necessary because of the handling of negative indices before the `__*slice__()` methods are called. When negative indexes are used, the `__*item__()` methods receive them as provided, but the

`__*slice__()` methods get a “cooked” form of the index values. For each negative index value, the length of the sequence is added to the index before calling the method (which may still result in a negative index); this is the customary handling of negative indexes by the built-in sequence types, and the `__*item__()` methods are expected to do this as well. However, since they should already be doing that, negative indexes cannot be passed in; they must be constrained to the bounds of the sequence before being passed to the `__*item__()` methods. Calling `max(0, i)` conveniently returns the proper value.

3.4.8 Emulating numeric types

The following methods can be defined to emulate numeric objects. Methods corresponding to operations that are not supported by the particular kind of number implemented (e.g., bitwise operations for non-integral numbers) should be left undefined.

```
object.__add__(self, other)
object.__sub__(self, other)
object.__mul__(self, other)
object.__floordiv__(self, other)
object.__mod__(self, other)
object.__divmod__(self, other)
object.__pow__(self, other[, modulo])
object.__lshift__(self, other)
object.__rshift__(self, other)
object.__and__(self, other)
object.__xor__(self, other)
object.__or__(self, other)
```

These methods are called to implement the binary arithmetic operations (+, −, *, //, %, `divmod()`, `pow()`, **, <<, >>, &, ^, |). For instance, to evaluate the expression `x + y`, where `x` is an instance of a class that has an `__add__()` method, `x.__add__(y)` is called. The `__divmod__()` method should be the equivalent to using `__floordiv__()` and `__mod__()`; it should not be related to `__truediv__()` (described below). Note that `__pow__()` should be defined to accept an optional third argument if the ternary version of the built-in `pow()` function is to be supported.

If one of those methods does not support the operation with the supplied arguments, it should return `NotImplemented`.

```
object.__div__(self, other)
object.__truediv__(self, other)
```

The division operator (/) is implemented by these methods. The `__truediv__()` method is used when `__future__.division` is in effect, otherwise `__div__()` is used. If only one of these two methods is defined, the object will not support division in the alternate context; `TypeError` will be raised instead.

```
object.__radd__(self, other)
object.__rsub__(self, other)
object.__rmul__(self, other)
object.__rdiv__(self, other)
object.__rtruediv__(self, other)
object.__rfloordiv__(self, other)
object.__rmod__(self, other)
object.__rdivmod__(self, other)
object.__rpow__(self, other)
object.__rlshift__(self, other)
object.__rrshift__(self, other)
object.__rand__(self, other)
object.__rxor__(self, other)
```


`object.__ror__(self, other)`

These methods are called to implement the binary arithmetic operations (+, -, *, /, %, `divmod()`, `pow()`, **, <<, >>, &, ^, |) with reflected (swapped) operands. These functions are only called if the left operand does not support the corresponding operation and the operands are of different types.² For instance, to evaluate the expression `x - y`, where `y` is an instance of a class that has an `__rsub__()` method, `y.__rsub__(x)` is called if `x.__sub__(y)` returns *NotImplemented*.

Note that ternary `pow()` will not try calling `__rpow__()` (the coercion rules would become too complicated).

Nota: If the right operand's type is a subclass of the left operand's type and that subclass provides the reflected method for the operation, this method will be called before the left operand's non-reflected method. This behavior allows subclasses to override their ancestors' operations.

`object.__iadd__(self, other)`

`object.__isub__(self, other)`

`object.__imul__(self, other)`

`object.__idiv__(self, other)`

`object.__itruediv__(self, other)`

`object.__ifloordiv__(self, other)`

`object.__imod__(self, other)`

`object.__ipow__(self, other[, modulo])`

`object.__ilshift__(self, other)`

`object.__irshift__(self, other)`

`object.__iand__(self, other)`

`object.__ixor__(self, other)`

`object.__ior__(self, other)`

These methods are called to implement the augmented arithmetic assignments (`+=`, `-=`, `*=`, `/=`, `//=`, `%=`, `**=`, `<<=`, `>>=`, `&=`, `^=`, `|=`). These methods should attempt to do the operation in-place (modifying *self*) and return the result (which could be, but does not have to be, *self*). If a specific method is not defined, the augmented assignment falls back to the normal methods. For instance, to execute the statement `x += y`, where `x` is an instance of a class that has an `__iadd__()` method, `x.__iadd__(y)` is called. If `x` is an instance of a class that does not define a `__iadd__()` method, `x.__add__(y)` and `y.__radd__(x)` are considered, as with the evaluation of `x + y`.

`object.__neg__(self)`

`object.__pos__(self)`

`object.__abs__(self)`

`object.__invert__(self)`

Called to implement the unary arithmetic operations (`-`, `+`, `abs()` and `~`).

`object.__complex__(self)`

`object.__int__(self)`

`object.__long__(self)`

`object.__float__(self)`

Called to implement the built-in functions `complex()`, `int()`, `long()`, and `float()`. Should return a value of the appropriate type.

`object.__oct__(self)`

`object.__hex__(self)`

Called to implement the built-in functions `oct()` and `hex()`. Should return a string value.

`object.__index__(self)`

Called to implement `operator.index()`. Also called whenever Python needs an integer object (such as in

² For operands of the same type, it is assumed that if the non-reflected method (such as `__add__()`) fails the operation is not supported, which is why the reflected method is not called.

slicing). Must return an integer (int or long).

Novo na versão 2.5.

`object.__coerce__(self, other)`

Called to implement “mixed-mode” numeric arithmetic. Should either return a 2-tuple containing *self* and *other* converted to a common numeric type, or `None` if conversion is impossible. When the common type would be the type of *other*, it is sufficient to return `None`, since the interpreter will also ask the other object to attempt a coercion (but sometimes, if the implementation of the other type cannot be changed, it is useful to do the conversion to the other type here). A return value of `NotImplemented` is equivalent to returning `None`.

3.4.9 Coercion rules

This section used to document the rules for coercion. As the language has evolved, the coercion rules have become hard to document precisely; documenting what one version of one particular implementation does is undesirable. Instead, here are some informal guidelines regarding coercion. In Python 3, coercion will not be supported.

- If the left operand of a `%` operator is a string or Unicode object, no coercion takes place and the string formatting operation is invoked instead.
- It is no longer recommended to define a coercion operation. Mixed-mode operations on types that don’t define coercion pass the original arguments to the operation.
- New-style classes (those derived from `object`) never invoke the `__coerce__()` method in response to a binary operator; the only time `__coerce__()` is invoked is when the built-in function `coerce()` is called.
- For most intents and purposes, an operator that returns `NotImplemented` is treated the same as one that is not implemented at all.
- Below, `__op__()` and `__rop__()` are used to signify the generic method names corresponding to an operator; `__iop__()` is used for the corresponding in-place operator. For example, for the operator `+`, `__add__()` and `__radd__()` are used for the left and right variant of the binary operator, and `__iadd__()` for the in-place variant.
- For objects *x* and *y*, first `x.__op__(y)` is tried. If this is not implemented or returns `NotImplemented`, `y.__rop__(x)` is tried. If this is also not implemented or returns `NotImplemented`, a `TypeError` exception is raised. But see the following exception:
- Exception to the previous item: if the left operand is an instance of a built-in type or a new-style class, and the right operand is an instance of a proper subclass of that type or class and overrides the base’s `__rop__()` method, the right operand’s `__rop__()` method is tried *before* the left operand’s `__op__()` method.
This is done so that a subclass can completely override binary operators. Otherwise, the left operand’s `__op__()` method would always accept the right operand: when an instance of a given class is expected, an instance of a subclass of that class is always acceptable.
- When either operand type defines a coercion, this coercion is called before that type’s `__op__()` or `__rop__()` method is called, but no sooner. If the coercion returns an object of a different type for the operand whose coercion is invoked, part of the process is redone using the new object.
- When an in-place operator (like `+=`) is used, if the left operand implements `__iop__()`, it is invoked without any coercion. When the operation falls back to `__op__()` and/or `__rop__()`, the normal coercion rules apply.
- In `x + y`, if *x* is a sequence that implements sequence concatenation, sequence concatenation is invoked.
- In `x * y`, if one operand is a sequence that implements sequence repetition, and the other is an integer (`int` or `long`), sequence repetition is invoked.
- Rich comparisons (implemented by methods `__eq__()` and so on) never use coercion. Three-way comparison (implemented by `__cmp__()`) does use coercion under the same conditions as other binary operations use it.

- In the current implementation, the built-in numeric types `int`, `long`, `float`, and `complex` do not use coercion. All these types implement a `__coerce__()` method, for use by the built-in `coerce()` function.

Alterado na versão 2.7: The complex type no longer makes implicit calls to the `__coerce__()` method for mixed-type binary arithmetic operations.

3.4.10 With Statement Context Managers

Novo na versão 2.5.

A *context manager* is an object that defines the runtime context to be established when executing a *with* statement. The context manager handles the entry into, and the exit from, the desired runtime context for the execution of the block of code. Context managers are normally invoked using the *with* statement (described in section *The with statement*), but can also be used by directly invoking their methods.

Typical uses of context managers include saving and restoring various kinds of global state, locking and unlocking resources, closing opened files, etc.

For more information on context managers, see `typecontextmanager`.

`object.__enter__(self)`

Enter the runtime context related to this object. The *with* statement will bind this method's return value to the target(s) specified in the *as* clause of the statement, if any.

`object.__exit__(self, exc_type, exc_value, traceback)`

Exit the runtime context related to this object. The parameters describe the exception that caused the context to be exited. If the context was exited without an exception, all three arguments will be `None`.

If an exception is supplied, and the method wishes to suppress the exception (i.e., prevent it from being propagated), it should return a true value. Otherwise, the exception will be processed normally upon exit from this method.

Note that `__exit__()` methods should not reraise the passed-in exception; this is the caller's responsibility.

Ver também:

PEP 343 - The “with” statement The specification, background, and examples for the Python *with* statement.

3.4.11 Special method lookup for old-style classes

For old-style classes, special methods are always looked up in exactly the same way as any other method or attribute. This is the case regardless of whether the method is being looked up explicitly as in `x.__getitem__(i)` or implicitly as in `x[i]`.

This behaviour means that special methods may exhibit different behaviour for different instances of a single old-style class if the appropriate special attributes are set differently:

```
>>> class C:
...     pass
...
>>> c1 = C()
>>> c2 = C()
>>> c1.__len__ = lambda: 5
>>> c2.__len__ = lambda: 9
>>> len(c1)
5
>>> len(c2)
9
```

3.4.12 Special method lookup for new-style classes

For new-style classes, implicit invocations of special methods are only guaranteed to work correctly if defined on an object's type, not in the object's instance dictionary. That behaviour is the reason why the following code raises an exception (unlike the equivalent example with old-style classes):

```
>>> class C(object):
...     pass
...
>>> c = C()
>>> c.__len__ = lambda: 5
>>> len(c)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: object of type 'C' has no len()
```

The rationale behind this behaviour lies with a number of special methods such as `__hash__()` and `__repr__()` that are implemented by all objects, including type objects. If the implicit lookup of these methods used the conventional lookup process, they would fail when invoked on the type object itself:

```
>>> 1.__hash__() == hash(1)
True
>>> int.__hash__() == hash(int)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: descriptor '__hash__' of 'int' object needs an argument
```

Incorrectly attempting to invoke an unbound method of a class in this way is sometimes referred to as ‘metaclass confusion’, and is avoided by bypassing the instance when looking up special methods:

```
>>> type(1).__hash__(1) == hash(1)
True
>>> type(int).__hash__(int) == hash(int)
True
```

In addition to bypassing any instance attributes in the interest of correctness, implicit special method lookup generally also bypasses the `__getattribute__()` method even of the object's metaclass:

```
>>> class Meta(type):
...     def __getattribute__(*args):
...         print "Metaclass getattribute invoked"
...         return type.__getattribute__(*args)
...
>>> class C(object):
...     __metaclass__ = Meta
...     def __len__(self):
...         return 10
...     def __getattribute__(*args):
...         print "Class getattribute invoked"
...         return object.__getattribute__(*args)
...
>>> c = C()
>>> c.__len__()                                # Explicit lookup via instance
Class getattribute invoked
10
>>> type(c).__len__(c)                         # Explicit lookup via type
Metaclass getattribute invoked
```

(continua na próxima página)

(continuação da página anterior)

```
10
>>> len(c)                # Implicit lookup
10
```

Bypassing the `__getattr__()` machinery in this fashion provides significant scope for speed optimisations within the interpreter, at the cost of some flexibility in the handling of special methods (the special method *must* be set on the class object itself in order to be consistently invoked by the interpreter).

Notas de Rodapé

4.1 Naming and binding

Names refer to objects. Names are introduced by name binding operations. Each occurrence of a name in the program text refers to the *binding* of that name established in the innermost function block containing the use.

A *block* is a piece of Python program text that is executed as a unit. The following are blocks: a module, a function body, and a class definition. Each command typed interactively is a block. A script file (a file given as standard input to the interpreter or specified on the interpreter command line the first argument) is a code block. A script command (a command specified on the interpreter command line with the ‘-c’ option) is a code block. The file read by the built-in function `execfile()` is a code block. The string argument passed to the built-in function `eval()` and to the `exec` statement is a code block. The expression read and evaluated by the built-in function `input()` is a code block.

A code block is executed in an *execution frame*. A frame contains some administrative information (used for debugging) and determines where and how execution continues after the code block’s execution has completed.

A *scope* defines the visibility of a name within a block. If a local variable is defined in a block, its scope includes that block. If the definition occurs in a function block, the scope extends to any blocks contained within the defining one, unless a contained block introduces a different binding for the name. The scope of names defined in a class block is limited to the class block; it does not extend to the code blocks of methods – this includes generator expressions since they are implemented using a function scope. This means that the following will fail:

```
class A:
    a = 42
    b = list(a + i for i in range(10))
```

When a name is used in a code block, it is resolved using the nearest enclosing scope. The set of all such scopes visible to a code block is called the block’s *environment*.

If a name is bound in a block, it is a local variable of that block. If a name is bound at the module level, it is a global variable. (The variables of the module code block are local and global.) If a variable is used in a code block but not defined there, it is a *free variable*.

When a name is not found at all, a `NameError` exception is raised. If the name refers to a local variable that has not been bound, a `UnboundLocalError` exception is raised. `UnboundLocalError` is a subclass of `NameError`.

The following constructs bind names: formal parameters to functions, *import* statements, class and function definitions (these bind the class or function name in the defining block), and targets that are identifiers if occurring in an assignment, *for* loop header, in the second position of an *except* clause header or after *as* in a *with* statement. The *import* statement of the form `from ... import *` binds all names defined in the imported module, except those beginning with an underscore. This form may only be used at the module level.

A target occurring in a *del* statement is also considered bound for this purpose (though the actual semantics are to unbind the name). It is illegal to unbind a name that is referenced by an enclosing scope; the compiler will report a `SyntaxError`.

Each assignment or import statement occurs within a block defined by a class or function definition or at the module level (the top-level code block).

If a name binding operation occurs anywhere within a code block, all uses of the name within the block are treated as references to the current block. This can lead to errors when a name is used within a block before it is bound. This rule is subtle. Python lacks declarations and allows name binding operations to occur anywhere within a code block. The local variables of a code block can be determined by scanning the entire text of the block for name binding operations.

If the global statement occurs within a block, all uses of the name specified in the statement refer to the binding of that name in the top-level namespace. Names are resolved in the top-level namespace by searching the global namespace, i.e. the namespace of the module containing the code block, and the builtins namespace, the namespace of the module `__builtin__`. The global namespace is searched first. If the name is not found there, the builtins namespace is searched. The global statement must precede all uses of the name.

The builtins namespace associated with the execution of a code block is actually found by looking up the name `__builtins__` in its global namespace; this should be a dictionary or a module (in the latter case the module's dictionary is used). By default, when in the `__main__` module, `__builtins__` is the built-in module `__builtin__` (note: no 's'); when in any other module, `__builtins__` is an alias for the dictionary of the `__builtin__` module itself. `__builtins__` can be set to a user-created dictionary to create a weak form of restricted execution.

CPython implementation detail: Users should not touch `__builtins__`; it is strictly an implementation detail. Users wanting to override values in the builtins namespace should *import* the `__builtin__` (no 's') module and modify its attributes appropriately.

The namespace for a module is automatically created the first time a module is imported. The main module for a script is always called `__main__`.

The *global* statement has the same scope as a name binding operation in the same block. If the nearest enclosing scope for a free variable contains a global statement, the free variable is treated as a global.

A class definition is an executable statement that may use and define names. These references follow the normal rules for name resolution. The namespace of the class definition becomes the attribute dictionary of the class. Names defined at the class scope are not visible in methods.

4.1.1 Interaction with dynamic features

There are several cases where Python statements are illegal when used in conjunction with nested scopes that contain free variables.

If a variable is referenced in an enclosing scope, it is illegal to delete the name. An error will be reported at compile time.

If the wild card form of import — `import *` — is used in a function and the function contains or is a nested block with free variables, the compiler will raise a `SyntaxError`.

If *exec* is used in a function and the function contains or is a nested block with free variables, the compiler will raise a `SyntaxError` unless the *exec* explicitly specifies the local namespace for the *exec*. (In other words, `exec obj` would be illegal, but `exec obj in ns` would be legal.)

The `eval()`, `execfile()`, and `input()` functions and the `exec` statement do not have access to the full environment for resolving names. Names may be resolved in the local and global namespaces of the caller. Free variables are not resolved in the nearest enclosing namespace, but in the global namespace.¹ The `exec` statement and the `eval()` and `execfile()` functions have optional arguments to override the global and local namespace. If only one namespace is specified, it is used for both.

4.2 Exceções

Exceptions are a means of breaking out of the normal flow of control of a code block in order to handle errors or other exceptional conditions. An exception is *raised* at the point where the error is detected; it may be *handled* by the surrounding code block or by any code block that directly or indirectly invoked the code block where the error occurred.

The Python interpreter raises an exception when it detects a run-time error (such as division by zero). A Python program can also explicitly raise an exception with the `raise` statement. Exception handlers are specified with the `try ... except` statement. The `finally` clause of such a statement can be used to specify cleanup code which does not handle the exception, but is executed whether an exception occurred or not in the preceding code.

Python uses the “termination” model of error handling: an exception handler can find out what happened and continue execution at an outer level, but it cannot repair the cause of the error and retry the failing operation (except by re-entering the offending piece of code from the top).

When an exception is not handled at all, the interpreter terminates execution of the program, or returns to its interactive main loop. In either case, it prints a stack backtrace, except when the exception is `SystemExit`.

Exceptions are identified by class instances. The `except` clause is selected depending on the class of the instance: it must reference the class of the instance or a base class thereof. The instance can be received by the handler and can carry additional information about the exceptional condition.

Exceptions can also be identified by strings, in which case the `except` clause is selected by object identity. An arbitrary value can be raised along with the identifying string which can be passed to the handler.

Nota: Messages to exceptions are not part of the Python API. Their contents may change from one version of Python to the next without warning and should not be relied on by code which will run under multiple versions of the interpreter.

See also the description of the `try` statement in section *The try statement* and `raise` statement in section *The raise statement*.

Notas de Rodapé

¹ This limitation occurs because the code that is executed by these operations is not available at the time the module is compiled.

This chapter explains the meaning of the elements of expressions in Python.

Syntax Notes: In this and the following chapters, extended BNF notation will be used to describe syntax, not lexical analysis. When (one alternative of) a syntax rule has the form

```
name ::= othername
```

and no semantics are given, the semantics of this form of `name` are the same as for `othername`.

5.1 Arithmetic conversions

When a description of an arithmetic operator below uses the phrase “the numeric arguments are converted to a common type,” the arguments are coerced using the coercion rules listed at [Coercion rules](#). If both arguments are standard numeric types, the following coercions are applied:

- If either argument is a complex number, the other is converted to complex;
- otherwise, if either argument is a floating point number, the other is converted to floating point;
- otherwise, if either argument is a long integer, the other is converted to long integer;
- otherwise, both must be plain integers and no conversion is necessary.

Some additional rules apply for certain operators (e.g., a string left argument to the ‘%’ operator). Extensions can define their own coercions.

5.2 Atoms

Atoms are the most basic elements of expressions. The simplest atoms are identifiers or literals. Forms enclosed in reverse quotes or in parentheses, brackets or braces are also categorized syntactically as atoms. The syntax for atoms is:

```
atom      ::=  identifier | literal | enclosure
enclosure ::=  parenth_form | list_display
              | generator_expression | dict_display | set_display
              | string_conversion | yield_atom
```

5.2.1 Identifiers (Names)

An identifier occurring as an atom is a name. See section *Identificadores e Keywords* for lexical definition and section *Naming and binding* for documentation of naming and binding.

When the name is bound to an object, evaluation of the atom yields that object. When a name is not bound, an attempt to evaluate it raises a `NameError` exception.

Private name mangling: When an identifier that textually occurs in a class definition begins with two or more underscore characters and does not end in two or more underscores, it is considered a *private name* of that class. Private names are transformed to a longer form before code is generated for them. The transformation inserts the class name, with leading underscores removed and a single underscore inserted, in front of the name. For example, the identifier `__spam` occurring in a class named `Ham` will be transformed to `_Ham__spam`. This transformation is independent of the syntactical context in which the identifier is used. If the transformed name is extremely long (longer than 255 characters), implementation defined truncation may happen. If the class name consists only of underscores, no transformation is done.

5.2.2 Literals

Python supports string literals and various numeric literals:

```
literal  ::=  stringliteral | integer | longinteger
              | floatnumber | imagnumber
```

Evaluation of a literal yields an object of the given type (string, integer, long integer, floating point number, complex number) with the given value. The value may be approximated in the case of floating point and imaginary (complex) literals. See section *Literals* for details.

