

API Documentation

API Documentation

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1 Package lotto

1.1 Modules

- **dialog** (*Section 2, p. 3*)
 - **show_drawing**: pyLottoSimu (*Section 3, p. 4*)
- **lotto_gui1**: The signals for the GUI (*Section 4, p. 8*)
- **lottokugeln_rc** (*Section 5, p. 14*)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf (*Section 6, p. 15*)

1.2 Variables

| Name | Description |
|--------------------------|--------------------|
| <code>__package__</code> | Value: None |

2 Package `lotto.dialog`

2.1 Modules

- `show__drawing`: `pyLottoSimu`
(Section 3, p. 4)

2.2 Variables

| Name | Description |
|--------------------------|---------------------------------|
| <code>__package__</code> | Value: <code>None</code> |

3 Module lotto.dialog.show__drawing

pyLottoSimu

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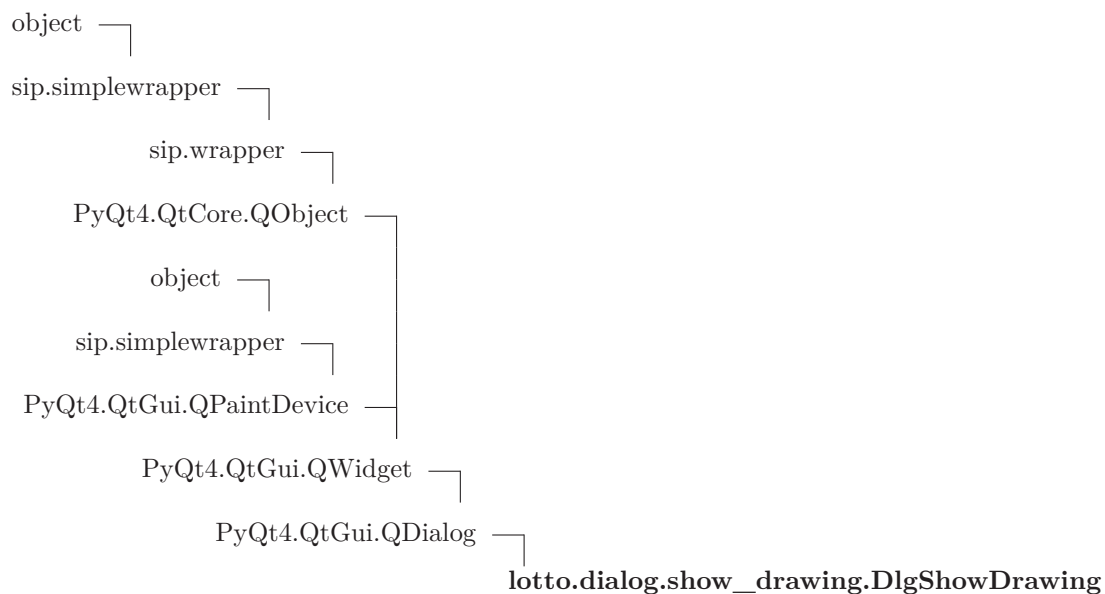
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3.1 Variables

| Name | Description |
|-------------|------------------------------|
| __package__ | Value: 'lotto.dialog' |

3.2 Class DlgShowDrawing



Show the numbers in a dialog box

3.2.1 Methods

| | |
|--|---|
| __init__ (self, draw_number, highest_number) | |
| x.__init__(...) initializes x; see help(type(x)) for signature | |
| Parameters | |
| draw_number: | the number of draw (type=tuple of int) |
| highest_number: | the number of the PushButtons (type=int) |
| Return Value | |
| none | |
| Overrides: object.__init__ | |

Inherited from PyQt4.QtGui.QDialog

accept(), accepted(), closeEvent(), contextMenuEvent(), done(), eventFilter(), exec_(), extension(), finished(), isSizeGripEnabled(), keyPressEvent(), minimumSizeHint(), open(), orientation(), reject(), rejected(), resizeEvent(), result(), setExtension(), setModal(), setOrientation(), setResult(), setSizeGripEnabled(), setVisible(), showEvent(), showExtension(), sizeHint()

Inherited from PyQt4.QtGui.QWidget

acceptDrops(), accessibleDescription(), accessibleName(), actionEvent(), actions(), activateWindow(), addAction(), addActions(), adjustSize(), autoFillBackground(), backgroundRole(), baseSize(), changeEvent(), childAt(), childrenRect(), childrenRegion(), clearFocus(), clearMask(), close(), contentsMargins(), contentsRect(), contextMenuPolicy(), create(), cursor(), customContextMenuRequested(), destroy(), devType(), dragEnterEvent(), dragLeaveEvent(), dragMoveEvent(), dropEvent(), effectiveWinId(), enabledChange(), ensurePolished(), enterEvent(), event(), 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(), keyReleaseEvent(), keyboardGrabber(), languageChange(), layout(), layoutDirection(), leaveEvent(), locale(), lower(), mapFrom(), mapFromGlobal(), mapFromParent(), mapTo(), mapToGlobal(), mapToParent(), mask(), maximumHeight(), maximumSize(), maximumWidth(), metric(), minimumHeight(),

