

# API Documentation

API Documentation

May 24, 2012

## Contents

<b>Contents</b>	<b>1</b>
<b>1 Package lotto</b>	<b>2</b>
1.1 Modules . . . . .	2
1.2 Variables . . . . .	2
<b>2 Module lotto.lotto</b>	<b>3</b>
2.1 Variables . . . . .	3
2.2 Class Ui_MainWindow . . . . .	3
2.2.1 Methods . . . . .	3
2.2.2 Properties . . . . .	3
<b>3 Module lotto.lotto_gui1</b>	<b>4</b>
3.1 Functions . . . . .	4
3.2 Variables . . . . .	4
3.3 Class MeinDialog . . . . .	5
3.3.1 Methods . . . . .	5
3.3.2 Properties . . . . .	8
3.3.3 Class Variables . . . . .	8
<b>4 Module lotto.lottokugeln_rc</b>	<b>10</b>
4.1 Functions . . . . .	10
4.2 Variables . . . . .	10
<b>5 Module lotto.zufallszahl</b>	<b>11</b>
5.1 Functions . . . . .	11
5.2 Variables . . . . .	11
<b>Index</b>	<b>12</b>

# 1 Package lotto

## 1.1 Modules

- **lotto** (*Section 2, p. 3*)
- **lotto\_gui1**: The signals for the GUI  
(*Section 3, p. 4*)
- **lottokugeln\_rc** (*Section 4, p. 10*)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf  
(*Section 5, p. 11*)

## 1.2 Variables

Name	Description
__package__	<b>Value:</b> None

## 2 Module `lotto.lotto`

### 2.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>'lotto'</code>

### 2.2 Class `Ui_MainWindow`

object  `lotto.lotto.Ui_MainWindow`

**Known Subclasses:** `lotto.lotto_gui1.MeinDialog`

#### 2.2.1 Methods

<code>setupUi(self, MainWindow)</code>
--

<code>retranslateUi(self, MainWindow)</code>
--

*Inherited from object*

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__init__()`,  
`__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`,  
`__sizeof__()`, `__str__()`, `__subclasshook__()`