All literals correspond to immutable data types, and hence the object's identity is less important than its value. Multiple evaluations of literals with the same value (either the same occurrence in the program text or a different occurrence) may obtain the same object or a different object with the same value.

5.2.3 Parenthesized forms

A parenthesized form is an optional expression list enclosed in parentheses:

```
parenth_form ::= "(" [expression_list] ")"
```

A parenthesized expression list yields whatever that expression list yields: if the list contains at least one comma, it yields a tuple; otherwise, it yields the single expression that makes up the expression list.

An empty pair of parentheses yields an empty tuple object. Since tuples are immutable, the rules for literals apply (i.e., two occurrences of the empty tuple may or may not yield the same object).

Note that tuples are not formed by the parentheses, but rather by use of the comma operator. The exception is the empty tuple, for which parentheses *are* required — allowing unparenthesized “nothing” in expressions would cause ambiguities and allow common typos to pass uncaught.

5.2.4 List displays

A list display is a possibly empty series of expressions enclosed in square brackets:

```
list_display      ::= "[" [expression_list | list_comprehension] "]"
list_comprehension ::= expression list_for
list_for          ::= "for" target_list "in" old_expression_list [list_iter]
old_expression_list ::= old_expression [(", " old_expression)+ [", "]]
old_expression    ::= or_test | old_lambda_expr
list_iter         ::= list_for | list_if
list_if           ::= "if" old_expression [list_iter]
```

A list display yields a new list object. Its contents are specified by providing either a list of expressions or a list comprehension. When a comma-separated list of expressions is supplied, its elements are evaluated from left to right and placed into the list object in that order. When a list comprehension is supplied, it consists of a single expression followed by at least one *for* clause and zero or more *for* or *if* clauses. In this case, the elements of the new list are those that would be produced by considering each of the *for* or *if* clauses a block, nesting from left to right, and evaluating the expression to produce a list element each time the innermost block is reached¹.

5.2.5 Displays for sets and dictionaries

For constructing a set or a dictionary Python provides special syntax called “displays”, each of them in two flavors:

- either the container contents are listed explicitly, or
- they are computed via a set of looping and filtering instructions, called a *comprehension*.

Common syntax elements for comprehensions are:

```
comprehension    ::= expression comp_for
comp_for         ::= "for" target_list "in" or_test [comp_iter]
comp_iter        ::= comp_for | comp_if
comp_if          ::= "if" expression_nocond [comp_iter]
```

¹ In Python 2.3 and later releases, a list comprehension “leaks” the control variables of each *for* it contains into the containing scope. However, this behavior is deprecated, and relying on it will not work in Python 3.

The comprehension consists of a single expression followed by at least one *for* clause and zero or more *for* or *if* clauses. In this case, the elements of the new container are those that would be produced by considering each of the *for* or *if* clauses a block, nesting from left to right, and evaluating the expression to produce an element each time the innermost block is reached.

Note that the comprehension is executed in a separate scope, so names assigned to in the target list don't "leak" in the enclosing scope.

5.2.6 Generator expressions

A generator expression is a compact generator notation in parentheses:

```
generator_expression ::= "(" expression comp_for ") "
```

A generator expression yields a new generator object. Its syntax is the same as for comprehensions, except that it is enclosed in parentheses instead of brackets or curly braces.

Variables used in the generator expression are evaluated lazily when the `__next__()` method is called for generator object (in the same fashion as normal generators). However, the leftmost *for* clause is immediately evaluated, so that an error produced by it can be seen before any other possible error in the code that handles the generator expression. Subsequent *for* clauses cannot be evaluated immediately since they may depend on the previous *for* loop. For example: `(x*y for x in range(10) for y in bar(x)).`

The parentheses can be omitted on calls with only one argument. See section [Calls](#) for the detail.

5.2.7 Dictionary displays

A dictionary display is a possibly empty series of key/datum pairs enclosed in curly braces:

```
dict_display          ::= "{" [key_datum_list | dict_comprehension] "}"  
key_datum_list        ::= key_datum ("," key_datum) * [","]  
key_datum             ::= expression ":" expression  
dict_comprehension    ::= expression ":" expression comp_for
```

A dictionary display yields a new dictionary object.

If a comma-separated sequence of key/datum pairs is given, they are evaluated from left to right to define the entries of the dictionary: each key object is used as a key into the dictionary to store the corresponding datum. This means that you can specify the same key multiple times in the key/datum list, and the final dictionary's value for that key will be the last one given.

A dict comprehension, in contrast to list and set comprehensions, needs two expressions separated with a colon followed by the usual "for" and "if" clauses. When the comprehension is run, the resulting key and value elements are inserted in the new dictionary in the order they are produced.

Restrictions on the types of the key values are listed earlier in section [The standard type hierarchy](#). (To summarize, the key type should be *hashable*, which excludes all mutable objects.) Clashes between duplicate keys are not detected; the last datum (textually rightmost in the display) stored for a given key value prevails.

5.2.8 Set displays

A set display is denoted by curly braces and distinguishable from dictionary displays by the lack of colons separating keys and values:

```
set_display ::= "{" (expression_list | comprehension) "}"
```

A set display yields a new mutable set object, the contents being specified by either a sequence of expressions or a comprehension. When a comma-separated list of expressions is supplied, its elements are evaluated from left to right and added to the set object. When a comprehension is supplied, the set is constructed from the elements resulting from the comprehension.

An empty set cannot be constructed with `{ }`; this literal constructs an empty dictionary.

5.2.9 String conversions

A string conversion is an expression list enclosed in reverse (a.k.a. backward) quotes:

```
string_conversion ::= "`" expression_list "`"
```

A string conversion evaluates the contained expression list and converts the resulting object into a string according to rules specific to its type.

If the object is a string, a number, `None`, or a tuple, list or dictionary containing only objects whose type is one of these, the resulting string is a valid Python expression which can be passed to the built-in function `eval()` to yield an expression with the same value (or an approximation, if floating point numbers are involved).

(In particular, converting a string adds quotes around it and converts “funny” characters to escape sequences that are safe to print.)

Recursive objects (for example, lists or dictionaries that contain a reference to themselves, directly or indirectly) use `...` to indicate a recursive reference, and the result cannot be passed to `eval()` to get an equal value (`SyntaxError` will be raised instead).

The built-in function `repr()` performs exactly the same conversion in its argument as enclosing it in parentheses and reverse quotes does. The built-in function `str()` performs a similar but more user-friendly conversion.

5.2.10 Yield expressions

```
yield_atom      ::= "(" yield_expression ")"
yield_expression ::= "yield" [expression_list]
```

Novo na versão 2.5.

The *yield* expression is only used when defining a generator function, and can only be used in the body of a function definition. Using a *yield* expression in a function definition is sufficient to cause that definition to create a generator function instead of a normal function.

When a generator function is called, it returns an iterator known as a generator. That generator then controls the execution of a generator function. The execution starts when one of the generator’s methods is called. At that time, the execution proceeds to the first *yield* expression, where it is suspended again, returning the value of *expression_list* to generator’s caller. By suspended we mean that all local state is retained, including the current bindings of local variables, the instruction pointer, and the internal evaluation stack. When the execution is resumed by calling one of the generator’s

methods, the function can proceed exactly as if the `yield` expression was just another external call. The value of the `yield` expression after resuming depends on the method which resumed the execution.

All of this makes generator functions quite similar to coroutines; they yield multiple times, they have more than one entry point and their execution can be suspended. The only difference is that a generator function cannot control where should the execution continue after it yields; the control is always transferred to the generator's caller.

Generator-iterator methods

This subsection describes the methods of a generator iterator. They can be used to control the execution of a generator function.

Note that calling any of the generator methods below when the generator is already executing raises a `ValueError` exception.

`generator.next()`

Starts the execution of a generator function or resumes it at the last executed `yield` expression. When a generator function is resumed with a `next()` method, the current `yield` expression always evaluates to `None`. The execution then continues to the next `yield` expression, where the generator is suspended again, and the value of the `expression_list` is returned to `next()`'s caller. If the generator exits without yielding another value, a `StopIteration` exception is raised.

`generator.send(value)`

Resumes the execution and “sends” a value into the generator function. The `value` argument becomes the result of the current `yield` expression. The `send()` method returns the next value yielded by the generator, or raises `StopIteration` if the generator exits without yielding another value. When `send()` is called to start the generator, it must be called with `None` as the argument, because there is no `yield` expression that could receive the value.

`generator.throw(type[, value[, traceback]])`

Raises an exception of type `type` at the point where generator was paused, and returns the next value yielded by the generator function. If the generator exits without yielding another value, a `StopIteration` exception is raised. If the generator function does not catch the passed-in exception, or raises a different exception, then that exception propagates to the caller.

`generator.close()`

Raises a `GeneratorExit` at the point where the generator function was paused. If the generator function then raises `StopIteration` (by exiting normally, or due to already being closed) or `GeneratorExit` (by not catching the exception), `close` returns to its caller. If the generator yields a value, a `RuntimeError` is raised. If the generator raises any other exception, it is propagated to the caller. `close()` does nothing if the generator has already exited due to an exception or normal exit.

Here is a simple example that demonstrates the behavior of generators and generator functions:

```
>>> def echo(value=None):
...     print "Execution starts when 'next()' is called for the first time."
...     try:
...         while True:
...             try:
...                 value = (yield value)
...             except Exception, e:
...                 value = e
...         finally:
...             print "Don't forget to clean up when 'close()' is called."
...     generator = echo(1)
...     print generator.next()
```

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```

Execution starts when 'next()' is called for the first time.
1
>>> print generator.next()
None
>>> print generator.send(2)
2
>>> generator.throw(TypeError, "spam")
TypeError('spam',)
>>> generator.close()
Don't forget to clean up when 'close()' is called.

```

Ver também:

PEP 342 - Coroutines via Enhanced Generators The proposal to enhance the API and syntax of generators, making them usable as simple coroutines.

5.3 Primaries

Primaries represent the most tightly bound operations of the language. Their syntax is:

```
primary ::= atom | attributeref | subscription | slicing | call
```

5.3.1 Attribute references

An attribute reference is a primary followed by a period and a name:

```
attributeref ::= primary "." identifier
```

The primary must evaluate to an object of a type that supports attribute references, e.g., a module, list, or an instance. This object is then asked to produce the attribute whose name is the identifier. If this attribute is not available, the exception `AttributeError` is raised. Otherwise, the type and value of the object produced is determined by the object. Multiple evaluations of the same attribute reference may yield different objects.

5.3.2 Subscriptions

A subscription selects an item of a sequence (string, tuple or list) or mapping (dictionary) object:

```
subscription ::= primary "[" expression_list "]"
```

The primary must evaluate to an object of a sequence or mapping type.

If the primary is a mapping, the expression list must evaluate to an object whose value is one of the keys of the mapping, and the subscription selects the value in the mapping that corresponds to that key. (The expression list is a tuple except if it has exactly one item.)

If the primary is a sequence, the expression list must evaluate to a plain integer. If this value is negative, the length of the sequence is added to it (so that, e.g., `x[-1]` selects the last item of `x`.) The resulting value must be a nonnegative integer less than the number of items in the sequence, and the subscription selects the item whose index is that value (counting

from zero).

A string's items are characters. A character is not a separate data type but a string of exactly one character.

5.3.3 Slicings

A slicing selects a range of items in a sequence object (e.g., a string, tuple or list). Slicings may be used as expressions or as targets in assignment or *del* statements. The syntax for a slicing:

```
slicing          ::=  simple_slicing | extended_slicing
simple_slicing    ::=  primary "[" short_slice "]"
extended_slicing ::=  primary "[" slice_list "]"
slice_list       ::=  slice_item ("," slice_item)* [","]
slice_item       ::=  expression | proper_slice | ellipsis
proper_slice     ::=  short_slice | long_slice
short_slice      ::=  [lower_bound] ":" [upper_bound]
long_slice       ::=  short_slice ":" [stride]
lower_bound      ::=  expression
upper_bound      ::=  expression
stride          ::=  expression
ellipsis         ::=  "..."
```

There is ambiguity in the formal syntax here: anything that looks like an expression list also looks like a slice list, so any subscription can be interpreted as a slicing. Rather than further complicating the syntax, this is disambiguated by defining that in this case the interpretation as a subscription takes priority over the interpretation as a slicing (this is the case if the slice list contains no proper slice nor ellipses). Similarly, when the slice list has exactly one short slice and no trailing comma, the interpretation as a simple slicing takes priority over that as an extended slicing.

The semantics for a simple slicing are as follows. The primary must evaluate to a sequence object. The lower and upper bound expressions, if present, must evaluate to plain integers; defaults are zero and the `sys.maxint`, respectively. If either bound is negative, the sequence's length is added to it. The slicing now selects all items with index k such that $i \leq k < j$ where i and j are the specified lower and upper bounds. This may be an empty sequence. It is not an error if i or j lie outside the range of valid indexes (such items don't exist so they aren't selected).

The semantics for an extended slicing are as follows. The primary must evaluate to a mapping object, and it is indexed with a key that is constructed from the slice list, as follows. If the slice list contains at least one comma, the key is a tuple containing the conversion of the slice items; otherwise, the conversion of the lone slice item is the key. The conversion of a slice item that is an expression is that expression. The conversion of an ellipsis slice item is the built-in `Ellipsis` object. The conversion of a proper slice is a slice object (see section *The standard type hierarchy*) whose `start`, `stop` and `step` attributes are the values of the expressions given as lower bound, upper bound and stride, respectively, substituting `None` for missing expressions.

5.3.4 Calls

A call calls a callable object (e.g., a *function*) with a possibly empty series of *arguments*:

```
call          ::=  primary "(" [argument_list [","]]
                  | expression genexpr_for ")"
argument_list  ::=  positional_arguments [", " keyword_arguments]
                  [", " "*" expression] [", " keyword_arguments]
                  [", " "***" expression]
```



```

| keyword_arguments [" " "*" expression]
[" " "*" expression]
| "*" expression [" " keyword_arguments] [" " "*" expression]
| "*" expression
positional_arguments ::= expression (" " expression) *
keyword_arguments    ::= keyword_item (" " keyword_item) *
keyword_item         ::= identifier "=" expression

```

A trailing comma may be present after the positional and keyword arguments but does not affect the semantics.

The primary must evaluate to a callable object (user-defined functions, built-in functions, methods of built-in objects, class objects, methods of class instances, and certain class instances themselves are callable; extensions may define additional callable object types). All argument expressions are evaluated before the call is attempted. Please refer to section [Function definitions](#) for the syntax of formal *parameter* lists.

If keyword arguments are present, they are first converted to positional arguments, as follows. First, a list of unfilled slots is created for the formal parameters. If there are N positional arguments, they are placed in the first N slots. Next, for each keyword argument, the identifier is used to determine the corresponding slot (if the identifier is the same as the first formal parameter name, the first slot is used, and so on). If the slot is already filled, a `TypeError` exception is raised. Otherwise, the value of the argument is placed in the slot, filling it (even if the expression is `None`, it fills the slot). When all arguments have been processed, the slots that are still unfilled are filled with the corresponding default value from the function definition. (Default values are calculated, once, when the function is defined; thus, a mutable object such as a list or dictionary used as default value will be shared by all calls that don't specify an argument value for the corresponding slot; this should usually be avoided.) If there are any unfilled slots for which no default value is specified, a `TypeError` exception is raised. Otherwise, the list of filled slots is used as the argument list for the call.

CPython implementation detail: An implementation may provide built-in functions whose positional parameters do not have names, even if they are 'named' for the purpose of documentation, and which therefore cannot be supplied by keyword. In CPython, this is the case for functions implemented in C that use `PyArg_ParseTuple()` to parse their arguments.

If there are more positional arguments than there are formal parameter slots, a `TypeError` exception is raised, unless a formal parameter using the syntax `*identifier` is present; in this case, that formal parameter receives a tuple containing the excess positional arguments (or an empty tuple if there were no excess positional arguments).

If any keyword argument does not correspond to a formal parameter name, a `TypeError` exception is raised, unless a formal parameter using the syntax `**identifier` is present; in this case, that formal parameter receives a dictionary containing the excess keyword arguments (using the keywords as keys and the argument values as corresponding values), or a (new) empty dictionary if there were no excess keyword arguments.

If the syntax `*expression` appears in the function call, `expression` must evaluate to an iterable. Elements from this iterable are treated as if they were additional positional arguments; if there are positional arguments x_1, \dots, x_N , and `expression` evaluates to a sequence y_1, \dots, y_M , this is equivalent to a call with $M+N$ positional arguments $x_1, \dots, x_N, y_1, \dots, y_M$.

A consequence of this is that although the `*expression` syntax may appear *after* some keyword arguments, it is processed *before* the keyword arguments (and the `**expression` argument, if any – see below). So:

```

>>> def f(a, b):
...     print a, b
...
>>> f(b=1, *(2,))
2 1
>>> f(a=1, *(2,))
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: f() got multiple values for keyword argument 'a'

```

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```
>>> f(1, *(2,))  
1 2
```

It is unusual for both keyword arguments and the `*expression` syntax to be used in the same call, so in practice this confusion does not arise.

If the syntax `**expression` appears in the function call, `expression` must evaluate to a mapping, the contents of which are treated as additional keyword arguments. In the case of a keyword appearing in both `expression` and as an explicit keyword argument, a `TypeError` exception is raised.

Formal parameters using the syntax `*identifier` or `**identifier` cannot be used as positional argument slots or as keyword argument names. Formal parameters using the syntax `(sublist)` cannot be used as keyword argument names; the outermost sublist corresponds to a single unnamed argument slot, and the argument value is assigned to the sublist using the usual tuple assignment rules after all other parameter processing is done.

A call always returns some value, possibly `None`, unless it raises an exception. How this value is computed depends on the type of the callable object.

If it is—

a user-defined function: The code block for the function is executed, passing it the argument list. The first thing the code block will do is bind the formal parameters to the arguments; this is described in section [Function definitions](#). When the code block executes a `return` statement, this specifies the return value of the function call.

a built-in function or method: The result is up to the interpreter; see built-in-funcs for the descriptions of built-in functions and methods.

um objeto classe: A new instance of that class is returned.

a class instance method: The corresponding user-defined function is called, with an argument list that is one longer than the argument list of the call: the instance becomes the first argument.

a class instance: The class must define a `__call__()` method; the effect is then the same as if that method was called.

5.4 The power operator

The power operator binds more tightly than unary operators on its left; it binds less tightly than unary operators on its right. The syntax is:

```
power ::= primary ["**" u_expr]
```

Thus, in an unparenthesized sequence of power and unary operators, the operators are evaluated from right to left (this does not constrain the evaluation order for the operands): `-1**2` results in `-1`.

The power operator has the same semantics as the built-in `pow()` function, when called with two arguments: it yields its left argument raised to the power of its right argument. The numeric arguments are first converted to a common type. The result type is that of the arguments after coercion.

With mixed operand types, the coercion rules for binary arithmetic operators apply. For int and long int operands, the result has the same type as the operands (after coercion) unless the second argument is negative; in that case, all arguments are converted to float and a float result is delivered. For example, `10**2` returns `100`, but `10**-2` returns `0.01`. (This last feature was added in Python 2.2. In Python 2.1 and before, if both arguments were of integer types and the second argument was negative, an exception was raised).

Raising `0.0` to a negative power results in a `ZeroDivisionError`. Raising a negative number to a fractional power results in a `ValueError`.

5.5 Unary arithmetic and bitwise operations

All unary arithmetic and bitwise operations have the same priority:

```
u_expr ::= power | "-" u_expr | "+" u_expr | "~" u_expr
```

The unary `-` (minus) operator yields the negation of its numeric argument.

The unary `+` (plus) operator yields its numeric argument unchanged.

The unary `~` (invert) operator yields the bitwise inversion of its plain or long integer argument. The bitwise inversion of `x` is defined as `-(x+1)`. It only applies to integral numbers.

In all three cases, if the argument does not have the proper type, a `TypeError` exception is raised.

5.6 Binary arithmetic operations

The binary arithmetic operations have the conventional priority levels. Note that some of these operations also apply to certain non-numeric types. Apart from the power operator, there are only two levels, one for multiplicative operators and one for additive operators:

```
m_expr ::= u_expr | m_expr "*" u_expr | m_expr "/" u_expr | m_expr "/" u_expr
          | m_expr "%" u_expr
a_expr ::= m_expr | a_expr "+" m_expr | a_expr "-" m_expr
```

The `*` (multiplication) operator yields the product of its arguments. The arguments must either both be numbers, or one argument must be an integer (plain or long) and the other must be a sequence. In the former case, the numbers are converted to a common type and then multiplied together. In the latter case, sequence repetition is performed; a negative repetition factor yields an empty sequence.

The `/` (division) and `//` (floor division) operators yield the quotient of their arguments. The numeric arguments are first converted to a common type. Plain or long integer division yields an integer of the same type; the result is that of mathematical division with the ‘floor’ function applied to the result. Division by zero raises the `ZeroDivisionError` exception.

The `%` (modulo) operator yields the remainder from the division of the first argument by the second. The numeric arguments are first converted to a common type. A zero right argument raises the `ZeroDivisionError` exception. The arguments may be floating point numbers, e.g., `3.14%0.7` equals `0.34` (since `3.14` equals `4*0.7 + 0.34`.) The modulo operator always yields a result with the same sign as its second operand (or zero); the absolute value of the result is strictly smaller than the absolute value of the second operand².

The integer division and modulo operators are connected by the following identity: `x == (x/y)*y + (x%y)`. Integer division and modulo are also connected with the built-in function `divmod()`: `divmod(x, y) == (x/y, x%y)`. These identities don’t hold for floating point numbers; there similar identities hold approximately where `x/y` is replaced by `floor(x/y)` or `floor(x/y) - 1`³.

