Variable inheritance

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In the previous chapter, we saw how to define a *variable* for a *task*. When all the tasks of the same *family* share the same variable value, the value could be defined at the family level.

This is termed *variable inheritance*In the examples below the *variable* could have been defined at the level of the *suite*, achieving the same results.

Variables are inherited from the parent node. If a variable is redefined lower in the tree, it is said to be overridden. In this case, the new definition is the one being used. It is possible to override the generated variables.

This is not recommended and you should understand all the consequences if you decide to do so.

Text

Python

\$HOME/course/test.py

```
import os
from ecflow import Defs, Suite, Family, Task, Edit
def create_family_f1():
    return Family("f1",
            Edit(SLEEP=20),
                Task("t1"),
                Task("t2"))
print("Creating suite definition")
home = os.path.join(os.getenv("HOME"), "course")
defs = Defs(
        Suite("test",
            Edit(ECF_INCLUDE=home,ECF_HOME=home),
            create_family_f1()))
print(defs)
print("Checking job creation: .ecf -> .job0")
print(defs.check_job_creation())
print("Saving definition to file 'test.def'")
defs.save_as_defs("test.def")
```

Quiz

Let us have a quiz. Consider the following suite:

```
suite test
  edit SLEEP 100
  family f1
     edit SLEEP 80
     task tl
     task t2
        edit SLEEP 9
     family gl
         edit SLEEP 89
         task x1
            edit SLEEP 10
         task x2
     endfamily
  endfamily
  family f2
    task tl
    task t2
        edit SLEEP 77
    family g2
         task x1
            edit SLEEP 12
         task x2
     endfamily
  endfamily
endsuite
```

Here is the value for SLEEP for the above suite. Make sure you understand this.

node	SLEEP
/test/f1/t1	80
/test/f1/t2	9
/test/f1/g1/x1	10
/test/f1/g1/x2	89
/test/f2/t1	100
/test/f2/t2	77
/test/f2/g2/x1	12
/test/f2/g2/x2	100

What to do

1. Do the modifications

3. Watch in ecflow_ui.

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