#### 2.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

### 3 Module *lotto.lotto\_gui1*

The signals for the GUI

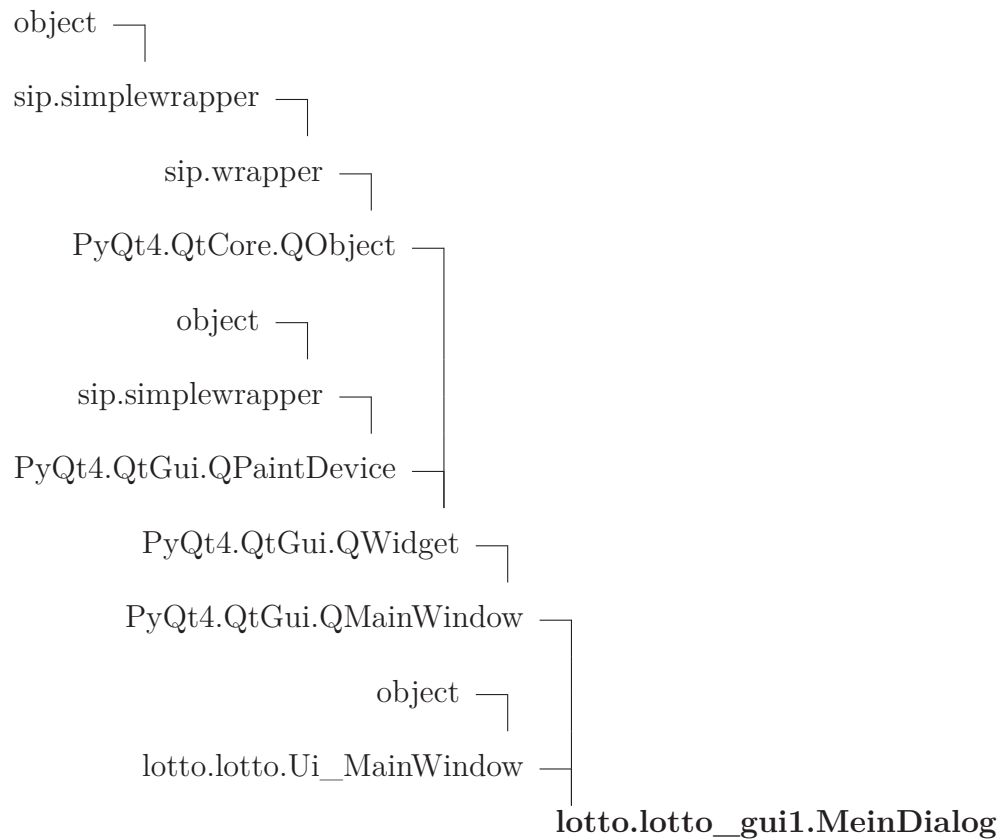
#### 3.1 Functions

<b>gui()</b>
open the GUI

#### 3.2 Variables

Name	Description
<code>__doc__</code>	<b>Value:</b> "The signals for the GUI"
<code>__package__</code>	<b>Value:</b> 'lotto'

### 3.3 Class *MeinDialog*



the GUI

#### 3.3.1 Methods

**`__init__(self)`**

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `exitit` (inherited documentation)

**`ontimer(self)`**

start time to show a number

**`NaechsteZahl(self)`**

Display the draw

**onbtn\_start(*self*)**

start simulation with the first drawing init timer with the valve from the Scrollbar the next drawing starts with the timer event

**actionLottosim(*self*)**

Changing the layout for simulation or generation Move the textedit and change the visible

**onZufallsgenerator(*self*)**

Show the output from the random number generator

**onAusgfeldLeeren(*self*)**

clear the TextEdit

**onInfo(*self*)**

Infoscreen

***Inherited from PyQt4.QtGui.QMainWindow***

addDockWidget(), addToolBar(), addToolBarBreak(), centralWidget(), contextMenuEvent(), corner(), createPopupMenu(), dockOptions(), dockWidgetArea(), documentMode(), event(), iconSize(), iconSizeChanged(), insertToolBar(), insertToolBarBreak(), isAnimated(), isDockNestingEnabled(), isSeparator(), menuBar(), menuWidget(), removeDockWidget(), removeToolBar(), removeToolBarBreak(), restoreDockWidget(), restoreState(), saveState(), setAnimated(), setCentralWidget(), setCorner(), setDockNestingEnabled(), setDockOptions(), setDocumentMode(), setIconSize(), setMenuBar(), setMenuWidget(), setStatusbar(), setTabPosition(), setTabShape(), setToolButtonStyle(), setUnifiedTitleAndToolBarOnMac(), splitDockWidget(), statusBar(), tabPosition(), tabShape(), tabifiedDockWidgets(), tabifyDockWidget(), toolBarArea(), toolBarBreak(), toolButtonStyle(), toolButtonStyleChanged(), unifiedTitleAndToolBarOnMac()

***Inherited from PyQt4.QtGui.QWidget***

acceptDrops(), accessibleDescription(), accessibleName(), actionEvent(), actions(), activateWindow(), addAction(), addActions(), adjustSize(), autoFillBackground(), backgroundRole(), baseSize(), changeEvent(), childAt(), childrenRect(), childrenRegion(), clearFocus(), clearMask(), close(), closeEvent(), contentsMargins(), contentsRect(), contextMenuPolicy(), create(), cursor(), customContextMenuRequested(), destroy(), devType(), dragEnterEvent(), dragLeaveEvent(), dragMoveEvent(), dropEvent(), effectiveWinId(), enabledChange(), ensurePolished(), enterEvent(), find(), focusInEvent(), focusNextChild(), focusNextPrevChild(), focusOutEvent(), focusPolicy(), focusPreviousChild(), focusProxy(), focusWidget(), font(), fontChange(), fontInfo(),