In addition to performing the modulo operation on numbers, the `%` operator is also overloaded by string and unicode

² While `abs(x%y) < abs(y)` is true mathematically, for floats it may not be true numerically due to roundoff. For example, and assuming a platform on which a Python float is an IEEE 754 double-precision number, in order that `-1e-100 % 1e100` have the same sign as `1e100`, the computed result is `-1e-100 + 1e100`, which is numerically exactly equal to `1e100`. The function `math.fmod()` returns a result whose sign matches the sign of the first argument instead, and so returns `-1e-100` in this case. Which approach is more appropriate depends on the application.

³ If `x` is very close to an exact integer multiple of `y`, it’s possible for `floor(x/y)` to be one larger than `(x-x%y)/y` due to rounding. In such cases, Python returns the latter result, in order to preserve that `divmod(x, y)[0] * y + x % y` be very close to `x`.

objects to perform string formatting (also known as interpolation). The syntax for string formatting is described in the Python Library Reference, section string-formatting.

Obsoleto desde a versão 2.3: The floor division operator, the modulo operator, and the `divmod()` function are no longer defined for complex numbers. Instead, convert to a floating point number using the `abs()` function if appropriate.

The `+` (addition) operator yields the sum of its arguments. The arguments must either both be numbers or both sequences of the same type. In the former case, the numbers are converted to a common type and then added together. In the latter case, the sequences are concatenated.

The `-` (subtraction) operator yields the difference of its arguments. The numeric arguments are first converted to a common type.

5.7 Shifting operations

The shifting operations have lower priority than the arithmetic operations:

```
shift_expr ::= a_expr | shift_expr ( "<<" | ">>" ) a_expr
```

These operators accept plain or long integers as arguments. The arguments are converted to a common type. They shift the first argument to the left or right by the number of bits given by the second argument.

A right shift by n bits is defined as division by `pow(2, n)`. A left shift by n bits is defined as multiplication with `pow(2, n)`. Negative shift counts raise a `ValueError` exception.

Nota: In the current implementation, the right-hand operand is required to be at most `sys.maxsize`. If the right-hand operand is larger than `sys.maxsize` an `OverflowError` exception is raised.

5.8 Binary bitwise operations

Each of the three bitwise operations has a different priority level:

```
and_expr  ::= shift_expr | and_expr "&" shift_expr
xor_expr  ::= and_expr | xor_expr "^" and_expr
or_expr   ::= xor_expr | or_expr "|" xor_expr
```

The `&` operator yields the bitwise AND of its arguments, which must be plain or long integers. The arguments are converted to a common type.

The `^` operator yields the bitwise XOR (exclusive OR) of its arguments, which must be plain or long integers. The arguments are converted to a common type.

The `|` operator yields the bitwise (inclusive) OR of its arguments, which must be plain or long integers. The arguments are converted to a common type.

5.9 Comparações

Unlike C, all comparison operations in Python have the same priority, which is lower than that of any arithmetic, shifting or bitwise operation. Also unlike C, expressions like `a < b < c` have the interpretation that is conventional in mathematics:

```
comparison      ::=  or_expr ( comp_operator or_expr ) *
comp_operator    ::=  "<" | ">" | "==" | ">=" | "<=" | "<>" | "!="
                  | "is" ["not"] | ["not"] "in"
```

Comparisons yield boolean values: `True` or `False`.

Comparisons can be chained arbitrarily, e.g., `x < y <= z` is equivalent to `x < y` and `y <= z`, except that `y` is evaluated only once (but in both cases `z` is not evaluated at all when `x < y` is found to be false).

Formally, if `a, b, c, ..., y, z` are expressions and `op1, op2, ..., opN` are comparison operators, then `a op1 b op2 c ... y opN z` is equivalent to `a op1 b` and `b op2 c` and `... y opN z`, except that each expression is evaluated at most once.

Note that `a op1 b op2 c` doesn't imply any kind of comparison between `a` and `c`, so that, e.g., `x < y > z` is perfectly legal (though perhaps not pretty).

The forms `<>` and `!=` are equivalent; for consistency with C, `!=` is preferred; where `!=` is mentioned below `<>` is also accepted. The `<>` spelling is considered obsolescent.

5.9.1 Value comparisons

The operators `<`, `>`, `==`, `>=`, `<=`, and `!=` compare the values of two objects. The objects do not need to have the same type.

Chapter *Objetos, valores e tipos* states that objects have a value (in addition to type and identity). The value of an object is a rather abstract notion in Python: For example, there is no canonical access method for an object's value. Also, there is no requirement that the value of an object should be constructed in a particular way, e.g. comprised of all its data attributes. Comparison operators implement a particular notion of what the value of an object is. One can think of them as defining the value of an object indirectly, by means of their comparison implementation.

Types can customize their comparison behavior by implementing a `__cmp__()` method or *rich comparison methods* like `__lt__()`, described in *Basic customization*.

The default behavior for equality comparison (`==` and `!=`) is based on the identity of the objects. Hence, equality comparison of instances with the same identity results in equality, and equality comparison of instances with different identities results in inequality. A motivation for this default behavior is the desire that all objects should be reflexive (i.e. `x is y` implies `x == y`).

The default order comparison (`<`, `>`, `<=`, and `>=`) gives a consistent but arbitrary order.

(This unusual definition of comparison was used to simplify the definition of operations like sorting and the `in` and `not in` operators. In the future, the comparison rules for objects of different types are likely to change.)

The behavior of the default equality comparison, that instances with different identities are always unequal, may be in contrast to what types will need that have a sensible definition of object value and value-based equality. Such types will need to customize their comparison behavior, and in fact, a number of built-in types have done that.

The following list describes the comparison behavior of the most important built-in types.

- Numbers of built-in numeric types (`typesnumeric`) and of the standard library types `fractions.Fraction` and `decimal.Decimal` can be compared within and across their types, with the restriction that complex num-

bers do not support order comparison. Within the limits of the types involved, they compare mathematically (algorithmically) correct without loss of precision.

- Strings (instances of `str` or `unicode`) compare lexicographically using the numeric equivalents (the result of the built-in function `ord()`) of their characters.⁴ When comparing an 8-bit string and a Unicode string, the 8-bit string is converted to Unicode. If the conversion fails, the strings are considered unequal.
- Instances of `tuple` or `list` can be compared only within each of their types. Equality comparison across these types results in inequality, and ordering comparison across these types gives an arbitrary order.

These sequences compare lexicographically using comparison of corresponding elements, whereby reflexivity of the elements is enforced.

In enforcing reflexivity of elements, the comparison of collections assumes that for a collection element `x`, `x == x` is always true. Based on that assumption, element identity is compared first, and element comparison is performed only for distinct elements. This approach yields the same result as a strict element comparison would, if the compared elements are reflexive. For non-reflexive elements, the result is different than for strict element comparison.

Lexicographical comparison between built-in collections works as follows:

- For two collections to compare equal, they must be of the same type, have the same length, and each pair of corresponding elements must compare equal (for example, `[1, 2] == (1, 2)` is false because the type is not the same).
- Collections are ordered the same as their first unequal elements (for example, `cmp([1, 2, x], [1, 2, y])` returns the same as `cmp(x, y)`). If a corresponding element does not exist, the shorter collection is ordered first (for example, `[1, 2] < [1, 2, 3]` is true).
- Mappings (instances of `dict`) compare equal if and only if they have equal (*key*, *value*) pairs. Equality comparison of the keys and values enforces reflexivity.

Outcomes other than equality are resolved consistently, but are not otherwise defined.⁵

- Most other objects of built-in types compare unequal unless they are the same object; the choice whether one object is considered smaller or larger than another one is made arbitrarily but consistently within one execution of a program.

User-defined classes that customize their comparison behavior should follow some consistency rules, if possible:

- Equality comparison should be reflexive. In other words, identical objects should compare equal:

`x is y` implies `x == y`

- Comparison should be symmetric. In other words, the following expressions should have the same result:

`x == y` and `y == x`

`x != y` and `y != x`

`x < y` and `y > x`

`x <= y` and `y >= x`

⁴ The Unicode standard distinguishes between *code points* (e.g. U+0041) and *abstract characters* (e.g. “LATIN CAPITAL LETTER A”). While most abstract characters in Unicode are only represented using one code point, there is a number of abstract characters that can in addition be represented using a sequence of more than one code point. For example, the abstract character “LATIN CAPITAL LETTER C WITH CEDILLA” can be represented as a single *precomposed character* at code position U+00C7, or as a sequence of a *base character* at code position U+0043 (LATIN CAPITAL LETTER C), followed by a *combining character* at code position U+0327 (COMBINING CEDILLA).

The comparison operators on unicode strings compare at the level of Unicode code points. This may be counter-intuitive to humans. For example, `u"\u00C7" == u"\u0043\u0327"` is `False`, even though both strings represent the same abstract character “LATIN CAPITAL LETTER C WITH CEDILLA”.

To compare strings at the level of abstract characters (that is, in a way intuitive to humans), use `unicodedata.normalize()`.

⁵ Earlier versions of Python used lexicographic comparison of the sorted (key, value) lists, but this was very expensive for the common case of comparing for equality. An even earlier version of Python compared dictionaries by identity only, but this caused surprises because people expected to be able to test a dictionary for emptiness by comparing it to `{}`.

- Comparison should be transitive. The following (non-exhaustive) examples illustrate that:

`x > y` and `y > z` implies `x > z`

`x < y` and `y <= z` implies `x < z`

- Inverse comparison should result in the boolean negation. In other words, the following expressions should have the same result:

`x == y` and `not x != y`

`x < y` and `not x >= y` (for total ordering)

`x > y` and `not x <= y` (for total ordering)

The last two expressions apply to totally ordered collections (e.g. to sequences, but not to sets or mappings). See also the `total_ordering()` decorator.

- The `hash()` result should be consistent with equality. Objects that are equal should either have the same hash value, or be marked as unhashable.

Python does not enforce these consistency rules.

5.9.2 Membership test operations

The operators `in` and `not in` test for membership. `x in s` evaluates to `True` if `x` is a member of `s`, and `False` otherwise. `x not in s` returns the negation of `x in s`. All built-in sequences and set types support this as well as dictionary, for which `in` tests whether the dictionary has a given key. For container types such as list, tuple, set, frozenset, dict, or collections.deque, the expression `x in y` is equivalent to `any(x is e or x == e for e in y)`.

For the string and bytes types, `x in y` is `True` if and only if `x` is a substring of `y`. An equivalent test is `y.find(x) != -1`. Empty strings are always considered to be a substring of any other string, so `" " in "abc"` will return `True`.

For user-defined classes which define the `__contains__()` method, `x in y` returns `True` if `y.__contains__(x)` returns a true value, and `False` otherwise.

For user-defined classes which do not define `__contains__()` but do define `__iter__()`, `x in y` is `True` if some value `z` with `x == z` is produced while iterating over `y`. If an exception is raised during the iteration, it is as if `in` raised that exception.

Lastly, the old-style iteration protocol is tried: if a class defines `__getitem__()`, `x in y` is `True` if and only if there is a non-negative integer index `i` such that `x == y[i]`, and all lower integer indices do not raise `IndexError` exception. (If any other exception is raised, it is as if `in` raised that exception).

The operator `not in` is defined to have the inverse true value of `in`.

5.9.3 Identity comparisons

The operators `is` and `is not` test for object identity: `x is y` is true if and only if `x` and `y` are the same object. `x is not y` yields the inverse truth value.⁶

⁶ Due to automatic garbage-collection, free lists, and the dynamic nature of descriptors, you may notice seemingly unusual behaviour in certain uses of the `is` operator, like those involving comparisons between instance methods, or constants. Check their documentation for more info.

5.10 Boolean operations

```
or_test    ::=  and_test | or_test "or" and_test
and_test   ::=  not_test | and_test "and" not_test
not_test   ::=  comparison | "not" not_test
```

In the context of Boolean operations, and also when expressions are used by control flow statements, the following values are interpreted as false: `False`, `None`, numeric zero of all types, and empty strings and containers (including strings, tuples, lists, dictionaries, sets and frozensets). All other values are interpreted as true. (See the `__nonzero__()` special method for a way to change this.)

The operator `not` yields `True` if its argument is false, `False` otherwise.

The expression `x and y` first evaluates `x`; if `x` is false, its value is returned; otherwise, `y` is evaluated and the resulting value is returned.

The expression `x or y` first evaluates `x`; if `x` is true, its value is returned; otherwise, `y` is evaluated and the resulting value is returned.

(Note that neither `and` nor `or` restrict the value and type they return to `False` and `True`, but rather return the last evaluated argument. This is sometimes useful, e.g., if `s` is a string that should be replaced by a default value if it is empty, the expression `s or 'foo'` yields the desired value. Because `not` has to invent a value anyway, it does not bother to return a value of the same type as its argument, so e.g., `not 'foo'` yields `False`, not `' '`.)

5.11 Conditional Expressions

Novo na versão 2.5.

```
conditional_expression ::= or_test ["if" or_test "else" expression]
expression             ::= conditional_expression | lambda_expr
```

Conditional expressions (sometimes called a “ternary operator”) have the lowest priority of all Python operations.

The expression `x if C else y` first evaluates the condition, `C` (*not* `x`); if `C` is true, `x` is evaluated and its value is returned; otherwise, `y` is evaluated and its value is returned.

See [PEP 308](#) for more details about conditional expressions.

5.12 Lambdas

```
lambda_expr      ::=  "lambda" [parameter_list]: expression
old_lambda_expr  ::=  "lambda" [parameter_list]: old_expression
```

Lambda expressions (sometimes called lambda forms) have the same syntactic position as expressions. They are a shorthand to create anonymous functions; the expression `lambda parameters: expression` yields a function object. The unnamed object behaves like a function object defined with

```
def <lambda>(parameters):
    return expression
```

See section [Function definitions](#) for the syntax of parameter lists. Note that functions created with lambda expressions

cannot contain statements.

5.13 Expression lists

```
expression_list ::= expression ( "," expression )* [ ",", "]"
```

An expression list containing at least one comma yields a tuple. The length of the tuple is the number of expressions in the list. The expressions are evaluated from left to right.

The trailing comma is required only to create a single tuple (a.k.a. a *singleton*); it is optional in all other cases. A single expression without a trailing comma doesn't create a tuple, but rather yields the value of that expression. (To create an empty tuple, use an empty pair of parentheses: `()`.)

5.14 Evaluation order

Python evaluates expressions from left to right. Notice that while evaluating an assignment, the right-hand side is evaluated before the left-hand side.

In the following lines, expressions will be evaluated in the arithmetic order of their suffixes:

```
expr1, expr2, expr3, expr4
(expr1, expr2, expr3, expr4)
{expr1: expr2, expr3: expr4}
expr1 + expr2 * (expr3 - expr4)
expr1(expr2, expr3, *expr4, **expr5)
expr3, expr4 = expr1, expr2
```

5.15 Operator precedence

The following table summarizes the operator precedences in Python, from lowest precedence (least binding) to highest precedence (most binding). Operators in the same box have the same precedence. Unless the syntax is explicitly given, operators are binary. Operators in the same box group left to right (except for comparisons, including tests, which all have the same precedence and chain from left to right — see section *Comparações* — and exponentiation, which groups from right to left).

Operator	Descrição
<code>lambda</code>	Lambda expression
<code>if - else</code>	Conditional expression
<code>or</code>	Boolean OR
<code>and</code>	Boolean AND
<code>not x</code>	Boolean NOT
<code>in, not in, is, is not, <, <=, >, >=, <>, !=, ==</code>	Comparisons, including membership tests and identity tests
<code> </code>	Bitwise OR
<code>^</code>	Bitwise XOR
<code>&</code>	Bitwise AND
<code><<, >></code>	Shifts
<code>+, -</code>	Addition and subtraction
<code>*, /, //, %</code>	Multiplication, division, remainder ⁷
<code>+x, -x, ~x</code>	Positive, negative, bitwise NOT
<code>**</code>	Exponentiation ⁸
<code>x[index], x[index:index], x(arguments...), x.attribute</code>	Subscription, slicing, call, attribute reference
<code>(expressions...), [expressions...], {key: value...}, `expressions...`</code>	Binding or tuple display, list display, dictionary display, string conversion

Notas de Rodapé

⁷ The % operator is also used for string formatting; the same precedence applies.

⁸ The power operator ** binds less tightly than an arithmetic or bitwise unary operator on its right, that is, `2**−1` is `0.5`.

Simple statements

Simple statements are comprised within a single logical line. Several simple statements may occur on a single line separated by semicolons. The syntax for simple statements is:

```
simple_stmt ::= expression_stmt
            | assert_stmt
            | assignment_stmt
            | augmented_assignment_stmt
            | pass_stmt
            | del_stmt
            | print_stmt
            | return_stmt
            | yield_stmt
            | raise_stmt
            | break_stmt
            | continue_stmt
            | import_stmt
            | future_stmt
            | global_stmt
            | exec_stmt
```

6.1 Expression statements

Expression statements are used (mostly interactively) to compute and write a value, or (usually) to call a procedure (a function that returns no meaningful result; in Python, procedures return the value `None`). Other uses of expression statements are allowed and occasionally useful. The syntax for an expression statement is:

```
expression_stmt ::= expression_list
```

An expression statement evaluates the expression list (which may be a single expression).

In interactive mode, if the value is not `None`, it is converted to a string using the built-in `repr()` function and the resulting string is written to standard output (see section *The print statement*) on a line by itself. (Expression statements yielding `None` are not written, so that procedure calls do not cause any output.)

6.2 Assignment statements

Assignment statements are used to (re)bind names to values and to modify attributes or items of mutable objects:

```
assignment_stmt ::= (target_list "=") + (expression_list | yield_expression)
target_list     ::= target ("," target) * [","]
target         ::= identifier
                | "(" target_list ")"
                | "[" [target_list] "]"
                | attributeref
                | subscription
                | slicing
```

(See section *Primaries* for the syntax definitions for the last three symbols.)

An assignment statement evaluates the expression list (remember that this can be a single expression or a comma-separated list, the latter yielding a tuple) and assigns the single resulting object to each of the target lists, from left to right.

Assignment is defined recursively depending on the form of the target (list). When a target is part of a mutable object (an attribute reference, subscription or slicing), the mutable object must ultimately perform the assignment and decide about its validity, and may raise an exception if the assignment is unacceptable. The rules observed by various types and the exceptions raised are given with the definition of the object types (see section *The standard type hierarchy*).

Assignment of an object to a target list is recursively defined as follows.

- If the target list is a single target: The object is assigned to that target.
- If the target list is a comma-separated list of targets: The object must be an iterable with the same number of items as there are targets in the target list, and the items are assigned, from left to right, to the corresponding targets.

Assignment of an object to a single target is recursively defined as follows.

- If the target is an identifier (name):
 - If the name does not occur in a *global* statement in the current code block: the name is bound to the object in the current local namespace.
 - Otherwise: the name is bound to the object in the current global namespace.

The name is rebound if it was already bound. This may cause the reference count for the object previously bound to the name to reach zero, causing the object to be deallocated and its destructor (if it has one) to be called.

- If the target is a target list enclosed in parentheses or in square brackets: The object must be an iterable with the same number of items as there are targets in the target list, and its items are assigned, from left to right, to the corresponding targets.
- If the target is an attribute reference: The primary expression in the reference is evaluated. It should yield an object with assignable attributes; if this is not the case, `TypeError` is raised. That object is then asked to assign the assigned object to the given attribute; if it cannot perform the assignment, it raises an exception (usually but not necessarily `AttributeError`).

Note: If the object is a class instance and the attribute reference occurs on both sides of the assignment operator, the RHS expression, `a.x` can access either an instance attribute or (if no instance attribute exists) a class attribute. The LHS target `a.x` is always set as an instance attribute, creating it if necessary. Thus, the two occurrences of `a.x` do not necessarily refer to the same attribute: if the RHS expression refers to a class attribute, the LHS creates a new instance attribute as the target of the assignment:

```
class Cls:
    x = 3                # class variable
inst = Cls()
inst.x = inst.x + 1     # writes inst.x as 4 leaving Cls.x as 3
```

This description does not necessarily apply to descriptor attributes, such as properties created with `property()`.

- If the target is a subscription: The primary expression in the reference is evaluated. It should yield either a mutable sequence object (such as a list) or a mapping object (such as a dictionary). Next, the subscript expression is evaluated.

If the primary is a mutable sequence object (such as a list), the subscript must yield a plain integer. If it is negative, the sequence's length is added to it. The resulting value must be a nonnegative integer less than the sequence's length, and the sequence is asked to assign the assigned object to its item with that index. If the index is out of range, `IndexError` is raised (assignment to a subscripted sequence cannot add new items to a list).

If the primary is a mapping object (such as a dictionary), the subscript must have a type compatible with the mapping's key type, and the mapping is then asked to create a key/datum pair which maps the subscript to the assigned object. This can either replace an existing key/value pair with the same key value, or insert a new key/value pair (if no key with the same value existed).

- If the target is a slicing: The primary expression in the reference is evaluated. It should yield a mutable sequence object (such as a list). The assigned object should be a sequence object of the same type. Next, the lower and upper bound expressions are evaluated, insofar they are present; defaults are zero and the sequence's length. The bounds should evaluate to (small) integers. If either bound is negative, the sequence's length is added to it. The resulting bounds are clipped to lie between zero and the sequence's length, inclusive. Finally, the sequence object is asked to replace the slice with the items of the assigned sequence. The length of the slice may be different from the length of the assigned sequence, thus changing the length of the target sequence, if the object allows it.

CPython implementation detail: In the current implementation, the syntax for targets is taken to be the same as for expressions, and invalid syntax is rejected during the code generation phase, causing less detailed error messages.

