

Using Cython to write C and C++ Extensions to Python

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If you want to easily write C and C++ extensions (to Python) that incorporate Python syntax, C and C++ functions you can use Cython.

To install Cython from FreeBSD ports:

```
cd /usr/ports/lang/cython
make install clean
```

Then let's see a simple example that display numbers from 1 to n, where n is a given parameter to a function we will define.

First we define the pyx source file:

```
myfunc.pyx#!/usr/local/bin/python
```

```
def display_numbers(upper):
```

```
    for i in range(1,upper+1):
```

```
        print i
```

Then we define setup.py file that will build the C source code for our extension:

```
setup.pyfrom distutils.core import setup
```

```
from distutils.extension import Extension
```

```
from Cython.Distutils import build_ext
```

```
ext_modules = [Extension("myfunc", ["myfunc.pyx"])]
```

```
setup(
```

```
    name = 'myfunc',
```

```
    cmdclass = {'build_ext': build_ext},
```

```
    ext_modules = ext_modules
```

```
)
```

And then will build the binary extension to Python (run next command from shell command line):

```
python setup.py build_ext --inplace
```

Then we could run Python and from command prompt:

```
>>> from myfunc import display_numbers
```

```
>>> display_numbers(7)
```

```
1
2
3
4
5
6
7
```

Or we could write a small Python script that uses myfunc module/extension (run next example from command line):

```
view.py#!/usr/local/bin/python
```

```
import myfunc
```

```
myfunc.display_numbers(5)
```

Note: Cython is also usefull if you want to build an application but you do not want to share all source code. By using only Python code, the app can be reverse engineered but using Cython this will not be possible, at least to get the same source code.