fontMetrics(), foregroundRole(), frameGeometry(), frameSize(), geometry(), getContentsMargins(), grabGesture(), grabKeyboard(), grabMouse(), grabShortcut(), graphicsEffect(), graphicsProxyWidget(), handle(), hasFocus(), hasMouseTracking(), height(), heightForWidth(), hide(), hideEvent(), inputContext(), inputMethodEvent(), inputMethodHints(), inputMethodQuery(), insertAction(), insertActions(), isActiveWindow(), isAncestorOf(), isEnabled(), isEnabledTo(), isEnabledToTLW(), isFullScreen(), isHidden(), isLeftToRight(), isMaximized(), isMinimized(), isModal(), isRightToLeft(), isTopLevel(), isVisible(), isVisibleTo(), isWindow(), isWindowModified(), keyPressEvent(), keyReleaseEvent(), keyboardGrabber(), languageChange(), layout(), layoutDirection(), leaveEvent(), locale(), lower(), mapFrom(), mapFromGlobal(), mapFromParent(), mapTo(), mapToGlobal(), mapToParent(), mask(), maximumHeight(), maximumSize(), maximumWidth(), metric(), minimumHeight(), minimumSize(), minimumSizeHint(), minimumWidth(), mouseDoubleClickEvent(), mouseGrabber(), mouseMoveEvent(), mousePressEvent(), mouseReleaseEvent(), move(), moveEvent(), nativeParentWidget(), nextInFocusChain(), normalGeometry(), overrideWindowFlags(), overrideWindowState(), paintEngine(), paintEvent(), palette(), paletteChange(), parentWidget(), pos(), previousInFocusChain(), raise\_(), rect(), releaseKeyboard(), releaseMouse(), releaseShortcut(), removeAction(), render(), repaint(), resetInputContext(), resize(), resizeEvent(), restoreGeometry(), saveGeometry(), scroll(), setAcceptDrops(), setAccessibleDescription(), setAccessibleName(), setAttribute(), setAutoFillBackground(), setBackgroundRole(), setBaseSize(), setContentsMargins(), setContextMenuPolicy(), setCursor(), setDisabled(), setEnabled(), setFixedHeight(), setFixedSize(), setFixedWidth(), setFocus(), setFocusPolicy(), setFocusProxy(), setFont(), setForegroundRole(), setGeometry(), setGraphicsEffect(), setHidden(), setInputContext(), setInputMethodHints(), setLayout(), setLayoutDirection(), setLocale(), setMask(), setMaximumHeight(), setMaximumSize(), setMaximumWidth(), setMinimumHeight(), setMinimumSize(), setMinimumWidth(), setMouseTracking(), setPalette(), setParent(), setShortcutAutoRepeat(), setShortcutEnabled(), setShown(), setSizeIncrement(), setSizePolicy(), setStatusTip(), setStyle(), setStyleSheet(), setTabOrder(), setToolTip(), setUpdatesEnabled(), setVisible(), setWhatsThis(), setWindowFilePath(), setWindowFlags(), setWindowIcon(), setWindowIconText(), setWindowModality(), setWindowModified(), setWindowOpacity(), setWindowRole(), setWindowState(), setWindowTitle(), show(), showEvent(), showFullScreen(), showMaximized(), showMinimized(), showNormal(), size(), sizeHint(), sizeIncrement(), sizePolicy(), stackUnder(), statusTip(), style(), styleSheet(), tabletEvent(), testAttribute(), toolTip(), topLevelWidget(), underMouse(), ungrabGesture(), unsetCursor(), unsetLayoutDirection(), unsetLocale(), update(), updateGeometry(), updateMicroFocus(), updatesEnabled(), visibleRegion(), whatsThis(), wheelEvent(), width(), winId(), window(), windowActivationChange(), windowFilePath(), windowFlags(), windowIcon(), windowIconText(), windowModality(), windowOpacity(), windowRole(), windowState(), windowTitle(), windowType(), x(), x11Info(), x11PictureHandle(), y()

***Inherited from PyQt4.QtCore.QObject***

`__getattr__()`, `blockSignals()`, `childEvent()`, `children()`, `connect()`, `connectNotify()`, `customEvent()`, `deleteLater()`, `destroyed()`, `disconnect()`, `disconnectNotify()`, `dumpObjectInfo()`, `dumpObjectTree()`, `dynamicPropertyNames()`, `emit()`, `eventFilter()`, `findChild()`, `findChildren()`, `inherits()`, `installEventFilter()`, `isWidgetType()`, `killTimer()`, `metaObject()`, `moveToThread()`, `objectName()`, `parent()`, `property()`, `pyqtConfigure()`, `receivers()`, `removeEventFilter()`, `sender()`, `senderSignalIndex()`, `setObjectName()`, `setProperty()`, `signalsBlocked()`, `startTimer()`, `thread()`, `timerEvent()`, `tr()`, `trUtf8()`