WARNING: Although the definition of assignment implies that overlaps between the left-hand side and the right-hand side are 'safe' (for example `a, b = b, a` swaps two variables), overlaps *within* the collection of assigned-to variables are not safe! For instance, the following program prints `[0, 2]`:

```
x = [0, 1]
i = 0
i, x[i] = 1, 2
print x
```

6.2.1 Augmented assignment statements

Augmented assignment is the combination, in a single statement, of a binary operation and an assignment statement:

```
augmented_assignment_stmt ::= augtarget augop (expression_list | yield_expression)
augtarget                  ::= identifier | attributeref | subscription | slicing
augop                      ::= "+=" | "-=" | "*=" | "/=" | "//=" | "%=" | "**="
                           | ">>=" | "<<=" | "&=" | "^=" | "|="
```

(See section *Primitives* for the syntax definitions for the last three symbols.)

An augmented assignment evaluates the target (which, unlike normal assignment statements, cannot be an unpacking) and the expression list, performs the binary operation specific to the type of assignment on the two operands, and assigns the result to the original target. The target is only evaluated once.

An augmented assignment expression like `x += 1` can be rewritten as `x = x + 1` to achieve a similar, but not exactly equal effect. In the augmented version, `x` is only evaluated once. Also, when possible, the actual operation is performed *in-place*, meaning that rather than creating a new object and assigning that to the target, the old object is modified instead.

With the exception of assigning to tuples and multiple targets in a single statement, the assignment done by augmented assignment statements is handled the same way as normal assignments. Similarly, with the exception of the possible *in-place* behavior, the binary operation performed by augmented assignment is the same as the normal binary operations.

For targets which are attribute references, the same *caveat about class and instance attributes* applies as for regular assignments.

6.3 The `assert` statement

Assert statements are a convenient way to insert debugging assertions into a program:

```
assert_stmt ::= "assert" expression [", " expression]
```

The simple form, `assert expression`, is equivalent to

```
if __debug__:
    if not expression: raise AssertionError
```

The extended form, `assert expression1, expression2`, is equivalent to

```
if __debug__:
    if not expression1: raise AssertionError(expression2)
```

These equivalences assume that `__debug__` and `AssertionError` refer to the built-in variables with those names. In the current implementation, the built-in variable `__debug__` is `True` under normal circumstances, `False` when optimization is requested (command line option `-O`). The current code generator emits no code for an `assert` statement when optimization is requested at compile time. Note that it is unnecessary to include the source code for the expression that failed in the error message; it will be displayed as part of the stack trace.

Assignments to `__debug__` are illegal. The value for the built-in variable is determined when the interpreter starts.

6.4 The `pass` statement

```
pass_stmt ::= "pass"
```

`pass` is a null operation — when it is executed, nothing happens. It is useful as a placeholder when a statement is required syntactically, but no code needs to be executed, for example:

```
def f(arg): pass      # a function that does nothing (yet)

class C: pass         # a class with no methods (yet)
```

6.5 The `del` statement

```
del_stmt ::= "del" target_list
```

Deletion is recursively defined very similar to the way assignment is defined. Rather than spelling it out in full details, here are some hints.

Deletion of a target list recursively deletes each target, from left to right.

Deletion of a name removes the binding of that name from the local or global namespace, depending on whether the name occurs in a *global* statement in the same code block. If the name is unbound, a `NameError` exception will be raised.

It is illegal to delete a name from the local namespace if it occurs as a free variable in a nested block.

Deletion of attribute references, subscriptions and slicings is passed to the primary object involved; deletion of a slicing is in general equivalent to assignment of an empty slice of the right type (but even this is determined by the sliced object).

6.6 The `print` statement

```
print_stmt ::= "print" ([expression ("," expression)* [","]]
                       | ">>" expression [("," expression)+ [","]])
```

print evaluates each expression in turn and writes the resulting object to standard output (see below). If an object is not a string, it is first converted to a string using the rules for string conversions. The (resulting or original) string is then written. A space is written before each object is (converted and) written, unless the output system believes it is positioned at the beginning of a line. This is the case (1) when no characters have yet been written to standard output, (2) when the last character written to standard output is a whitespace character except ' ', or (3) when the last write operation on standard output was not a *print* statement. (In some cases it may be functional to write an empty string to standard output for this reason.)

Nota: Objects which act like file objects but which are not the built-in file objects often do not properly emulate this aspect of the file object's behavior, so it is best not to rely on this.

A '\n' character is written at the end, unless the *print* statement ends with a comma. This is the only action if the statement contains just the keyword *print*.

Standard output is defined as the file object named `stdout` in the built-in module `sys`. If no such object exists, or if it does not have a `write()` method, a `RuntimeError` exception is raised.

print also has an extended form, defined by the second portion of the syntax described above. This form is sometimes referred to as “*print* chevron.” In this form, the first expression after the `>>` must evaluate to a “file-like” object, specifically an object that has a `write()` method as described above. With this extended form, the subsequent expressions are printed to this file object. If the first expression evaluates to `None`, then `sys.stdout` is used as the file for output.

6.7 The `return` statement

```
return_stmt ::= "return" [expression_list]
```

`return` may only occur syntactically nested in a function definition, not within a nested class definition.

If an expression list is present, it is evaluated, else `None` is substituted.

`return` leaves the current function call with the expression list (or `None`) as return value.

When `return` passes control out of a `try` statement with a `finally` clause, that `finally` clause is executed before really leaving the function.

In a generator function, the `return` statement is not allowed to include an `expression_list`. In that context, a bare `return` indicates that the generator is done and will cause `StopIteration` to be raised.

6.8 The `yield` statement

```
yield_stmt ::= yield_expression
```

The `yield` statement is only used when defining a generator function, and is only used in the body of the generator function. Using a `yield` statement in a function definition is sufficient to cause that definition to create a generator function instead of a normal function.

When a generator function is called, it returns an iterator known as a generator iterator, or more commonly, a generator. The body of the generator function is executed by calling the generator's `next()` method repeatedly until it raises an exception.

When a `yield` statement is executed, the state of the generator is frozen and the value of `expression_list` is returned to `next()`'s caller. By “frozen” we mean that all local state is retained, including the current bindings of local variables, the instruction pointer, and the internal evaluation stack: enough information is saved so that the next time `next()` is invoked, the function can proceed exactly as if the `yield` statement were just another external call.

As of Python version 2.5, the `yield` statement is now allowed in the `try` clause of a `try ... finally` construct. If the generator is not resumed before it is finalized (by reaching a zero reference count or by being garbage collected), the generator-iterator's `close()` method will be called, allowing any pending `finally` clauses to execute.

For full details of `yield` semantics, refer to the [Yield expressions](#) section.

Nota: In Python 2.2, the `yield` statement was only allowed when the `generators` feature has been enabled. This `__future__` import statement was used to enable the feature:

```
from __future__ import generators
```

Ver también:

PEP 255 - Simple Generators The proposal for adding generators and the `yield` statement to Python.

PEP 342 - Coroutines via Enhanced Generators The proposal that, among other generator enhancements, proposed allowing `yield` to appear inside a `try ... finally` block.

6.9 The `raise` statement

```
raise_stmt ::= "raise" [expression [", " expression [", " expression]]]
```

If no expressions are present, `raise` re-raises the last exception that was active in the current scope. If no exception is active in the current scope, a `TypeError` exception is raised indicating that this is an error (if running under IDLE, a `Queue.Empty` exception is raised instead).

Otherwise, `raise` evaluates the expressions to get three objects, using `None` as the value of omitted expressions. The first two objects are used to determine the *type* and *value* of the exception.

If the first object is an instance, the type of the exception is the class of the instance, the instance itself is the value, and the second object must be `None`.

If the first object is a class, it becomes the type of the exception. The second object is used to determine the exception value: If it is an instance of the class, the instance becomes the exception value. If the second object is a tuple, it is used as the argument list for the class constructor; if it is `None`, an empty argument list is used, and any other object is treated as a single argument to the constructor. The instance so created by calling the constructor is used as the exception value.

If a third object is present and not `None`, it must be a traceback object (see section *The standard type hierarchy*), and it is substituted instead of the current location as the place where the exception occurred. If the third object is present and not a traceback object or `None`, a `TypeError` exception is raised. The three-expression form of `raise` is useful to re-raise an exception transparently in an `except` clause, but `raise` with no expressions should be preferred if the exception to be re-raised was the most recently active exception in the current scope.

Additional information on exceptions can be found in section *Exceções*, and information about handling exceptions is in section *The try statement*.

6.10 The `break` statement

```
break_stmt ::= "break"
```

`break` may only occur syntactically nested in a `for` or `while` loop, but not nested in a function or class definition within that loop.

It terminates the nearest enclosing loop, skipping the optional `else` clause if the loop has one.

If a `for` loop is terminated by `break`, the loop control target keeps its current value.

When `break` passes control out of a `try` statement with a `finally` clause, that `finally` clause is executed before really leaving the loop.

6.11 The `continue` statement

```
continue_stmt ::= "continue"
```

`continue` may only occur syntactically nested in a `for` or `while` loop, but not nested in a function or class definition or `finally` clause within that loop. It continues with the next cycle of the nearest enclosing loop.

When `continue` passes control out of a `try` statement with a `finally` clause, that `finally` clause is executed before really starting the next loop cycle.

6.12 The `import` statement

```
import_stmt      ::=  "import" module ["as" name] ( "," module ["as" name] ) *  
                  |  "from" relative_module "import" identifier ["as" name]  
                  ( "," identifier ["as" name] ) *  
                  |  "from" relative_module "import" "(" identifier ["as" name]  
                  ( "," identifier ["as" name] ) * [","] ")"  
                  |  "from" module "import" "*"  
module           ::=  (identifier ".") * identifier  
relative_module ::=  "." * module | "." +  
name             ::=  identifier
```

Import statements are executed in two steps: (1) find a module, and initialize it if necessary; (2) define a name or names in the local namespace (of the scope where the `import` statement occurs). The statement comes in two forms differing on whether it uses the `from` keyword. The first form (without `from`) repeats these steps for each identifier in the list. The form with `from` performs step (1) once, and then performs step (2) repeatedly.

To understand how step (1) occurs, one must first understand how Python handles hierarchical naming of modules. To help organize modules and provide a hierarchy in naming, Python has a concept of packages. A package can contain other packages and modules while modules cannot contain other modules or packages. From a file system perspective, packages are directories and modules are files.

Once the name of the module is known (unless otherwise specified, the term “module” will refer to both packages and modules), searching for the module or package can begin. The first place checked is `sys.modules`, the cache of all modules that have been imported previously. If the module is found there then it is used in step (2) of import.

If the module is not found in the cache, then `sys.meta_path` is searched (the specification for `sys.meta_path` can be found in [PEP 302](#)). The object is a list of *finder* objects which are queried in order as to whether they know how to load the module by calling their `find_module()` method with the name of the module. If the module happens to be contained within a package (as denoted by the existence of a dot in the name), then a second argument to `find_module()` is given as the value of the `__path__` attribute from the parent package (everything up to the last dot in the name of the module being imported). If a finder can find the module it returns a *loader* (discussed later) or returns `None`.

If none of the finders on `sys.meta_path` are able to find the module then some implicitly defined finders are queried. Implementations of Python vary in what implicit meta path finders are defined. The one they all do define, though, is one that handles `sys.path_hooks`, `sys.path_importer_cache`, and `sys.path`.

The implicit finder searches for the requested module in the “paths” specified in one of two places (“paths” do not have to be file system paths). If the module being imported is supposed to be contained within a package then the second argument passed to `find_module()`, `__path__` on the parent package, is used as the source of paths. If the module is not contained in a package then `sys.path` is used as the source of paths.

Once the source of paths is chosen it is iterated over to find a finder that can handle that path. The dict at `sys.path_importer_cache` caches finders for paths and is checked for a finder. If the path does not have a finder cached then `sys.path_hooks` is searched by calling each object in the list with a single argument of the path, returning a finder or raises `ImportError`. If a finder is returned then it is cached in `sys.path_importer_cache` and then used for that path entry. If no finder can be found but the path exists then a value of `None` is stored in `sys.path_importer_cache` to signify that an implicit, file-based finder that handles modules stored as individual files should be used for that path. If the path does not exist then a finder which always returns `None` is placed in the cache for the path.

If no finder can find the module then `ImportError` is raised. Otherwise some finder returned a loader whose `load_module()` method is called with the name of the module to load (see [PEP 302](#) for the original definition of loaders). A loader has several responsibilities to perform on a module it loads. First, if the module already exists in `sys.modules` (a possibility if the loader is called outside of the import machinery) then it is to use that module for

initialization and not a new module. But if the module does not exist in `sys.modules` then it is to be added to that dict before initialization begins. If an error occurs during loading of the module and it was added to `sys.modules` it is to be removed from the dict. If an error occurs but the module was already in `sys.modules` it is left in the dict.

The loader must set several attributes on the module. `__name__` is to be set to the name of the module. `__file__` is to be the “path” to the file unless the module is built-in (and thus listed in `sys.builtin_module_names`) in which case the attribute is not set. If what is being imported is a package then `__path__` is to be set to a list of paths to be searched when looking for modules and packages contained within the package being imported. `__package__` is optional but should be set to the name of package that contains the module or package (the empty string is used for module not contained in a package). `__loader__` is also optional but should be set to the loader object that is loading the module.

If an error occurs during loading then the loader raises `ImportError` if some other exception is not already being propagated. Otherwise the loader returns the module that was loaded and initialized.

When step (1) finishes without raising an exception, step (2) can begin.

The first form of `import` statement binds the module name in the local namespace to the module object, and then goes on to import the next identifier, if any. If the module name is followed by `as`, the name following `as` is used as the local name for the module.

The `from` form does not bind the module name: it goes through the list of identifiers, looks each one of them up in the module found in step (1), and binds the name in the local namespace to the object thus found. As with the first form of `import`, an alternate local name can be supplied by specifying “`as` localname”. If a name is not found, `ImportError` is raised. If the list of identifiers is replaced by a star (`'*'`), all public names defined in the module are bound in the local namespace of the `import` statement..

The *public names* defined by a module are determined by checking the module’s namespace for a variable named `__all__`; if defined, it must be a sequence of strings which are names defined or imported by that module. The names given in `__all__` are all considered public and are required to exist. If `__all__` is not defined, the set of public names includes all names found in the module’s namespace which do not begin with an underscore character (`'_'`). `__all__` should contain the entire public API. It is intended to avoid accidentally exporting items that are not part of the API (such as library modules which were imported and used within the module).

The `from` form with `*` may only occur in a module scope. If the wild card form of import — `import *` — is used in a function and the function contains or is a nested block with free variables, the compiler will raise a `SyntaxError`.

When specifying what module to import you do not have to specify the absolute name of the module. When a module or package is contained within another package it is possible to make a relative import within the same top package without having to mention the package name. By using leading dots in the specified module or package after `from` you can specify how high to traverse up the current package hierarchy without specifying exact names. One leading dot means the current package where the module making the import exists. Two dots means up one package level. Three dots is up two levels, etc. So if you execute `from . import mod` from a module in the `pkg` package then you will end up importing `pkg.mod`. If you execute `from ..subpkg2 import mod` from within `pkg.subpkg1` you will import `pkg.subpkg2.mod`. The specification for relative imports is contained within [PEP 328](#).

`importlib.import_module()` is provided to support applications that determine which modules need to be loaded dynamically.

6.12.1 Future statements

A *future statement* is a directive to the compiler that a particular module should be compiled using syntax or semantics that will be available in a specified future release of Python. The future statement is intended to ease migration to future versions of Python that introduce incompatible changes to the language. It allows use of the new features on a per-module basis before the release in which the feature becomes standard.

```
future_statement ::= "from" "__future__" "import" feature ["as" name]
                  ("," feature ["as" name])*
                  | "from" "__future__" "import" "(" feature ["as" name]
                  ("," feature ["as" name])* [","] ")"
feature          ::= identifier
name             ::= identifier
```

A future statement must appear near the top of the module. The only lines that can appear before a future statement are:

- the module docstring (if any),
- comments,
- blank lines, and
- other future statements.

The features recognized by Python 2.6 are `unicode_literals`, `print_function`, `absolute_import`, `division`, `generators`, `nested_scopes` and `with_statement`. `generators`, `with_statement`, `nested_scopes` are redundant in Python version 2.6 and above because they are always enabled.

A future statement is recognized and treated specially at compile time: Changes to the semantics of core constructs are often implemented by generating different code. It may even be the case that a new feature introduces new incompatible syntax (such as a new reserved word), in which case the compiler may need to parse the module differently. Such decisions cannot be pushed off until runtime.

For any given release, the compiler knows which feature names have been defined, and raises a compile-time error if a future statement contains a feature not known to it.

The direct runtime semantics are the same as for any import statement: there is a standard module `__future__`, described later, and it will be imported in the usual way at the time the future statement is executed.

The interesting runtime semantics depend on the specific feature enabled by the future statement.

Note that there is nothing special about the statement:

```
import __future__ [as name]
```

That is not a future statement; it's an ordinary import statement with no special semantics or syntax restrictions.

Code compiled by an `exec` statement or calls to the built-in functions `compile()` and `execfile()` that occur in a module `M` containing a future statement will, by default, use the new syntax or semantics associated with the future statement. This can, starting with Python 2.2 be controlled by optional arguments to `compile()` — see the documentation of that function for details.

A future statement typed at an interactive interpreter prompt will take effect for the rest of the interpreter session. If an interpreter is started with the `-i` option, is passed a script name to execute, and the script includes a future statement, it will be in effect in the interactive session started after the script is executed.

Ver também:

PEP 236 - Back to the `__future__` The original proposal for the `__future__` mechanism.

6.13 The `global` statement

```
global_stmt ::= "global" identifier ("," identifier)*
```

The `global` statement is a declaration which holds for the entire current code block. It means that the listed identifiers are to be interpreted as globals. It would be impossible to assign to a global variable without `global`, although free variables may refer to globals without being declared global.

Names listed in a `global` statement must not be used in the same code block textually preceding that `global` statement.

Names listed in a `global` statement must not be defined as formal parameters or in a `for` loop control target, `class` definition, function definition, or `import` statement.

CPython implementation detail: The current implementation does not enforce the latter two restrictions, but programs should not abuse this freedom, as future implementations may enforce them or silently change the meaning of the program.

Programmer's note: `global` is a directive to the parser. It applies only to code parsed at the same time as the `global` statement. In particular, a `global` statement contained in an `exec` statement does not affect the code block containing the `exec` statement, and code contained in an `exec` statement is unaffected by `global` statements in the code containing the `exec` statement. The same applies to the `eval()`, `execfile()` and `compile()` functions.

6.14 The `exec` statement

```
exec_stmt ::= "exec" or_expr ["in" expression ["," expression]]
```

This statement supports dynamic execution of Python code. The first expression should evaluate to either a Unicode string, a *Latin-1* encoded string, an open file object, a code object, or a tuple. If it is a string, the string is parsed as a suite of Python statements which is then executed (unless a syntax error occurs).¹ If it is an open file, the file is parsed until EOF and executed. If it is a code object, it is simply executed. For the interpretation of a tuple, see below. In all cases, the code that's executed is expected to be valid as file input (see section *Entrada de arquivo*). Be aware that the `return` and `yield` statements may not be used outside of function definitions even within the context of code passed to the `exec` statement.

In all cases, if the optional parts are omitted, the code is executed in the current scope. If only the first expression after `in` is specified, it should be a dictionary, which will be used for both the global and the local variables. If two expressions are given, they are used for the global and local variables, respectively. If provided, `locals` can be any mapping object. Remember that at module level, globals and locals are the same dictionary. If two separate objects are given as `globals` and `locals`, the code will be executed as if it were embedded in a class definition.

The first expression may also be a tuple of length 2 or 3. In this case, the optional parts must be omitted. The form `exec(expr, globals)` is equivalent to `exec expr in globals`, while the form `exec(expr, globals, locals)` is equivalent to `exec expr in globals, locals`. The tuple form of `exec` provides compatibility with Python 3, where `exec` is a function rather than a statement.

Alterado na versão 2.4: Formerly, `locals` was required to be a dictionary.

As a side effect, an implementation may insert additional keys into the dictionaries given besides those corresponding to variable names set by the executed code. For example, the current implementation may add a reference to the dictionary of the built-in module `__builtin__` under the key `__builtins__` (!).

Programmer's hints: dynamic evaluation of expressions is supported by the built-in function `eval()`. The built-in functions `globals()` and `locals()` return the current global and local dictionary, respectively, which may be useful to pass around for use by `exec`.

¹ Note that the parser only accepts the Unix-style end of line convention. If you are reading the code from a file, make sure to use *universal newlines* mode to convert Windows or Mac-style newlines.

Instruções compostas

Instruções compostas contém (grupos de) outras instruções; Elas afetam ou controlam a execução dessas outras instruções de alguma maneira. Em geral, instruções compostas abrangem múltiplas linhas, no entanto em algumas manifestações simples uma instrução composta inteira pode estar contida em uma linha.

The *if*, *while* and *for* statements implement traditional control flow constructs. *try* specifies exception handlers and/or cleanup code for a group of statements. Function and class definitions are also syntactically compound statements.

