

## Re: accessor/mutator functions

**Source:** <http://coding.derkeiler.com/Archive/Python/comp.lang.python/2005-03/0087.html>

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Date: Tue, 01 Mar 2005 05:37:44 -0500

Andrew Dalke wrote:

> *Me:*

>

>>>> *What's wrong with the use of attributes in this case and how*

>>>> *would you write your interface?*

>

>

> *Dan Sommers:*

>

>>> *I think I'd add a `change_temperature_to` method that accepts the target*

>>> *temperature and some sort of timing information, depending on how the*

>>> *rest of the program and/or thread is structured.*

>

>

[...]

>

> *Your `tell_the_device_to_change` is my `self.target` and your*

> *`read_the_temperature_from_the_device` is `self.current_temperature`.*

> *In some sense it comes down to style.*

>

Indeed, but it also comes down to control paradigm. I don't \*know\*, but

I'll make a guess that Dan, who admits to being "old school", hasn't

done a lot of work with GUIs, which are inherently event-based.

The difference between your approaches to controlling an external process appear to me to be very similar to the differences between the traditional "we ask the questions" approach of a batch program (where the program logic dictates the sequence of inputs) and the "what just happened" approach required by event-driven GUI-based programming.

> *BTW, had I done this for real I would have two layers, one*

> *which is communications oriented ("`send 'get current temperature'`*

> *message to device") and my object model which uses the messaging*

> *interface underneath.*

>

>

>> *I think part of my thinking*

>> *comes from my old Pascal days, when it made me cringe to think that*

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>> *"x:=b;" might actually execute a subroutine rather than just copy some*

>> *memory around.*

>

Well, you are clearly more up-to-d