***Inherited from PyQt4.QtGui.QPaintDevice***

`colorCount()`, `depth()`, `heightMM()`, `logicalDpiX()`, `logicalDpiY()`, `numColors()`, `paintingActive()`, `physicalDpiX()`, `physicalDpiY()`, `widthMM()`

***Inherited from sip.simplewrapper***

`__new__()`

***Inherited from lotto.lotto.Ui\_MainWindow(Section 2.2)***

`retranslateUi()`, `setupUi()`

***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

**3.3.2 Properties**

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

**3.3.3 Class Variables**

Name	Description
<i>Inherited from PyQt4.QtGui.QMainWindow</i>	
AllowNestedDocks, AllowTabbedDocks, AnimatedDocks, ForceTabbedDocks, VerticalTabs	
<i>Inherited from PyQt4.QtGui.QWidget</i>	
DrawChildren, DrawWindowBackground, IgnoreMask	
<i>Inherited from PyQt4.QtCore.QObject</i>	
staticMetaObject	

*continued on next page*



Name	Description
<i>Inherited from PyQt4.QtGui.QPaintDevice</i> PdmDepth, PdmDpiX, PdmDpiY, PdmHeight, PdmHeightMM, PdmNumColors, PdmPhysicalDpiX, PdmPhysicalDpiY, PdmWidth, PdmWidthMM	

## 4 Module `lotto.lottokugeln_rc`

### 4.1 Functions

<code>qInitResources()</code>
-------------------------------

<code>qCleanupResources()</code>
----------------------------------

### 4.2 Variables

Name	Description
<code>qt_resource_data</code>	<b>Value:</b> '\x00\x01\x94\x94\x89PNG\r\n\x1a\n\x00\x00\x00\rIHDR\x00\.
<code>qt_resource_name</code>	<b>Value:</b> '\x00\x0e\x00\xc9\x8e\xe7\x001\x00o\x00t\x00t\x00o\x00k\x.
<code>qt_resource_struct</code>	<b>Value:</b> '\x00\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x01.
<code>__package__</code>	<b>Value:</b> 'lotto'

## 5 Module `lotto.zufallszahl`

Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf

### 5.1 Functions

**`zufallszahlen(anzahl, maxwert)`**

#### Parameters

**`anzahl`:** Gibt die Anzahl der Ausgabewerte an.

(*type=int*)

**`maxwert`:** Gibt den höchsten Zahlenwert an

(*type=int*)

#### Return Value

Gibt Zufallszahlen zurueck.

```
>>> zufallszahlen(16, 15)
Traceback (most recent call last):
ValueError: sample larger than population
>>> zufallszahlen(16, -15)
Traceback (most recent call last):
ValueError: sample larger than population
>>> zufallszahlen(-16, 15)
Traceback (most recent call last):
ValueError: sample larger than population
>>> zufallszahlen(1, 1)
[1]
>>> zufallszahlen(1, 1.7)
Traceback (most recent call last):
TypeError: integer argument expected, got float
>>> sorted(zufallszahlen(3, 3))
[1, 2, 3]
```

### 5.2 Variables

Name	Description
<code>__package__</code>	Value: 'lotto'

## Index

- lotto (*package*), 2
  - lotto.lotto (*module*), 3
    - lotto.lotto.Ui\_MainWindow (*class*), 3
  - lotto.lotto\_gui1 (*module*), 4–9
    - lotto.lotto\_gui1.gui (*function*), 4
    - lotto.lotto\_gui1.MeinDialog (*class*), 4–9
  - lotto.lottokugeln\_rc (*module*), 10
    - lotto.lottokugeln\_rc.qCleanupResources (*function*), 10
    - lotto.lottokugeln\_rc.qInitResources (*function*), 10
  - lotto.zufallszahl (*module*), 11
    - lotto.zufallszahl.zufallszahlen (*function*), 11