Compound statements consist of one or more ‘clauses.’ A clause consists of a header and a ‘suite.’ The clause headers of a particular compound statement are all at the same indentation level. Each clause header begins with a uniquely identifying keyword and ends with a colon. A suite is a group of statements controlled by a clause. A suite can be one or more semicolon-separated simple statements on the same line as the header, following the header’s colon, or it can be one or more indented statements on subsequent lines. Only the latter form of suite can contain nested compound statements; the following is illegal, mostly because it wouldn’t be clear to which *if* clause a following *else* clause would belong:

```
if test1: if test2: print x
```

Also note that the semicolon binds tighter than the colon in this context, so that in the following example, either all or none of the *print* statements are executed:

```
if x < y < z: print x; print y; print z
```

Summarizing:

```
compound_stmt ::= if_stmt
               | while_stmt
               | for_stmt
               | try_stmt
               | with_stmt
               | funcdef
               | classdef
               | decorated

suite          ::= stmt_list NEWLINE | NEWLINE INDENT statement+ DEDENT
statement      ::= stmt_list NEWLINE | compound_stmt
```

```
stmt_list      ::=    simple_stmt (";" simple_stmt) * [";"]
```

Note that statements always end in a `NEWLINE` possibly followed by a `DEDENT`. Also note that optional continuation clauses always begin with a keyword that cannot start a statement, thus there are no ambiguities (the ‘dangling *else*’ problem is solved in Python by requiring nested *if* statements to be indented).

A formatação das regras de gramática nas próximas seções põe cada cláusula em uma linha separada para as tornar mais claras.

7.1 The *if* statement

The *if* statement is used for conditional execution:

```
if_stmt  ::=    "if" expression ":" suite
              ( "elif" expression ":" suite ) *
              ["else" ":" suite]
```

It selects exactly one of the suites by evaluating the expressions one by one until one is found to be true (see section *Boolean operations* for the definition of true and false); then that suite is executed (and no other part of the *if* statement is executed or evaluated). If all expressions are false, the suite of the *else* clause, if present, is executed.

7.2 The *while* statement

The *while* statement is used for repeated execution as long as an expression is true:

```
while_stmt ::=    "while" expression ":" suite
                  ["else" ":" suite]
```

This repeatedly tests the expression and, if it is true, executes the first suite; if the expression is false (which may be the first time it is tested) the suite of the *else* clause, if present, is executed and the loop terminates.

A *break* statement executed in the first suite terminates the loop without executing the *else* clause’s suite. A *continue* statement executed in the first suite skips the rest of the suite and goes back to testing the expression.

7.3 The *for* statement

The *for* statement is used to iterate over the elements of a sequence (such as a string, tuple or list) or other iterable object:

```
for_stmt  ::=    "for" target_list "in" expression_list ":" suite
                  ["else" ":" suite]
```

The expression list is evaluated once; it should yield an iterable object. An iterator is created for the result of the `expression_list`. The suite is then executed once for each item provided by the iterator, in the order of ascending indices. Each item in turn is assigned to the target list using the standard rules for assignments, and then the suite is executed. When the items are exhausted (which is immediately when the sequence is empty), the suite in the *else* clause, if present, is executed, and the loop terminates.

A *break* statement executed in the first suite terminates the loop without executing the *else* clause's suite. A *continue* statement executed in the first suite skips the rest of the suite and continues with the next item, or with the *else* clause if there was no next item.

The suite may assign to the variable(s) in the target list; this does not affect the next item assigned to it.

The target list is not deleted when the loop is finished, but if the sequence is empty, it will not have been assigned to at all by the loop. Hint: the built-in function `range()` returns a sequence of integers suitable to emulate the effect of Pascal's `for i := a to b do`; e.g., `range(3)` returns the list `[0, 1, 2]`.

Nota: There is a subtlety when the sequence is being modified by the loop (this can only occur for mutable sequences, e.g. lists). An internal counter is used to keep track of which item is used next, and this is incremented on each iteration. When this counter has reached the length of the sequence the loop terminates. This means that if the suite deletes the current (or a previous) item from the sequence, the next item will be skipped (since it gets the index of the current item which has already been treated). Likewise, if the suite inserts an item in the sequence before the current item, the current item will be treated again the next time through the loop. This can lead to nasty bugs that can be avoided by making a temporary copy using a slice of the whole sequence, e.g.,

```
for x in a[:]:
    if x < 0: a.remove(x)
```

7.4 The *try* statement

The *try* statement specifies exception handlers and/or cleanup code for a group of statements:

```
try_stmt ::= try1_stmt | try2_stmt
try1_stmt ::= "try" ":" suite
              ("except" [expression [("as" | ",") identifier]] ":" suite) +
              ["else" ":" suite]
              ["finally" ":" suite]
try2_stmt ::= "try" ":" suite
              "finally" ":" suite
```

Alterado na versão 2.5: In previous versions of Python, *try...except...finally* did not work. *try...except* had to be nested in *try...finally*.

The *except* clause(s) specify one or more exception handlers. When no exception occurs in the *try* clause, no exception handler is executed. When an exception occurs in the *try* suite, a search for an exception handler is started. This search inspects the *except* clauses in turn until one is found that matches the exception. An expression-less *except* clause, if present, must be last; it matches any exception. For an *except* clause with an expression, that expression is evaluated, and the clause matches the exception if the resulting object is “compatible” with the exception. An object is compatible with an exception if it is the class or a base class of the exception object, or a tuple containing an item compatible with the exception.

If no *except* clause matches the exception, the search for an exception handler continues in the surrounding code and on the invocation stack.¹

If the evaluation of an expression in the header of an *except* clause raises an exception, the original search for a handler is canceled and a search starts for the new exception in the surrounding code and on the call stack (it is treated as if the entire *try* statement raised the exception).

¹ The exception is propagated to the invocation stack unless there is a *finally* clause which happens to raise another exception. That new exception causes the old one to be lost.

When a matching except clause is found, the exception is assigned to the target specified in that except clause, if present, and the except clause's suite is executed. All except clauses must have an executable block. When the end of this block is reached, execution continues normally after the entire try statement. (This means that if two nested handlers exist for the same exception, and the exception occurs in the try clause of the inner handler, the outer handler will not handle the exception.)

Before an except clause's suite is executed, details about the exception are assigned to three variables in the `sys` module: `sys.exc_type` receives the object identifying the exception; `sys.exc_value` receives the exception's parameter; `sys.exc_traceback` receives a traceback object (see section *The standard type hierarchy*) identifying the point in the program where the exception occurred. These details are also available through the `sys.exc_info()` function, which returns a tuple (`exc_type`, `exc_value`, `exc_traceback`). Use of the corresponding variables is deprecated in favor of this function, since their use is unsafe in a threaded program. As of Python 1.5, the variables are restored to their previous values (before the call) when returning from a function that handled an exception.

The optional `else` clause is executed if the control flow leaves the `try` suite, no exception was raised, and no `return`, `continue`, or `break` statement was executed. Exceptions in the `else` clause are not handled by the preceding `except` clauses.

If `finally` is present, it specifies a 'cleanup' handler. The `try` clause is executed, including any `except` and `else` clauses. If an exception occurs in any of the clauses and is not handled, the exception is temporarily saved. The `finally` clause is executed. If there is a saved exception, it is re-raised at the end of the `finally` clause. If the `finally` clause raises another exception or executes a `return` or `break` statement, the saved exception is discarded:

```
>>> def f():
...     try:
...         1/0
...     finally:
...         return 42
...
>>> f()
42
```

The exception information is not available to the program during execution of the `finally` clause.

When a `return`, `break` or `continue` statement is executed in the `try` suite of a `try...finally` statement, the `finally` clause is also executed 'on the way out.' A `continue` statement is illegal in the `finally` clause. (The reason is a problem with the current implementation — this restriction may be lifted in the future).

The return value of a function is determined by the last `return` statement executed. Since the `finally` clause always executes, a `return` statement executed in the `finally` clause will always be the last one executed:

```
>>> def foo():
...     try:
...         return 'try'
...     finally:
...         return 'finally'
...
>>> foo()
'finally'
```

Additional information on exceptions can be found in section *Exceções*, and information on using the `raise` statement to generate exceptions may be found in section *The raise statement*.

7.5 The `with` statement

Novo na versão 2.5.

The `with` statement is used to wrap the execution of a block with methods defined by a context manager (see section *With Statement Context Managers*). This allows common `try...except...finally` usage patterns to be encapsulated for convenient reuse.

```
with_stmt ::= "with" with_item ("," with_item)* ":" suite
with_item ::= expression ["as" target]
```

The execution of the `with` statement with one “item” proceeds as follows:

1. The context expression (the expression given in the `with_item`) is evaluated to obtain a context manager.
2. The context manager’s `__exit__()` is loaded for later use.
3. The context manager’s `__enter__()` method is invoked.
4. If a target was included in the `with` statement, the return value from `__enter__()` is assigned to it.

Nota: The `with` statement guarantees that if the `__enter__()` method returns without an error, then `__exit__()` will always be called. Thus, if an error occurs during the assignment to the target list, it will be treated the same as an error occurring within the suite would be. See step 6 below.

5. The suite is executed.
6. The context manager’s `__exit__()` method is invoked. If an exception caused the suite to be exited, its type, value, and traceback are passed as arguments to `__exit__()`. Otherwise, three `None` arguments are supplied.

If the suite was exited due to an exception, and the return value from the `__exit__()` method was false, the exception is reraised. If the return value was true, the exception is suppressed, and execution continues with the statement following the `with` statement.

If the suite was exited for any reason other than an exception, the return value from `__exit__()` is ignored, and execution proceeds at the normal location for the kind of exit that was taken.

With more than one item, the context managers are processed as if multiple `with` statements were nested:

```
with A() as a, B() as b:
    suite
```

é equivalente a:

```
with A() as a:
    with B() as b:
        suite
```

Nota: In Python 2.5, the `with` statement is only allowed when the `with_statement` feature has been enabled. It is always enabled in Python 2.6.

Alterado na versão 2.7: Support for multiple context expressions.

Ver também:

PEP 343 - The “with” statement The specification, background, and examples for the Python `with` statement.

7.6 Function definitions

A function definition defines a user-defined function object (see section *The standard type hierarchy*):

```

decorated      ::=  decorators (classdef | funcdef)
decorators     ::=  decorator+
decorator      ::=  "@" dotted_name ["(" [argument_list [","]] ")"] NEWLINE
funcdef        ::=  "def" funcname "(" [parameter_list] ")" ":" suite
dotted_name    ::=  identifier ("." identifier)*
parameter_list ::=  (defparameter ",")*
                  (  "*" identifier [", " "*" identifier]
                    |  "*" identifier
                    |  defparameter [", " ] )
defparameter   ::=  parameter ["=" expression]
sublist        ::=  parameter ("," parameter)* [", "]
parameter      ::=  identifier | "(" sublist ")"
funcname       ::=  identifier

```

A function definition is an executable statement. Its execution binds the function name in the current local namespace to a function object (a wrapper around the executable code for the function). This function object contains a reference to the current global namespace as the global namespace to be used when the function is called.

The function definition does not execute the function body; this gets executed only when the function is called.²

A function definition may be wrapped by one or more *decorator* expressions. Decorator expressions are evaluated when the function is defined, in the scope that contains the function definition. The result must be a callable, which is invoked with the function object as the only argument. The returned value is bound to the function name instead of the function object. Multiple decorators are applied in nested fashion. For example, the following code:

```

@f1(arg)
@f2
def func(): pass

```

is equivalent to:

```

def func(): pass
func = f1(arg)(f2(func))

```

When one or more top-level *parameters* have the form *parameter* = *expression*, the function is said to have “default parameter values.” For a parameter with a default value, the corresponding *argument* may be omitted from a call, in which case the parameter’s default value is substituted. If a parameter has a default value, all following parameters must also have a default value — this is a syntactic restriction that is not expressed by the grammar.

Default parameter values are evaluated when the function definition is executed. This means that the expression is evaluated once, when the function is defined, and that the same “pre-computed” value is used for each call. This is especially important to understand when a default parameter is a mutable object, such as a list or a dictionary: if the function modifies the object (e.g. by appending an item to a list), the default value is in effect modified. This is generally not what was intended. A way around this is to use `None` as the default, and explicitly test for it in the body of the function, e.g.:

```

def whats_on_the_telly(penguin=None):
    if penguin is None:

```

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² A string literal appearing as the first statement in the function body is transformed into the function’s `__doc__` attribute and therefore the function’s *docstring*.

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```
penguin = []
penguin.append("property of the zoo")
return penguin
```

Function call semantics are described in more detail in section [Calls](#). A function call always assigns values to all parameters mentioned in the parameter list, either from position arguments, from keyword arguments, or from default values. If the form “`*identifier`” is present, it is initialized to a tuple receiving any excess positional parameters, defaulting to the empty tuple. If the form “`**identifier`” is present, it is initialized to a new dictionary receiving any excess keyword arguments, defaulting to a new empty dictionary.

It is also possible to create anonymous functions (functions not bound to a name), for immediate use in expressions. This uses lambda expressions, described in section [Lambdas](#). Note that the lambda expression is merely a shorthand for a simplified function definition; a function defined in a “`def`” statement can be passed around or assigned to another name just like a function defined by a lambda expression. The “`def`” form is actually more powerful since it allows the execution of multiple statements.

Programmer’s note: Functions are first-class objects. A “`def`” form executed inside a function definition defines a local function that can be returned or passed around. Free variables used in the nested function can access the local variables of the function containing the `def`. See section [Naming and binding](#) for details.

7.7 Class definitions

A class definition defines a class object (see section [The standard type hierarchy](#)):

```
classdef      ::=  "class" classname [inheritance] ":" suite
inheritance   ::=  "(" [expression_list] ")"
classname    ::=  identifier
```

A class definition is an executable statement. It first evaluates the inheritance list, if present. Each item in the inheritance list should evaluate to a class object or class type which allows subclassing. The class’s suite is then executed in a new execution frame (see section [Naming and binding](#)), using a newly created local namespace and the original global namespace. (Usually, the suite contains only function definitions.) When the class’s suite finishes execution, its execution frame is discarded but its local namespace is saved.³ A class object is then created using the inheritance list for the base classes and the saved local namespace for the attribute dictionary. The class name is bound to this class object in the original local namespace.

Programmer’s note: Variables defined in the class definition are class variables; they are shared by all instances. To create instance variables, they can be set in a method with `self.name = value`. Both class and instance variables are accessible through the notation “`self.name`”, and an instance variable hides a class variable with the same name when accessed in this way. Class variables can be used as defaults for instance variables, but using mutable values there can lead to unexpected results. For *new-style classes*, descriptors can be used to create instance variables with different implementation details.

Class definitions, like function definitions, may be wrapped by one or more *decorator* expressions. The evaluation rules for the decorator expressions are the same as for functions. The result must be a class object, which is then bound to the class name.

³ A string literal appearing as the first statement in the class body is transformed into the namespace’s `__doc__` item and therefore the class’s *docstring*.

Notas de Rodapé

Componentes de Alto-Nível

O interpretador Python pode receber suas entradas de uma quantidade de fontes: de um script passado a ele como entrada padrão ou como um argumento do programa, digitado interativamente, de um arquivo fonte de um módulo, etc. Este capítulo mostra a sintaxe usada nesses casos.

8.1 Programas Python completos

While a language specification need not prescribe how the language interpreter is invoked, it is useful to have a notion of a complete Python program. A complete Python program is executed in a minimally initialized environment: all built-in and standard modules are available, but none have been initialized, except for `sys` (various system services), `__builtin__` (built-in functions, exceptions and `None`) and `__main__`. The latter is used to provide the local and global namespace for execution of the complete program.

A sintaxe para um programa Python completo é esta para uma entrada de arquivo, descrita na próxima seção.

O interpretador também pode ser invocado no modo interativo; neste caso, ele não lê e executa um programa completo, mas lê e executa uma instrução (possivelmente composta) por vez. O ambiente inicial é idêntico àquele de um programa completo; cada instrução é executada no espaço de nomes de `__main__`.

A complete program can be passed to the interpreter in three forms: with the `-c string` command line option, as a file passed as the first command line argument, or as standard input. If the file or standard input is a tty device, the interpreter enters interactive mode; otherwise, it executes the file as a complete program.

8.2 Entrada de arquivo

Toda entrada lida de arquivos não-interativos têm a mesma forma:

```
file_input ::= (NEWLINE | statement) *
```

Essa sintaxe é usada nas seguintes situações:

- quando analisando um programa Python completo (a partir de um arquivo ou de uma string);
- quando analisando um módulo;
- when parsing a string passed to the *exec* statement;

8.3 Entrada interativa

A entrada em modo interativo é analisada usando a seguinte gramática:

```
interactive_input ::= [stmt_list] NEWLINE | compound_stmt NEWLINE
```

Note que uma instrução composta (de alto-nível) deve ser seguida por uma linha em branco no modo interativo; isso é necessário para ajudar o analisador sintático a detectar o fim da entrada.

8.4 Entrada de expressão

There are two forms of expression input. Both ignore leading whitespace. The string argument to `eval()` must have the following form:

```
eval_input ::= expression_list NEWLINE*
```

The input line read by `input()` must have the following form:

```
input_input ::= expression_list NEWLINE
```

Note: to read ‘raw’ input line without interpretation, you can use the built-in function `raw_input()` or the `readline()` method of file objects.

Especificação Completa da Gramática

Esta é a gramática completa do Python, uma vez que é lida pelo gerador de parser e usada para analisar os arquivos contendo código-fonte Python:

```
# Grammar for Python

# Note: Changing the grammar specified in this file will most likely
#       require corresponding changes in the parser module
#       (../Modules/parsermodule.c). If you can't make the changes to
#       that module yourself, please co-ordinate the required changes
#       with someone who can; ask around on python-dev for help. Fred
#       Drake <fdrake@acm.org> will probably be listening there.

# NOTE WELL: You should also follow all the steps listed in PEP 306,
# "How to Change Python's Grammar"

# Start symbols for the grammar:
#   single_input is a single interactive statement;
#   file_input is a module or sequence of commands read from an input file;
#   eval_input is the input for the eval() and input() functions.
# NB: compound_stmt in single_input is followed by extra NEWLINE!
single_input: NEWLINE | simple_stmt | compound_stmt NEWLINE
file_input: (NEWLINE | stmt)* ENDMARKER
eval_input: testlist NEWLINE* ENDMARKER

decorator: '@' dotted_name [ '(' [arglist] ')' ] NEWLINE
decorators: decorator+
decorated: decorators (classdef | funcdef)
funcdef: 'def' NAME parameters ':' suite
parameters: '(' [vararglist] ')'
vararglist: ((fpdef ['=' test] ',')*
              ('*' NAME [', ' '**' NAME] | '**' NAME) |
              fpdef ['=' test] (' ' fpdef ['=' test])* [','])
fpdef: NAME | '(' fplist ')'
fplist: fpdef (', ' fpdef)* [',']
```

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```

stmt: simple_stmt | compound_stmt
simple_stmt: small_stmt ( ';' small_stmt ) * [ ';' ] NEWLINE
small_stmt: ( expr_stmt | print_stmt | del_stmt | pass_stmt | flow_stmt |
             import_stmt | global_stmt | exec_stmt | assert_stmt )
expr_stmt: testlist ( augassign ( yield_expr | testlist ) |
                      ( '=' ( yield_expr | testlist ) ) * )
augassign: ( '+=' | '-=' | '*=' | '/=' | '%=' | '&=' | '|=' | '^=' |
             '<<=' | '>>=' | '**=' | '//=' )
# For normal assignments, additional restrictions enforced by the interpreter
print_stmt: 'print' ( [ test ( ',' test ) * [ ',' ] ] |
                     '>>' test [ ( ',' test ) + [ ',' ] ] )
del_stmt: 'del' exprlist
pass_stmt: 'pass'
flow_stmt: break_stmt | continue_stmt | return_stmt | raise_stmt | yield_stmt
break_stmt: 'break'
continue_stmt: 'continue'
return_stmt: 'return' [ testlist ]
yield_stmt: yield_expr
raise_stmt: 'raise' [ test [ ',' test [ ',' test ] ] ]
import_stmt: import_name | import_from
import_name: 'import' dotted_as_names
import_from: ( 'from' ( '.' * dotted_name | '.' +
                     'import' ( '*' | '(' import_as_names ')' | import_as_names ) )
import_as_name: NAME [ 'as' NAME ]
dotted_as_name: dotted_name [ 'as' NAME ]
import_as_names: import_as_name ( ',' import_as_name ) * [ ',' ]
dotted_as_names: dotted_as_name ( ',' dotted_as_name ) *
dotted_name: NAME ( '.' NAME ) *
global_stmt: 'global' NAME ( ',' NAME ) *
exec_stmt: 'exec' expr [ 'in' test [ ',' test ] ]
assert_stmt: 'assert' test [ ',' test ]

compound_stmt: if_stmt | while_stmt | for_stmt | try_stmt | with_stmt | funcdef |
↳ classdef | decorated
if_stmt: 'if' test ':' suite ( 'elif' test ':' suite ) * [ 'else' ':' suite ]
while_stmt: 'while' test ':' suite [ 'else' ':' suite ]
for_stmt: 'for' exprlist 'in' testlist ':' suite [ 'else' ':' suite ]
try_stmt: ( 'try' ':' suite
           (( except_clause ':' suite ) +
            [ 'else' ':' suite ]
            [ 'finally' ':' suite ] |
            'finally' ':' suite ) )
with_stmt: 'with' with_item ( ',' with_item ) * ':' suite
with_item: test [ 'as' expr ]
# NB compile.c makes sure that the default except clause is last
except_clause: 'except' [ test [ ( 'as' | ',' ) test ] ]
suite: simple_stmt | NEWLINE INDENT stmt + DEDENT

# Backward compatibility cruft to support:
# [ x for x in lambda: True, lambda: False if x() ]
# even while also allowing:
# lambda x: 5 if x else 2
# (But not a mix of the two)
testlist_safe: old_test [ ( ',' old_test ) + [ ',' ] ]
old_test: or_test | old_lambda_def
old_lambda_def: 'lambda' [ varargslist ] ':' old_test

```

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```

test: or_test ['if' or_test 'else' test] | lambdef
or_test: and_test ('or' and_test)*
and_test: not_test ('and' not_test)*
not_test: 'not' not_test | comparison
comparison: expr (comp_op expr)*
comp_op: '<' | '>' | '==' | '>=' | '<=' | '<>' | '!=' | 'in' | 'not in' | 'is' | 'is not'
expr: xor_expr ('|' xor_expr)*
xor_expr: and_expr ('^' and_expr)*
and_expr: shift_expr ('&' shift_expr)*
shift_expr: arith_expr (('<<' | '>>') arith_expr)*
arith_expr: term (('+' | '-') term)*
term: factor (('*' | '/' | '%' | '//') factor)*
factor: ('+' | '-' | '~') factor | power
power: atom trailer* ['**' factor]
atom: ('(' [yield_expr|testlist_comp] ')') |
      '[' [listmaker] ']' |
      '{' [dictorsetmaker] '}' |
      '`' testlist1 '`' |
      NAME | NUMBER | STRING+
listmaker: test ( list_for | (',' test)* [','] )
testlist_comp: test ( comp_for | (',' test)* [','] )
lambdef: 'lambda' [vararglist] ':' test
trailer: '(' [arglist] ')' | '[' subscriptlist ']' | '.' NAME
subscriptlist: subscript (',' subscript)* [',']
subscript: '.' '.' '.' | test | [test] ':' [test] [sliceop]
sliceop: ':' [test]
exprlist: expr (',' expr)* [',']
testlist: test (',' test)* [',']
dictorsetmaker: ( (test ':' test (comp_for | (',' test ':' test)* [','])) |
                  (test (comp_for | (',' test)* [','])) )

classdef: 'class' NAME ['(' [testlist] ')'] ':' suite

arglist: (argument ',' )* (argument [',']
                               | '** test (',' argument)* [',' '**' test]
                               | '**' test)

# The reason that keywords are test nodes instead of NAME is that using NAME
# results in an ambiguity. ast.c makes sure it's a NAME.
argument: test [comp_for] | test '=' test

list_iter: list_for | list_if
list_for: 'for' exprlist 'in' testlist_safe [list_iter]
list_if: 'if' old_test [list_iter]

comp_iter: comp_for | comp_if
comp_for: 'for' exprlist 'in' or_test [comp_iter]
comp_if: 'if' old_test [comp_iter]

testlist1: test (',' test)*

# not used in grammar, but may appear in "node" passed from Parser to Compiler
encoding_decl: NAME

yield_expr: 'yield' [testlist]

```


>>> O prompt padrão do shell interativo do Python. Normalmente visto em exemplos de código que podem ser executados interativamente no interpretador.

... The default Python prompt of the interactive shell when entering code for an indented code block, when within a pair of matching left and right delimiters (parentheses, square brackets, curly braces or triple quotes), or after specifying a decorator.

2to3 Uma ferramenta que tenta converter código Python 2.x em código Python 3.x tratando a maioria das incompatibilidades que podem se detectadas com análise do código-fonte e navegação na árvore sintática.

O 2to3 está disponível na biblioteca padrão como `lib2to3`; um ponto de entrada é disponibilizado como `Tools/scripts/2to3`. Veja `2to3-reference`.

classe base abstrata Abstract base classes complement *duck-typing* by providing a way to define interfaces when other techniques like `hasattr()` would be clumsy or subtly wrong (for example with *magic methods*). ABCs introduce virtual subclasses, which are classes that don't inherit from a class but are still recognized by `isinstance()` and `issubclass()`; see the `abc` module documentation. Python comes with many built-in ABCs for data structures (in the `collections` module), numbers (in the `numbers` module), and streams (in the `io` module). You can create your own ABCs with the `abc` module.

argumento A value passed to a *function* (or *method*) when calling the function. There are two types of arguments:

- *argumento nomeado*: um argumento precedido por um identificador (por exemplo, `nome=`) na chamada de uma função ou passada como um valor em um dicionário precedido por `**`. Por exemplo, 3 e 5 são ambos argumentos nomeados na chamada da função `complex()` a seguir:

```
complex(real=3, imag=5)
complex(**{'real': 3, 'imag': 5})
```

- *argumento posicional*: um argumento que não é um argumento nomeado. Argumentos posicionais podem aparecer no início da lista de argumentos e/ou podem ser passados com elementos de um *iterável* precedido por `*`. Por exemplo, 3 e 5 são ambos argumentos posicionais nas chamadas a seguir:

```
complex(3, 5)
complex(*(3, 5))
```

Argumentos são atribuídos às variáveis locais nomeadas no corpo da função. Veja a seção [Calls](#) para as regras de atribuição. Sintaticamente, qualquer expressão pode ser usada para representar um argumento; avaliada a expressão, o valor é atribuído à variável local.

See also the [parameter](#) glossary entry and the FAQ question on the difference between arguments and parameters.

atributo Um valor associado a um objeto que é referenciado pelo nome separado por um ponto. Por exemplo, se um objeto *o* tem um atributo *a* esse seria referenciado como *o.a*.

BDFL Benevolent Dictator For Life, a.k.a. [Guido van Rossum](#), Python’s creator.

objeto byte ou similar An object that supports the buffer protocol, like `str`, `bytearray` or `memoryview`. Bytes-like objects can be used for various operations that expect binary data, such as compression, saving to a binary file or sending over a socket. Some operations need the binary data to be mutable, in which case not all bytes-like objects can apply.

bytecode Python source code is compiled into bytecode, the internal representation of a Python program in the CPython interpreter. The bytecode is also cached in `.pyc` and `.pyo` files so that executing the same file is faster the second time (recompilation from source to bytecode can be avoided). This “intermediate language” is said to run on a [virtual machine](#) that executes the machine code corresponding to each bytecode. Do note that bytecodes are not expected to work between different Python virtual machines, nor to be stable between Python releases.

Uma lista de instruções bytecode pode ser encontrada na documentação para o módulo `dis`.

Classe Um modelo para criação de objetos definidos pelo usuário. Definições de classe normalmente contém definições de métodos que operam sobre instâncias da classe.

classic class Any class which does not inherit from `object`. See [new-style class](#). Classic classes have been removed in Python 3.

coerção The implicit conversion of an instance of one type to another during an operation which involves two arguments of the same type. For example, `int(3.15)` converts the floating point number to the integer 3, but in `3+4.5`, each argument is of a different type (one int, one float), and both must be converted to the same type before they can be added or it will raise a `TypeError`. Coercion between two operands can be performed with the `coerce` built-in function; thus, `3+4.5` is equivalent to calling `operator.add(*coerce(3, 4.5))` and results in `operator.add(3.0, 4.5)`. Without coercion, all arguments of even compatible types would have to be normalized to the same value by the programmer, e.g., `float(3)+4.5` rather than just `3+4.5`.

número complexo Uma extensão ao familiar sistema de números reais em que todos os números são expressos como uma soma de uma parte real e uma parte imaginária. Números imaginários são múltiplos reais da unidade imaginária (a raiz quadrada de -1), normalmente escrita como *i* em matemática ou *j* em engenharia. O Python tem suporte nativo para números complexos, que são escritos com esta última notação; a parte imaginária escrita com um sufixo *j*, p.ex., `3+1j`. Para ter acesso aos equivalentes para números complexos do módulo `math`, utilize `cmath`. O uso de números complexos é uma funcionalidade matemática bastante avançada. Se você não sabe se irá precisar deles, é quase certo que você pode ignorá-los sem problemas.

gerenciador de contexto Um objeto que controla o ambiente visto numa instrução `with` por meio da definição dos métodos `__enter__()` e `__exit__()`. Veja [PEP 343](#).

CPython A implementação canônica da linguagem de programação Python, como disponibilizada pelo [python.org](#). O termo “CPython” é quando for necessário distinguir esta implementação de outras como Jython ou IronPython.

decorador Uma função que retorna outra função, geralmente aplicada como uma transformação de função usando a sintaxe `@wrapper`. Exemplos comuns para decoradores são `classmethod()` e `staticmethod()`.

A sintaxe do decorador é meramente um açúcar-sintático, as duas definições de funções a seguir são semanticamente equivalentes:

```
def f(...):  
    ...  
f = staticmethod(f)
```

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```
@staticmethod
def f(...):
    ...
```

O mesmo conceito existe para as classes, mas não é comumente utilizado. Veja a documentação de *function definitions* e *class definitions* para obter mais informações sobre decoradores.

descriptor Any *new-style* object which defines the methods `__get__()`, `__set__()`, or `__delete__()`. When a class attribute is a descriptor, its special binding behavior is triggered upon attribute lookup. Normally, using *a.b* to get, set or delete an attribute looks up the object named *b* in the class dictionary for *a*, but if *b* is a descriptor, the respective descriptor method gets called. Understanding descriptors is a key to a deep understanding of Python because they are the basis for many features including functions, methods, properties, class methods, static methods, and reference to super classes.

Para obter mais informações sobre os métodos dos descritores, veja: *Implementing Descriptors*.

dicionário An associative array, where arbitrary keys are mapped to values. The keys can be any object with `__hash__()` and `__eq__()` methods. Called a hash in Perl.

visualização de dicionário The objects returned from `dict.viewkeys()`, `dict.viewvalues()`, and `dict.viewitems()` are called dictionary views. They provide a dynamic view on the dictionary's entries, which means that when the dictionary changes, the view reflects these changes. To force the dictionary view to become a full list use `list(dictview)`. See dict-views.

docstring Uma string literal que aparece como primeira expressão numa classe, função ou módulo. Ainda que sejam ignoradas quando a suíte é executada, é reconhecida pelo compilador que a coloca no atributo `__doc__` da classe, função ou módulo que a encapsula. Como ficam disponíveis por meio de introspecção, docstrings são o lugar canônico para documentação do objeto.

duck-typing (tipagem pato) Um estilo de programação que não verifica o tipo do objeto para determinar se ele possui a interface correta; em vez disso, o método ou atributo é simplesmente chamado ou utilizado (“Se se parece com um pato e grasna como um pato, então deve ser um pato.”) Enfatizando interfaces ao invés de tipos específicos, o código bem desenvolvido aprimora sua flexibilidade por permitir substituição polimórfica. Tipagem pato evita necessidade de testes que usem `type()` ou `isinstance()`. (Note, porém, que a tipagem pato pode ser complementada com o uso de *classes base abstratas*.) Ao invés disso, são normalmente empregados testes `hasattr()` ou programação *EAFP*.

EAFP Iniciais da expressão em inglês “easier to ask for forgiveness than permission” que significa “é mais fácil pedir perdão que permissão”. Este estilo de codificação comum em Python assume a existência de chaves ou atributos válidos e captura exceções caso essa premissa se prove falsa. Este estilo limpo e rápido se caracteriza pela presença de várias instruções *try* e *except*. A técnica diverge do estilo *LBYL*, comum em outras linguagens como C, por exemplo.

expressão A piece of syntax which can be evaluated to some value. In other words, an expression is an accumulation of expression elements like literals, names, attribute access, operators or function calls which all return a value. In contrast to many other languages, not all language constructs are expressions. There are also *statements* which cannot be used as expressions, such as *print* or *if*. Assignments are also statements, not expressions.

extension module (módulo de extensão) Um módulo escrito em C ou C++, usando a API C de Python para interagir tanto com código de usuário quanto do núcleo.

objeto arquivo Um objeto que expõe uma API orientada a arquivos (com métodos tais como `read()` ou `write()`) para um recurso subjacente. Dependendo da maneira como foi criado, um objeto arquivo pode mediar o acesso a um arquivo real no disco ou outro tipo de dispositivo de armazenamento ou de comunicação (por exemplo a entrada/saída padrão, buffers em memória, soquetes, pipes, etc.). Objetos arquivo também são chamados de *file-like objects* ou *streams*.

There are actually three categories of file objects: raw binary files, buffered binary files and text files. Their interfaces are defined in the `io` module. The canonical way to create a file object is by using the `open()` function.

objeto como-arquivo Um sinônimo do termo *file object*.

localizador An object that tries to find the *loader* for a module. It must implement a method named `find_module()`. See [PEP 302](#) for details.

divisão pelo piso Divisão matemática que arredonda para baixo para o inteiro mais próximo. O operador de divisão pelo piso é `//`. Por exemplo, a expressão `11 // 4` retorna o valor 2 ao invés de `2.75`, que seria retornado pela divisão de ponto flutuante. Note que `(-11) // 4` é `-3` porque é `-2.75` arredondado *para baixo*. Consulte a [PEP 238](#).

função Uma série de instruções que retorna algum valor para um chamador. Também pode ser passado zero ou mais *argumentos* que podem ser usados na execução do corpo. Veja também *parâmetro*, *métodos* e a seção *Function definitions*.

`__future__` A pseudo-module which programmers can use to enable new language features which are not compatible with the current interpreter. For example, the expression `11/4` currently evaluates to `2`. If the module in which it is executed had enabled *true division* by executing:

```
from __future__ import division
```

the expression `11/4` would evaluate to `2.75`. By importing the `__future__` module and evaluating its variables, you can see when a new feature was first added to the language and when it will become the default:

```
>>> import __future__
>>> __future__.division
_Feature((2, 2, 0, 'alpha', 2), (3, 0, 0, 'alpha', 0), 8192)
```

garbage collection (coletor de lixo) The process of freeing memory when it is not used anymore. Python performs garbage collection via reference counting and a cyclic garbage collector that is able to detect and break reference cycles.

gerador A function which returns an iterator. It looks like a normal function except that it contains *yield* statements for producing a series of values usable in a for-loop or that can be retrieved one at a time with the `next()` function. Each *yield* temporarily suspends processing, remembering the location execution state (including local variables and pending try-statements). When the generator resumes, it picks up where it left off (in contrast to functions which start fresh on every invocation).

generator expression An expression that returns an iterator. It looks like a normal expression followed by a *for* expression defining a loop variable, range, and an optional *if* expression. The combined expression generates values for an enclosing function:

```
>>> sum(i*i for i in range(10))           # sum of squares 0, 1, 4, ... 81
285
```

GIL Veja *global interpreter lock*.

global interpreter lock (bloqueio global do interpretador) O mecanismo utilizado pelo interpretador *CPython* para garantir que apenas uma thread execute o *bytecode* Python por vez. Isto simplifica a implementação do CPython ao fazer com que o modelo de objetos (incluindo tipos internos críticos como o `dict`) ganhem segurança implícita contra acesso concorrente. Travar todo o interpretador facilita que o interpretador em si seja multitarefa, às custas de muito do paralelismo já provido por máquinas multiprocessador.

No entanto, alguns módulos de extensão, tanto da biblioteca padrão quanto de terceiros, são desenvolvidos de forma a liberar o GIL ao realizar tarefas computacionalmente muito intensas, como compactação ou cálculos de hash. Além disso, o GIL é sempre liberado nas operações de E/S.

No passado, esforços para criar um interpretador que lidasse plenamente com threads (travando dados compartilhados numa granularidade bem mais fina) não foram bem sucedidos devido a queda no desempenho ao serem executados em processadores de apenas um núcleo. Acredita-se que superar essa questão de desempenho acabaria tornando a implementação muito mais complicada e bem mais difícil de manter.

hasheável An object is *hashable* if it has a hash value which never changes during its lifetime (it needs a `__hash__()` method), and can be compared to other objects (it needs an `__eq__()` or `__cmp__()` method). Hashable objects which compare equal must have the same hash value.

A hashabilidade faz com que um objeto possa ser usado como chave de um dicionário e como membro de um conjunto, pois estas estruturas de dados utilizam os valores de hash internamente.

All of Python's immutable built-in objects are hashable, while no mutable containers (such as lists or dictionaries) are. Objects which are instances of user-defined classes are hashable by default; they all compare unequal (except with themselves), and their hash value is derived from their `id()`.

IDLE Um ambiente de desenvolvimento integrado para Python. IDLE é um editor básico e um ambiente interpretador que vem junto com a distribuição padrão do Python.

imutável Um objeto que possui um valor fixo. Objetos imutáveis incluem números, strings e tuplas. Estes objetos não podem ser alterados. Um novo objeto deve ser criado se um valor diferente tiver de ser armazenado. Objetos imutáveis têm um papel importante em lugares onde um valor constante de hash seja necessário, como por exemplo uma chave em um dicionário.

integer division Mathematical division discarding any remainder. For example, the expression `11/4` currently evaluates to 2 in contrast to the `2.75` returned by float division. Also called *floor division*. When dividing two integers the outcome will always be another integer (having the floor function applied to it). However, if one of the operands is another numeric type (such as a `float`), the result will be coerced (see *coercion*) to a common type. For example, an integer divided by a float will result in a float value, possibly with a decimal fraction. Integer division can be forced by using the `//` operator instead of the `/` operator. See also `__future__`.

importing (importando) O processo pelo qual o código Python em um módulo é disponibilizado para o código Python em outro módulo.

importer Um objeto que localiza e carrega um módulo; Tanto um *finder* e o objeto *loader*.

interactive Python tem um interpretador interativo, o que significa que você pode digitar comandos e expressões no prompt do interpretador, executá-los imediatamente e ver seus resultados. Apenas execute `python` sem argumentos (possivelmente selecionando-o a partir do menu de aplicações de seu sistema operacional). O interpretador interativo é uma maneira poderosa de testar novas ideias ou aprender mais sobre módulos e pacotes (lembre-se do comando `help(x)`).

interpreted Python é uma linguagem interpretada, em oposição àquelas que são compiladas, embora esta distinção possa ser nebulosa devido à presença do compilador de bytecode. Isto significa que os arquivos-fontes podem ser executados diretamente sem necessidade explícita de se criar um arquivo executável. Linguagens interpretadas normalmente têm um ciclo de desenvolvimento/depuração mais curto que as linguagens compiladas, apesar de seus programas geralmente serem executados mais lentamente. Veja também *interativo*.

iterável An object capable of returning its members one at a time. Examples of iterables include all sequence types (such as `list`, `str`, and `tuple`) and some non-sequence types like `dict` and `file` and objects of any classes you define with an `__iter__()` or `__getitem__()` method. Iterables can be used in a `for` loop and in many other places where a sequence is needed (`zip()`, `map()`, ...). When an iterable object is passed as an argument to the built-in function `iter()`, it returns an iterator for the object. This iterator is good for one pass over the set of values. When using iterables, it is usually not necessary to call `iter()` or deal with iterator objects yourself. The `for` statement does that automatically for you, creating a temporary unnamed variable to hold the iterator for the duration of the loop. See also *iterator*, *sequence*, and *generator*.

iterador An object representing a stream of data. Repeated calls to the iterator's `next()` method return successive items in the stream. When no more data are available a `StopIteration` exception is raised instead. At this point, the iterator object is exhausted and any further calls to its `next()` method just raise `StopIteration`.

again. Iterators are required to have an `__iter__()` method that returns the iterator object itself so every iterator is also iterable and may be used in most places where other iterables are accepted. One notable exception is code which attempts multiple iteration passes. A container object (such as a `list`) produces a fresh new iterator each time you pass it to the `iter()` function or use it in a `for` loop. Attempting this with an iterator will just return the same exhausted iterator object used in the previous iteration pass, making it appear like an empty container.

Mais informações podem ser encontradas em [typeiter](#).

key function (função chave) Uma função chave ou função colação é algo que retorna um valor utilizado para ordenação ou classificação. Por exemplo, `locale.strxfrm()` é usada para produzir uma chave de ordenação que leva o `locale` em consideração para fins de ordenação.

A number of tools in Python accept key functions to control how elements are ordered or grouped. They include `min()`, `max()`, `sorted()`, `list.sort()`, `heapq.nsmallest()`, `heapq.nlargest()`, and `itertools.groupby()`.

There are several ways to create a key function. For example, the `str.lower()` method can serve as a key function for case insensitive sorts. Alternatively, an ad-hoc key function can be built from a [lambda](#) expression such as `lambda r: (r[0], r[2])`. Also, the `operator` module provides three key function constructors: `attrgetter()`, `itemgetter()`, and `methodcaller()`. See the [Sorting HOW TO](#) for examples of how to create and use key functions.

argumento nomeado Veja o [argument](#).

lambda Uma função de linha anônima consistindo de uma única [expression](#), que é avaliada quando a função é chamada. A sintaxe para criar uma função `lambda` é `lambda [parameters]: expression`

LBYL Iniciais da expressão em inglês “look before you leap”, que significa algo como “olhe antes de pisar”. Este estilo de codificação testa as pré-condições explicitamente antes de fazer chamadas ou buscas. Este estilo contrasta com a abordagem [EAFP](#) e é caracterizada pela presença de muitos comandos [if](#).

Em um ambiente multithread, a abordagem LBYL pode arriscar a introdução de uma condição de corrida entre “o olhar” e “o pisar”. Por exemplo, o código `if key in mapping: return mapping[key]` pode falhar se outra thread remover `key` do `mapping` após o teste, mas antes da olhada. Esse problema pode ser resolvido com bloqueios ou usando a abordagem [EAFP](#).

lista Uma [sequence](#) embutida no Python. Apesar do seu nome, é mais próximo de um vetor em outras linguagens do que uma lista encadeada, como o acesso aos elementos é da ordem $O(1)$.

list comprehension A compact way to process all or part of the elements in a sequence and return a list with the results. `result = ["0x%02x" % x for x in range(256) if x % 2 == 0]` generates a list of strings containing even hex numbers (0x..) in the range from 0 to 255. The `if` clause is optional. If omitted, all elements in `range(256)` are processed.

loader An object that loads a module. It must define a method named `load_module()`. A loader is typically returned by a [finder](#). See [PEP 302](#) for details.

método mágico Um sinônimo informal para um [special method](#).

mapeamento A container object that supports arbitrary key lookups and implements the methods specified in the `Mapping` or `MutableMapping` abstract base classes. Examples include `dict`, `collections.defaultdict`, `collections.OrderedDict` and `collections.Counter`.

metaclass A classe de uma classe. Definições de classe criam um nome de classe, um dicionário de classe e uma lista de classes base. A metaclasses é responsável por receber estes três argumentos e criar a classe. A maioria das linguagens de programação orientadas a objetos provê uma implementação default. O que torna o Python especial é o fato de ser possível criar metaclasses personalizadas. A maioria dos usuários nunca vai precisar deste recurso, mas quando houver necessidade, metaclasses possibilitam soluções poderosas e elegantes. Metaclasses têm sido utilizadas para gerar registros de acesso a atributos, para incluir proteção contra acesso concorrente, rastrear a criação de objetos, implementar singletons, dentre muitas outras tarefas.

More information can be found in *Customizing class creation*.

method (método) Uma função que é definida dentro do corpo de uma classe. Se chamada como um atributo de uma instância daquela classe, o método receberá a instância do objeto como seu primeiro *argumento* (que comumente é chamado de `self`). Veja *função* e *nested scope*.

method resolution order (ordem de resolução de método) Ordem de resolução de métodos é a ordem em que os membros de uma classe base são buscados durante a pesquisa. Veja *A ordem de resolução de métodos do Python 2.3*.

módulo Um objeto que serve como uma unidade organizacional de código Python. Os módulos têm um namespace contendo objetos Python arbitrários. Os módulos são carregados pelo Python através do processo de *importação*.

Veja também *pacote*.

MRO Veja *method resolution order*.

mutável Objeto mutável é aquele que pode modificar seus valor mas manter seu `id()`. Veja também *immutable*.

tupla nomeada Any tuple-like class whose indexable elements are also accessible using named attributes (for example, `time.localtime()` returns a tuple-like object where the *year* is accessible either with an index such as `t[0]` or with a named attribute like `t.tm_year`).

A named tuple can be a built-in type such as `time.struct_time`, or it can be created with a regular class definition. A full featured named tuple can also be created with the factory function `collections.namedtuple()`. The latter approach automatically provides extra features such as a self-documenting representation like `Employee(name='jones', title='programmer')`.

namespace The place where a variable is stored. Namespaces are implemented as dictionaries. There are the local, global and built-in namespaces as well as nested namespaces in objects (in methods). Namespaces support modularity by preventing naming conflicts. For instance, the functions `__builtin__.open()` and `os.open()` are distinguished by their namespaces. Namespaces also aid readability and maintainability by making it clear which module implements a function. For instance, writing `random.seed()` or `itertools.izip()` makes it clear that those functions are implemented by the `random` and `itertools` modules, respectively.

nested scope (escopo aninhado) The ability to refer to a variable in an enclosing definition. For instance, a function defined inside another function can refer to variables in the outer function. Note that nested scopes work only for reference and not for assignment which will always write to the innermost scope. In contrast, local variables both read and write in the innermost scope. Likewise, global variables read and write to the global namespace.

new-style class (novo estilo de classes) Any class which inherits from `object`. This includes all built-in types like `list` and `dict`. Only new-style classes can use Python's newer, versatile features like `__slots__`, descriptors, properties, and `__getattr__()`.

More information can be found in *New-style and classic classes*.

object (objeto) Qualquer dado que tenha estado (atributos ou valores) e comportamento definidos (métodos). Também a última classe base de qualquer *new-style class*.

pacote Um *module* Python é capaz de conter submódulos ou recursivamente, sub-pacotes. Tecnicamente, um pacote é um módulo Python com um atributo `__path__`.

parâmetro A named entity in a *function* (or method) definition that specifies an *argument* (or in some cases, arguments) that the function can accept. There are four types of parameters:

- *posicional-ou-nomeado*: especifica um argumento que pode ser tanto *posicional* quanto *nomeado*. Esse é o tipo padrão de parâmetro, por exemplo *foo* e *bar* a seguir:

```
def func(foo, bar=None): ...
```

- *positional-only*: specifies an argument that can be supplied only by position. Python has no syntax for defining positional-only parameters. However, some built-in functions have positional-only parameters (e.g. `abs()`).

- *var-posicional*: especifica quem uma sequência arbitrária de argumentos posicionais pode ser fornecida (em adição a qualquer argumento posicional já aceito por outros parâmetros). Tal parâmetro pode ser definido colocando um `*` antes do nome, por exemplo *args* a seguir:

```
def func(*args, **kwargs): ...
```

- *var-nomeado*: especifica que, arbitrariamente, muitos argumentos nomeados podem ser fornecidos (em adição a qualquer argumento nomeado já aceito por outros parâmetros). Tal parâmetro pode ser definido colocando-se `**` antes do nome, por exemplo *kwargs* no exemplo acima.

Parâmetros podem especificar tanto argumentos opcionais quanto obrigatórios, assim como valores padrões para alguns argumentos opcionais.

See also the [argument](#) glossary entry, the FAQ question on the difference between arguments and parameters, and the [Function definitions](#) section.

PEP Proposta de melhoria do Python. Uma PEP é um documento de design que fornece informação para a comunidade Python, ou descreve uma nova funcionalidade para o Python ou seus predecessores ou ambientes. PEPs devem prover uma especificação técnica concisa e um racional para funcionalidades propostas.

PEPs tem a intenção de ser os mecanismos primários para propor novas funcionalidades significativas, para coletar opiniões da comunidade sobre um problema, e para documentar as decisões de design que foram adicionadas ao Python. O autor da PEP é responsável por construir um consenso dentro da comunidade e documentar opiniões dissidentes.

Veja [PEP 1](#).

positional argument (argumento posicional) Veja o [argument](#).

Python 3000 Apelido para a versão do Python 3.x linha de lançamento (cunhado há muito tempo, quando o lançamento da versão 3 era algo em um futuro muito distante.) Esse termo possui a seguinte abreviação: “Py3k”.

Pythonic Uma ideia ou um pedaço de código que segue de perto os idiomas mais comuns da linguagem Python, ao invés de implementar códigos usando conceitos comuns a outros idiomas. Por exemplo, um idioma comum em Python é fazer um loop sobre todos os elementos de uma iterável usando a instrução *for*. Muitas outras linguagens não têm esse tipo de construção, então as pessoas que não estão familiarizadas com o Python usam um contador numérico:

```
for i in range(len(food)):
    print food[i]
```

Ao contrário do método limpo, ou então, Pythonico:

```
for piece in food:
    print piece
```

reference count O número de referências para um objeto. Quando a contagem de referências de um objeto atinge zero, ele é desalocado. Contagem de referências geralmente não é visível no código Python, mas é um elemento chave da implementação *CPython*. O módulo `sys` define a função `getrefcount()` que programadores podem chamar para retornar a contagem de referências para um objeto em particular.

__slots__ A declaration inside a *new-style class* that saves memory by pre-declaring space for instance attributes and eliminating instance dictionaries. Though popular, the technique is somewhat tricky to get right and is best reserved for rare cases where there are large numbers of instances in a memory-critical application.

sequência An *iterable* which supports efficient element access using integer indices via the `__getitem__()` special method and defines a `len()` method that returns the length of the sequence. Some built-in sequence types are `list`, `str`, `tuple`, and `unicode`. Note that `dict` also supports `__getitem__()` and `__len__()`, but is considered a mapping rather than a sequence because the lookups use arbitrary *immutable* keys rather than integers.

fatia An object usually containing a portion of a *sequence*. A slice is created using the subscript notation, `[]` with colons between numbers when several are given, such as in `variable_name[1:3:5]`. The bracket (subscript) notation uses `slice` objects internally (or in older versions, `__getslice__()` and `__setslice__()`).

método especial Um método que é chamado implicitamente pelo Python para executar uma certa operação em um tipo, como uma adição por exemplo. Tais métodos tem nomes iniciando e terminando com dois underscores. Métodos especiais estão documentados em *Special method names*.

instrução Uma instrução é parte de uma suíte (um “bloco” de código). Uma instrução é ou uma *expression* ou uma de várias construções com uma palavra-chave, tal como *if*, *while* ou *for*.

struct sequence A tuple with named elements. Struct sequences expose an interface similar to *named tuple* in that elements can be accessed either by index or as an attribute. However, they do not have any of the named tuple methods like `_make()` or `_asdict()`. Examples of struct sequences include `sys.float_info` and the return value of `os.stat()`.

aspas triplas Uma string que está definida com três ocorrências de aspas duplas (“) ou apóstrofes (‘). Enquanto elas não fornecem nenhuma funcionalidade não disponível com strings de aspas simples, elas são úteis para inúmeras razões. Elas permitem que você inclua aspas simples e duplas não encerradas dentro de uma string, e elas podem utilizar múltiplas linhas sem o uso de caractere de continuação, fazendo-as especialmente úteis quando escrevemos documentação em docstrings.

type O tipo de um objeto Python determina qual tipo de objeto ele é; cada objeto tem um tipo. Um tipo de objeto é acessível pelo atributo `__class__` ou pode ser recuperado com `type(obj)`.

Novas linhas universais A manner of interpreting text streams in which all of the following are recognized as ending a line: the Unix end-of-line convention `'\n'`, the Windows convention `'\r\n'`, and the old Macintosh convention `'\r'`. See [PEP 278](#) and [PEP 3116](#), as well as `str.splitlines()` for an additional use.

ambiente virtual Um ambiente de execução isolado que permite usuários Python e aplicações instalarem e atualizarem pacotes Python sem interferir no comportamento de outras aplicações Python em execução no mesmo sistema.

máquina virtual Um computador definido inteiramente em software. A máquina virtual de Python executa o *bytecode* emitido pelo compilador de bytecode.

Zen of Python Lista de princípios de projeto e filosofias do Python que são úteis para a compreensão e uso da linguagem. A lista é exibida quando se digita `“import this”` no console interativo.

Sobre esses documentos

Esses documentos são gerados a partir de [reStructuredText](#) pelo [Sphinx](#), um processador de documentos especificamente escrito para documentação do Python.

O desenvolvimento da documentação e de suas ferramentas é um esforço totalmente voluntário, como o Python em si. Se você quer contribuir, por favor dê uma olhada na página [reporting-bugs](#) para informações sobre como fazer. Novos voluntários são sempre bem vindos!

Agradecimentos especiais para:

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- Fredrik Lundh por seu projeto [Referência Alternativa para Python](#) do qual Sphinx teve muitas ideias boas.

B.1 Contribuidores da Documentação do Python

Muitas pessoas tem contribuído para a linguagem Python, sua biblioteca padrão e sua documentação. Veja [Misc/ACKS](#) na distribuição do código do Python para ver uma lista parcial de contribuidores.

Tudo isso só foi possível com o esforço e a contribuição da comunidade Python, por isso temos essa maravilhosa documentação – Obrigado a todos!

História e Licença

C.1 História do software

O Python foi criado no início dos anos 1990 por Guido van Rossum na Stichting Mathematisch Centrum (CWI, veja <https://www.cwi.nl/>) na Holanda como um sucessor de uma linguagem chamada ABC. Guido continua a ser o principal autor de Python, embora inclua muitas contribuições de outros.

Em 1995, Guido continuou seu trabalho em Python na Corporação para Iniciativas Nacionais de Pesquisa (CNRI, veja <https://www.cnri.reston.va.us/>) em Reston, Virgínia, onde lançou várias versões do software.

Em maio de 2000, Guido e a equipe principal de desenvolvimento do Python mudaram-se para o BeOpen.com para formar a equipe BeOpen PythonLabs. Em outubro do mesmo ano, a equipe da PythonLabs mudou para a Digital Creations (agora Zope Corporation; veja <https://www.zope.org/>). Em 2001, formou-se a Python Software Foundation (PSF, ver <https://www.python.org/psf/>), uma organização sem fins lucrativos criada especificamente para possuir propriedade intelectual relacionada a Python. A Zope Corporation é um membro patrocinador do PSF.

Todas as versões do Python são de código aberto (consulte <https://opensource.org/> para a definição de código aberto). Historicamente, a maioria, mas não todas, versões do Python também são compatíveis com GPL; a tabela abaixo resume os vários lançamentos.

Release	Derivado de	Ano	Proprietário	GPL compatível?
0.9.0 a 1.2	n/a	1991-1995	CWI	sim
1.3 a 1.5.2	1.2	1995-1999	CNRI	sim
1.6	1.5.2	2000	CNRI	não
2.0	1.6	2000	BeOpen.com	não
1.6.1	1.6	2001	CNRI	não
2.1	2.0+1.6.1	2001	PSF	não
2.0.1	2.0+1.6.1	2001	PSF	sim
2.1.1	2.1+2.0.1	2001	PSF	sim
2.1.2	2.1.1	2002	PSF	sim
2.1.3	2.1.2	2002	PSF	sim
2.2 e acima	2.1.1	2001-agora	PSF	sim

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C.3.1 Mersenne Twister

O módulo `_random` inclui código baseado em um download de <http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html>. A seguir estão os comentários literais do código original:

A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`
or `init_by_array(init_key, key_length)`.

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C.3.2 Sockets

O módulo `socket` usa as funções `getaddrinfo()` e `getnameinfo()`, que são codificadas em arquivos de origem separados do Projeto WIDE, <http://www.wide.ad.jp/>.

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C.3.4 MD5 message digest algorithm

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L. Peter Deutsch
ghost@aladdin.com

Independent implementation of MD5 (RFC 1321).

This code implements the MD5 Algorithm defined in RFC 1321, whose
text is available at
    http://www.ietf.org/rfc/rfc1321.txt
The code is derived from the text of the RFC, including the test suite
(section A.5) but excluding the rest of Appendix A. It does not include
any code or documentation that is identified in the RFC as being
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The original and principal author of md5.h is L. Peter Deutsch
<ghost@aladdin.com>. Other authors are noted in the change history
that follows (in reverse chronological order):

2002-04-13 lpd Removed support for non-ANSI compilers; removed
    references to Ghostscript; clarified derivation from RFC 1321;
    now handles byte order either statically or dynamically.
1999-11-04 lpd Edited comments slightly for automatic TOC extraction.
1999-10-18 lpd Fixed typo in header comment (ansi2knr rather than md5);
    added conditionalization for C++ compilation from Martin
    Purschke <purschke@bnl.gov>.
1999-05-03 lpd Original version.
```


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http://zooko.com/
mailto:zooko@zooko.com

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C.3.8 Funções `UUencode` e `UUdecode`

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Modified by Jack Jansen, CWI, July 1995:
- Use binascii module to do the actual line-by-line conversion
  between ascii and binary. This results in a 1000-fold speedup. The C
```

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```
version is still 5 times faster, though.
- Arguments more compliant with Python standard
```

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Não alfabético

..., [89](#)
 %= augmented assignment, [65](#)
 &= augmented assignment, [65](#)
 * comando, [81](#)
 in function calls, [53](#)
 ** comando, [81](#)
 in function calls, [54](#)
 **= augmented assignment, [65](#)
 *= augmented assignment, [65](#)
 += augmented assignment, [65](#)
 // = augmented assignment, [65](#)
 /= augmented assignment, [65](#)
 2to3, [89](#)
 <<= augmented assignment, [65](#)
 = assignment statement, [64](#)
 -= augmented assignment, [65](#)
 >>= augmented assignment, [65](#)
 >>>, [89](#)
 @ comando, [80](#)
 ^= augmented assignment, [65](#)
 __abs__() (método object), [36](#)
 __add__() (método object), [35](#)
 __all__ (optional module attribute), [71](#)
 __and__() (método object), [35](#)
 __bases__ (class attribute), [21](#)
 __builtin__ módulo, [73](#), [83](#)
 __builtins__ [73](#)
 __call__() (método object), [32](#)
 __call__() (object method), [54](#)
 __class__ (instance attribute), [22](#)
 __closure__ (function attribute), [19](#)
 __cmp__() (método object), [27](#)
 __code__ (function attribute), [19](#)
 __coerce__() (método object), [37](#)
 __complex__() (método object), [36](#)
 __contains__() (método object), [33](#)
 __debug__ [66](#)
 __defaults__ (function attribute), [19](#)
 __del__() (método object), [25](#)
 __delattr__() (método object), [28](#)
 __delete__() (método object), [29](#)
 __delitem__() (método object), [33](#)
 __delslice__() (método object), [34](#)
 __dict__ (class attribute), [21](#)
 __dict__ (function attribute), [19](#)
 __dict__ (instance attribute), [22](#), [28](#)
 __dict__ (module attribute), [21](#)
 __div__() (método object), [35](#)
 __divmod__() (método object), [35](#)
 __doc__ (class attribute), [21](#)
 __doc__ (function attribute), [19](#)
 __doc__ (method attribute), [19](#)
 __doc__ (module attribute), [21](#)
 __enter__() (método object), [38](#)
 __eq__() (método object), [26](#)
 __exit__() (método object), [38](#)
 __file__ [71](#)
 __file__ (module attribute), [21](#)
 __float__() (método object), [36](#)
 __floordiv__() (método object), [35](#)
 __future__ [92](#)
 __ge__() (método object), [26](#)

`__get__()` (método object), 29
`__getattr__()` (método object), 28
`__getattribute__()` (método object), 28
`__getitem__()` (mapping object method), 24
`__getitem__()` (método object), 32
`__getslice__()` (método object), 34
`__globals__` (function attribute), 19
`__gt__()` (método object), 26
`__hash__()` (método object), 27
`__hex__()` (método object), 36
`__iadd__()` (método object), 36
`__iand__()` (método object), 36
`__idiv__()` (método object), 36
`__ifloordiv__()` (método object), 36
`__ilshift__()` (método object), 36
`__imod__()` (método object), 36
`__imul__()` (método object), 36
`__index__()` (método object), 36
`__init__()` (método object), 25
`__init__()` (object method), 21
`__instancecheck__()` (método class), 31
`__int__()` (método object), 36
`__invert__()` (método object), 36
`__ior__()` (método object), 36
`__ipow__()` (método object), 36
`__irshift__()` (método object), 36
`__isub__()` (método object), 36
`__iter__()` (método object), 33
`__itruediv__()` (método object), 36
`__ixor__()` (método object), 36
`__le__()` (método object), 26
`__len__()` (mapping object method), 27
`__len__()` (método object), 32
`__loader__`, 71
`__long__()` (método object), 36
`__lshift__()` (método object), 35
`__lt__()` (método object), 26
`__main__`
 módulo, 42, 83
`__metaclass__` (variável interna), 31
`__missing__()` (método object), 33
`__mod__()` (método object), 35
`__module__` (class attribute), 21
`__module__` (function attribute), 19
`__module__` (method attribute), 19
`__mul__()` (método object), 35
`__name__`, 71
`__name__` (class attribute), 21
`__name__` (function attribute), 19
`__name__` (method attribute), 19
`__name__` (module attribute), 21
`__ne__()` (método object), 26
`__neg__()` (método object), 36
`__new__()` (método object), 25
`__nonzero__()` (método object), 27
`__nonzero__()` (object method), 32
`__oct__()` (método object), 36
`__or__()` (método object), 35
`__package__`, 71
`__path__`, 70, 71
`__pos__()` (método object), 36
`__pow__()` (método object), 35
`__radd__()` (método object), 35
`__rand__()` (método object), 35
`__rcmp__()` (método object), 27
`__rdiv__()` (método object), 35
`__rdivmod__()` (método object), 35
`__repr__()` (método object), 26
`__reversed__()` (método object), 33
`__rfloordiv__()` (método object), 35
`__rlshift__()` (método object), 35
`__rmod__()` (método object), 35
`__rmul__()` (método object), 35
`__ror__()` (método object), 35
`__rpow__()` (método object), 35
`__rrshift__()` (método object), 35
`__rshift__()` (método object), 35
`__rsub__()` (método object), 35
`__rtruediv__()` (método object), 35
`__rxor__()` (método object), 35
`__set__()` (método object), 29
`__setattr__()` (método object), 28
`__setattr__()` (object method), 28
`__setitem__()` (método object), 33
`__setslice__()` (método object), 34
`__slots__`, 96
`__slots__` (variável interna), 30
`__str__()` (método object), 26
`__sub__()` (método object), 35
`__subclasscheck__()` (método class), 31
`__truediv__()` (método object), 35
`__unicode__()` (método object), 27
`__xor__()` (método object), 35
`|=`
 augmented assignment, 65

A

`abs`
 função interna, 36
addition, 56
ambiente virtual, 97
and
 bitwise, 56
 operador, 60
anonymous
 function, 60
argument
 call semantics, 52

- function, 18
- function definition, 80
- argumento, **89**
- argumento nomeado, **94**
- arithmetic
 - conversion, 45
 - operation, binary, 55
 - operation, unary, 55
- array
 - módulo, 18
- as
 - import statement, 70
 - with statement, 79
- ASCII@ASCII, 4, 10, 11, 14, 17
- aspas triplas, **97**
- assert
 - comando, 66
- AssertionError
 - exceção, 66
- assertions
 - debugging, 66
- assignment
 - attribute, 64
 - augmented, 65
 - class attribute, 21
 - class instance attribute, 22
 - slicing, 65
 - statement, 18, 64
 - subscription, 65
 - target list, 64
- atom, 46
- atributo, **90**
- attribute, 16
 - assignment, 64
 - assignment, class, 21
 - assignment, class instance, 22
 - class, 21
 - class instance, 22
 - deletion, 67
 - generic special, 16
 - reference, 51
 - special, 16
- AttributeError
 - exceção, 51
- augmented
 - assignment, 65

B

- back-quotes, 26, 49
- backslash character, 7
- backward
 - quotes, 26, 49
- BDFL, **90**
- binary

- arithmetic operation, 55
- bitwise operation, 56
- binary literal, 12
- binding
 - global name, 73
 - name, 41, 64, 70, 71, 80, 81
- bitwise
 - and, 56
 - operation, binary, 56
 - operation, unary, 55
 - or, 56
 - xor, 56
- blank line, 7
- block, 41
 - code, 41
- BNF, 4, 45
- Boolean
 - objeto, 17
 - operation, 60
- break
 - comando, 69, 76, 78
- bsddb
 - módulo, 18
- built-in
 - method, 20
- built-in function
 - call, 54
 - objeto, 20, 54
- built-in method
 - call, 54
 - objeto, 20, 54
- byte, 17
- bytearray, 18
- bytecode, 22, **90**

C

- C, 10
 - language, 16, 17, 20, 57
- call, 52
 - built-in function, 54
 - built-in method, 54
 - class instance, 54
 - class object, 21, 54
 - function, 18, 54
 - instance, 32, 54
 - method, 54
 - procedure, 64
 - user-defined function, 54
- callable
 - objeto, 18, 52
- chaining
 - comparisons, 57
- character, 17, 52
- character set, 17

`chr`
 função interna, 17

`class`
 attribute, 21
 attribute assignment, 21
 classic, 24
 comando, 81
 constructor, 25
 definition, 68, 81
 instance, 22
 name, 81
 new-style, 24
 objeto, 21, 54, 81
 old-style, 24

`class instance`
 attribute, 22
 attribute assignment, 22
 call, 54
 objeto, 21, 22, 54

`class object`
 call, 21, 54

`Classe`, 90

`classe base abstrata`, 89

`classic class`, 90

`clause`, 75

`close()` (*método generator*), 50

`cmp`
 função interna, 27

`co_argcount` (*code object attribute*), 22

`co_cellvars` (*code object attribute*), 22

`co_code` (*code object attribute*), 22

`co_consts` (*code object attribute*), 22

`co_filename` (*code object attribute*), 22

`co_firstlineno` (*code object attribute*), 22

`co_flags` (*code object attribute*), 22

`co_freevars` (*code object attribute*), 22

`co_lnotab` (*code object attribute*), 22

`co_name` (*code object attribute*), 22

`co_names` (*code object attribute*), 22

`co_nlocals` (*code object attribute*), 22

`co_stacksize` (*code object attribute*), 22

`co_varnames` (*code object attribute*), 22

`code`
 block, 41

`code object`, 22

`coerção`, 90

`comando`
 *, 81
 **, 81
 @, 80
 assert, 66
 break, 69, 76, 78
 class, 81
 continue, 69, 76, 78
 def, 80
 del, 25, 67
 exec, 73
 for, 69, 76
 from, 41
 global, 64, 67, 73
 if, 76
 import, 21, 70
 pass, 66
 print, 26, 67
 raise, 69
 return, 68, 78
 try, 23, 77
 while, 69, 76
 with, 38, 79
 yield, 68

comma, 47
 trailing, 61, 67

command line, 83

comment, 6

comparison, 57
 string, 17

comparisons, 26, 27
 chaining, 57

compile
 função interna, 73

complex
 função interna, 36
 literal, 12
 number, 17
 objeto, 17

compound
 statement, 75

comprehensions
 list, 47

Conditional
 expression, 60

conditional
 expression, 60

constant, 10

constructor
 class, 25

container, 16, 21

context manager, 38

continue
 comando, 69, 76, 78

conversion
 arithmetic, 45
 string, 26, 49, 64

coroutine, 50

CPython, 90

D

dangling

- else, 76
- data, 15
 - type, 16
 - type, immutable, 46
- datum, 48
- dbm
 - módulo, 18
- debugging
 - assertions, 66
- decimal literal, 12
- decorador, **90**
- DEDENT token, 7, 76
- def
 - comando, 80
- default
 - parameter value, 80
- definition
 - class, 68, 81
 - function, 68, 80
- del
 - comando, 25, 67
- deletion
 - attribute, 67
 - target, 67
 - target list, 67
- delimiters, 14
- descriptor, **91**
- destructor, 25, 64
- dicionário, **91**
- dictionary
 - display, 48
 - objeto, 18, 21, 27, 48, 51, 65
- display
 - dictionary, 48
 - list, 47
 - set, 49
 - tuple, 47
- divisão pelo piso, **92**
- division, 55
- divmod
 - função interna, 35, 36
- docstring, 81, **91**
- documentation string, 23
- duck-typing (*tipagem pato*), **91**

E

- EAFP, **91**
- EBCDIC, 17
- elif
 - palavra-chave, 76
- Ellipsis
 - objeto, 16
- else
 - dangling, 76

- palavra-chave, 69, 76, 78
- empty
 - list, 47
 - tuple, 18, 47
- encoding declarations (*source file*), 6
- environment, 41
- error handling, 43
- errors, 43
- escape sequence, 10
- eval
 - função interna, 73, 84
- evaluation
 - order, 61
- exc_info (*in module sys*), 23
- exc_traceback (*in module sys*), 23, 78
- exc_type (*in module sys*), 78
- exc_value (*in module sys*), 78
- exceção
 - AssertionError, 66
 - AttributeError, 51
 - GeneratorExit, 50
 - ImportError, 70, 71
 - NameError, 46
 - RuntimeError, 67
 - StopIteration, 50, 68
 - TypeError, 55
 - ValueError, 56
 - ZeroDivisionError, 55
- except
 - palavra-chave, 77
- exception, 43, 69
 - handler, 23
 - raising, 69
- exception handler, 43
- exclusive
 - or, 56
- exec
 - comando, 73
- execfile
 - função interna, 73
- execution
 - frame, 41, 81
 - restricted, 42
 - stack, 23
- execution model, 41
- expressão, **91**
- expression, 45
 - Conditional, 60
 - conditional, 60
 - generator, 48
 - lambda, 60, 81
 - list, 61, 63, 64
 - statement, 63
 - yield, 49

- extended
 - slicing, 52
- extended print statement, 67
- extended slicing, 17
- extension
 - module, 16
- extension module (*módulo de extensão*), 91

F

- f_back (*frame attribute*), 23
- f_builtins (*frame attribute*), 23
- f_code (*frame attribute*), 23
- f_exc_traceback (*frame attribute*), 23
- f_exc_type (*frame attribute*), 23
- f_exc_value (*frame attribute*), 23
- f_globals (*frame attribute*), 23
- f_lasti (*frame attribute*), 23
- f_lineno (*frame attribute*), 23
- f_locals (*frame attribute*), 23
- f_restricted (*frame attribute*), 23
- f_trace (*frame attribute*), 23
- False, 17
- fatia, 97
- file
 - objeto, 22, 84
- finally
 - palavra-chave, 68, 69, 77, 78
- find_module
 - finder, 70
- finder, 70
 - find_module, 70
- float
 - função interna, 36
- floating point
 - number, 17
 - objeto, 17
- floating point literal, 12
- for
 - comando, 69, 76
- frame
 - execution, 41, 81
 - objeto, 23
- free
 - variable, 41, 67
- from
 - comando, 41
 - palavra-chave, 70
- frozenset
 - objeto, 18
- func_closure (*function attribute*), 19
- func_code (*function attribute*), 19
- func_defaults (*function attribute*), 19
- func_dict (*function attribute*), 19
- func_doc (*function attribute*), 19

- func_globals (*function attribute*), 19
- func_name (*function attribute*), 19
- função, 92
- função interna
 - abs, 36
 - chr, 17
 - cmp, 27
 - compile, 73
 - complex, 36
 - divmod, 35, 36
 - eval, 73, 84
 - execfile, 73
 - float, 36
 - globals, 73
 - hash, 27
 - hex, 36
 - id, 15
 - input, 84
 - int, 36
 - len, 17, 18, 32
 - locals, 73
 - long, 36
 - oct, 36
 - open, 22
 - ord, 17
 - pow, 35, 36
 - range, 77
 - raw_input, 84
 - repr, 26, 49, 64
 - slice, 23
 - str, 26, 49
 - type, 15
 - unichr, 17
 - unicode, 17, 27

- function
 - anonymous, 60
 - argument, 18
 - call, 18, 54
 - call, user-defined, 54
 - definition, 68, 80
 - generator, 49, 68
 - name, 80
 - objeto, 19, 20, 54, 80
 - user-defined, 19
- future
 - statement, 72

G

- garbage collection, 15
- garbage collection (*coletor de lixo*), 92
- gdbm
 - módulo, 18
- generator, 92
 - expression, 48

- function, 20, 49, 68
- iterator, 20, 68
- objeto, 22, 48, 50
- generator expression, **92**
- GeneratorExit
 - exceção, 50
- generic
 - special attribute, 16
- gerador, **92**
- gerenciador de contexto, **90**
- GIL, **92**
- global
 - comando, 64, 67, 73
 - name binding, 73
 - namespace, 19
- global interpreter lock (*bloqueio global do interpretador*), **92**
- globals
 - função interna, 73
- grammar, 4
- grouping, 7

H

- handle an exception, 43
- handler
 - exception, 23
- hash
 - função interna, 27
- hash character, 6
- hashable, 48
- hasheável, **93**
- hex
 - função interna, 36
- hexadecimal literal, 12
- hierarchy
 - type, 16

I

- id
 - função interna, 15
- identifier, 9, 46
- identity
 - test, 59
- identity of an object, 15
- IDLE, **93**
- if
 - comando, 76
- im_class (*method attribute*), 20
- im_func (*method attribute*), 19, 20
- im_self (*method attribute*), 19, 20
- imaginary literal, 12
- immutable
 - data type, 46
 - object, 46, 48
 - objeto, 17
- immutable object, 15
- immutable sequence
 - objeto, 17
- immutable types
 - subclassing, 25
- import
 - comando, 21, 70
- importer, **93**
- ImportError
 - exceção, 70, 71
- importing (*importando*), **93**
- imutável, **93**
- in
 - operador, 59
 - palavra-chave, 76
- inclusive
 - or, 56
- INDENT token, 7
- indentation, 7
- index operation, 17
- indices() (*método slice*), 23
- inheritance, 81
- input, 84
 - função interna, 84
 - raw, 84
- instance
 - call, 32, 54
 - class, 22
 - objeto, 21, 22, 54
- instrução, **97**
- int
 - função interna, 36
- integer, 17
 - objeto, 16
 - representation, 17
- integer division, **93**
- integer literal, 12
- interactive, **93**
- interactive mode, 83
- internal type, 22
- interpreted, **93**
- interpreter, 83
- inversion, 55
- invocation, 18
- is
 - operador, 59
- is not
 - operador, 59
- item
 - sequence, 51
 - string, 52
- item selection, 17
- iterador, **93**

iterável, [93](#)

J

Java
 language, [17](#)

K

key, [48](#)
key function (*função chave*), [94](#)
key/datum pair, [48](#)
keyword, [9](#)

L

lambda, [94](#)
 expression, [60](#), [81](#)
language
 C, [16](#), [17](#), [20](#), [57](#)
 Java, [17](#)
 Pascal, [77](#)
last_traceback (*in module sys*), [23](#)
LBYL, [94](#)
leading whitespace, [7](#)
len
 função interna, [17](#), [18](#), [32](#)
lexical analysis, [5](#)
lexical definitions, [4](#)
line continuation, [7](#)
line joining, [6](#), [7](#)
line structure, [5](#)
list
 assignment, target, [64](#)
 comprehensions, [47](#)
 deletion target, [67](#)
 display, [47](#)
 empty, [47](#)
 expression, [61](#), [63](#), [64](#)
 objeto, [18](#), [47](#), [51](#), [52](#), [65](#)
 target, [64](#), [76](#)
list comprehension, [94](#)
lista, [94](#)
literal, [10](#), [46](#)
load_module
 loader, [70](#)
loader, [70](#), [94](#)
 load_module, [70](#)
localizador, [92](#)
locals
 função interna, [73](#)
logical line, [6](#)
long
 função interna, [36](#)
long integer
 objeto, [17](#)
long integer literal, [12](#)

loop
 over mutable sequence, [77](#)
 statement, [69](#), [76](#)
loop control
 target, [69](#)

M

magic
 method, [94](#)
makefile() (*socket method*), [22](#)
mangling
 name, [46](#)
mapeamento, [94](#)
mapping
 objeto, [18](#), [22](#), [51](#), [65](#)
máquina virtual, [97](#)
membership
 test, [59](#)
metaclass, [94](#)
method
 built-in, [20](#)
 call, [54](#)
 magic, [94](#)
 objeto, [19](#), [20](#), [54](#)
 special, [97](#)
 user-defined, [19](#)
method (*método*), [95](#)
method resolution order (*ordem de resolução de método*), [95](#)
método especial, [97](#)
método mágico, [94](#)
minus, [55](#)
module
 extension, [16](#)
 importing, [70](#)
 namespace, [21](#)
 objeto, [21](#), [51](#)
modulo, [55](#)
módulo, [95](#)
 __builtin__, [73](#), [83](#)
 __main__, [42](#), [83](#)
 array, [18](#)
 bsddb, [18](#)
 dbm, [18](#)
 gdbm, [18](#)
 sys, [67](#), [78](#), [83](#)
MRO, [95](#)
multiplication, [55](#)
mutable
 objeto, [18](#), [64](#), [65](#)
mutable object, [15](#)
mutable sequence
 loop over, [77](#)
 objeto, [18](#)

mutável, **95**

N

name, **9, 41, 46**

binding, **41, 64, 70, 71, 80, 81**

binding, global, **73**

class, **81**

function, **80**

mangling, **46**

rebinding, **64**

unbinding, **67**

NameError

exceção, **46**

NameError (*built-in exception*), **41**

names

private, **46**

namespace, **41, 95**

global, **19**

module, **21**

negation, **55**

nested scope (*escopo aninhado*), **95**

new-style class (*novo estilo de classes*), **95**

newline

suppression, **67**

NEWLINE token, **6, 76**

next () (*método generator*), **50**

None

objeto, **16, 64**

not

operador, **60**

not in

operador, **59**

notation, **4**

NotImplemented

objeto, **16**

Novas linhas universais, **97**

null

operation, **66**

number, **12**

complex, **17**

floating point, **17**

numeric

objeto, **16, 22**

numeric literal, **12**

número complexo, **90**

O

object, **15**

code, **22**

immutable, **46, 48**

object (*objeto*), **95**

objeto

Boolean, **17**

built-in function, **20, 54**

built-in method, **20, 54**

callable, **18, 52**

class, **21, 54, 81**

class instance, **21, 22, 54**

complex, **17**

dictionary, **18, 21, 27, 48, 51, 65**

Ellipsis, **16**

file, **22, 84**

floating point, **17**

frame, **23**

frozenset, **18**

function, **19, 20, 54, 80**

generator, **22, 48, 50**

immutable, **17**

immutable sequence, **17**

instance, **21, 22, 54**

integer, **16**

list, **18, 47, 51, 52, 65**

long integer, **17**

mapping, **18, 22, 51, 65**

method, **19, 20, 54**

module, **21, 51**

mutable, **18, 64, 65**

mutable sequence, **18**

None, **16, 64**

NotImplemented, **16**

numeric, **16, 22**

plain integer, **16**

recursive, **49**

sequence, **17, 22, 51, 52, 59, 65, 76**

set, **18, 49**

set type, **18**

slice, **32**

string, **17, 51, 52**

traceback, **23, 69, 78**

tuple, **18, 51, 52, 61**

unicode, **17**

user-defined function, **19, 54, 80**

user-defined method, **19**

objeto arquivo, **91**

objeto byte ou similar, **90**

objeto como-arquivo, **92**

oct

função interna, **36**

octal literal, **12**

open

função interna, **22**

operador

and, **60**

in, **59**

is, **59**

is not, **59**

not, **60**

not in, **59**

- or, 60
- operation
 - binary arithmetic, 55
 - binary bitwise, 56
 - Boolean, 60
 - null, 66
 - shifting, 56
 - unary arithmetic, 55
 - unary bitwise, 55
- operator
 - overloading, 24
 - precedence, 61
 - ternary, 60
- operators, 13
- or
 - bitwise, 56
 - exclusive, 56
 - inclusive, 56
 - operador, 60
- ord
 - função interna, 17
- order
 - evaluation, 61
- output, 64, 67
 - standard, 64, 67
- OverflowError (*built-in exception*), 16
- overloading
 - operator, 24

P

- package, 70
- pacote, 95
- palavra-chave
 - elif, 76
 - else, 69, 76, 78
 - except, 77
 - finally, 68, 69, 77, 78
 - from, 70
 - in, 76
 - yield, 49
- parameter
 - call semantics, 53
 - function definition, 79
 - value, default, 80
- parâmetro, 95
- parenthesized form, 47
- parser, 5
- Pascal
 - language, 77
- pass
 - comando, 66
- PEP, 96
- physical line, 6, 7, 10
- plain integer

- objeto, 16
- plain integer literal, 12
- plus, 55
- popen() (*in module os*), 22
- positional argument (*argumento posicional*), 96
- pow
 - função interna, 35, 36
- precedence
 - operator, 61
- primary, 51
- print
 - comando, 26, 67
- private
 - names, 46
- procedure
 - call, 64
- program, 83
- Propostas Estendidas Python
 - PEP 1, 96
 - PEP 236, 72
 - PEP 238, 92
 - PEP 255, 68
 - PEP 278, 97
 - PEP 302, 70, 92, 94
 - PEP 308, 60
 - PEP 328, 71
 - PEP 342, 51, 68
 - PEP 343, 38, 79, 90
 - PEP 3116, 97
 - PEP 3119, 32
- Python 3000, 96
- Pythonic, 96

Q

- quotes
 - backward, 26, 49
 - reverse, 26, 49

R

- raise
 - comando, 69
- raise an exception, 43
- raising
 - exception, 69
- range
 - função interna, 77
- raw input, 84
- raw string, 10
- raw_input
 - função interna, 84
- readline() (*file method*), 84
- rebinding
 - name, 64
- recursive

- objeto, 49
- reference
 - attribute, 51
- reference count, **96**
- reference counting, 15
- relative
 - import, 71
- repr
 - função interna, 26, 49, 64
- representation
 - integer, 17
- reserved word, 9
- restricted
 - execution, 42
- return
 - comando, 68, 78
- reverse
 - quotes, 26, 49
- RuntimeError
 - exceção, 67

S

- scope, 41
- send() (*método generator*), 50
- sequence
 - item, 51
 - objeto, 17, 22, 51, 52, 59, 65, 76
- sequência, **96**
- set
 - display, 49
 - objeto, 18, 49
- set type
 - objeto, 18
- shifting
 - operation, 56
- simple
 - statement, 63
- singleton
 - tuple, 18
- slice, 52
 - função interna, 23
 - objeto, 32
- slicing, 17, 18, 52
 - assignment, 65
 - extended, 52
- source character set, 6
- space, 7
- special
 - attribute, 16
 - attribute, generic, 16
 - method, 97
- stack
 - execution, 23
 - trace, 23

- standard
 - output, 64, 67
- Standard C, 10
- standard input, 83
- start (*slice object attribute*), 23, 52
- statement
 - assignment, 18, 64
 - assignment, augmented, 65
 - compound, 75
 - expression, 63
 - future, 72
 - loop, 69, 76
 - simple, 63
- statement grouping, 7
- stderr (*in module sys*), 22
- stdin (*in module sys*), 22
- stdio, 22
- stdout (*in module sys*), 22, 67
- step (*slice object attribute*), 23, 52
- stop (*slice object attribute*), 23, 52
- StopIteration
 - exceção, 50, 68
- str
 - função interna, 26, 49
- string
 - comparison, 17
 - conversion, 26, 49, 64
 - item, 52
 - objeto, 17, 51, 52
 - Unicode, 10
- string literal, 10
- struct sequence, **97**
- subclassing
 - immutable types, 25
- subscription, 17, 18, 51
 - assignment, 65
- subtraction, 56
- suite, 75
- suppression
 - newline, 67
- syntax, 4, 45
- sys
 - módulo, 67, 78, 83
 - sys.exc_info, 23
 - sys.exc_traceback, 23
 - sys.last_traceback, 23
 - sys.meta_path, 70
 - sys.modules, 70
 - sys.path, 70
 - sys.path_hooks, 70
 - sys.path_importer_cache, 70
 - sys.stderr, 22
 - sys.stdin, 22
 - sys.stdout, 22

SystemExit (*built-in exception*), 43

T

tab, 7

target, 64

deletion, 67

list, 64, 76

list assignment, 64

list, deletion, 67

loop control, 69

tb_frame (*traceback attribute*), 23

tb_lasti (*traceback attribute*), 23

tb_lineno (*traceback attribute*), 23

tb_next (*traceback attribute*), 23

termination model, 43

ternary

operator, 60

test

identity, 59

membership, 59

throw() (*método generator*), 50

token, 5

trace

stack, 23

traceback

objeto, 23, 69, 78

trailing

comma, 61, 67

triple-quoted string, 10

True, 17

try

comando, 23, 77

tupla nomeada, 95

tuple

display, 47

empty, 18, 47

objeto, 18, 51, 52, 61

singleton, 18

type, 16, 97

data, 16

função interna, 15

hierarchy, 16

immutable data, 46

type of an object, 15

TypeError

exceção, 55

types, internal, 22

U

unary

arithmetic operation, 55

bitwise operation, 55

unbinding

name, 67

UnboundLocalError, 41

unichr

função interna, 17

Unicode, 17

unicode

função interna, 17, 27

objeto, 17

Unicode Consortium, 10

UNIX, 83

unreachable object, 15

unrecognized escape sequence, 11

user-defined

function, 19

function call, 54

method, 19

user-defined function

objeto, 19, 54, 80

user-defined method

objeto, 19

V

value

default parameter, 80

value of an object, 15

ValueError

exceção, 56

values

writing, 64, 67

variable

free, 41, 67

visualização de dicionário, 91

W

while

comando, 69, 76

whitespace, 7

with

comando, 38, 79

writing

values, 64, 67

X

xor

bitwise, 56

Y

yield

comando, 68

expression, 49

palavra-chave, 49

Z

Zen of Python, 97

ZeroDivisionError
exceção, [55](#)