`minimumSize()`, `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()`, `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()`, `setWhatsThis()`, `setWindowFilePath()`, `setWindowFlags()`, `setWindowIcon()`, `setWindowIconText()`, `setWindowModality()`, `setWindowModified()`, `setWindowOpacity()`, `setWindowRole()`, `setWindowState()`, `setWindowTitle()`, `show()`, `showFullScreen()`, `showMaximized()`, `showMinimized()`, `showNormal()`, `size()`, `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()`, `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 object

__delattr__(), __format__(), __getattr__(), __hash__(), __reduce__(),
__reduce_ex__(), __repr__(), __setattr__(), __sizeof__(), __str__(), __sub-
classhook__()

3.2.2 Properties

| Name | Description |
|------------------------------|-------------|
| <i>Inherited from object</i> | |
| __class__ | |

3.2.3 Class Variables

| Name | Description |
|--|-------------|
| <i>Inherited from PyQt4.QtGui.QDialog</i> | |
| Accepted, Rejected | |
| <i>Inherited from PyQt4.QtGui.QWidget</i> | |
| DrawChildren, DrawWindowBackground, IgnoreMask | |
| <i>Inherited from PyQt4.QtCore.QObject</i> | |
| staticMetaObject | |
| <i>Inherited from PyQt4.QtGui.QPaintDevice</i> | |
| PdmDepth, PdmDpiX, PdmDpiY, PdmHeight, PdmHeightMM, PdmNumColors, PdmPhysicalDpiX, PdmPhysicalDpiY, PdmWidth, PdmWidthMM | |

4 Module `lotto.lotto_gui1`

The signals for the GUI

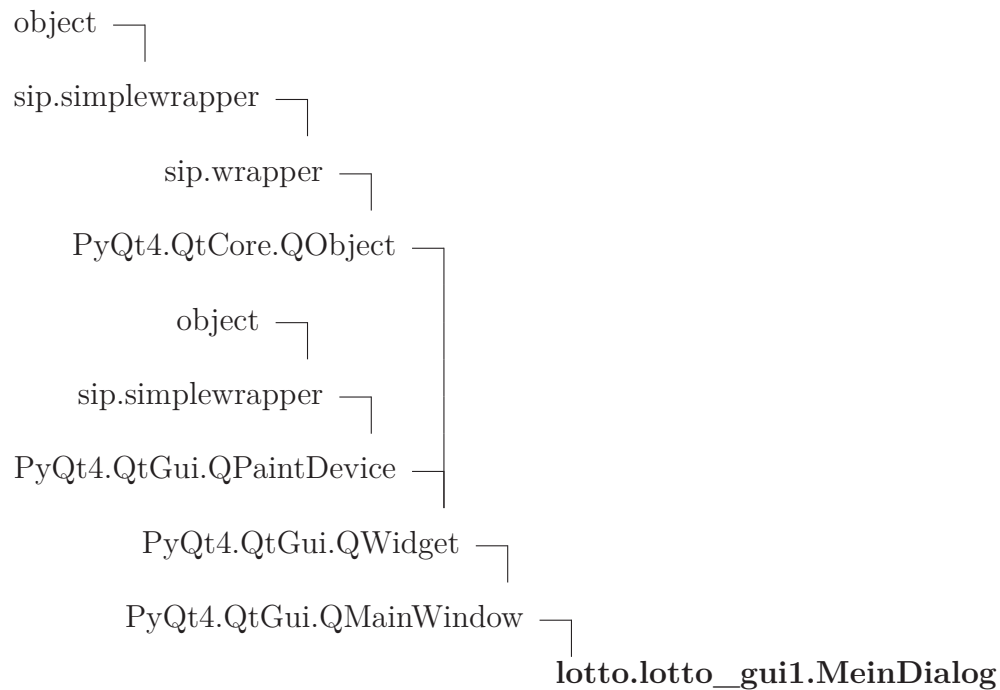
4.1 Functions

| |
|---|
| gui (<i>arguments</i>) |
| open the GUI |
| Parameters |
| arguments: language (en, de) (<i>type=string</i>) |
| Return Value |
| none |

4.2 Variables

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

4.3 Class *MeinDialog*



the GUI

4.3.1 Methods

`__init__(self)`

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature
 Overrides: `object.__init__` `exitit` (inherited documentation)

`init(self)`

initial variable

`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

onwebsite(*self*)

open website

onClose(*self*)

close GUI

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 object

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

4.3.2 Properties

| Name | Description |
|------------------------------|-------------|
| <i>Inherited from object</i> | |
| __class__ | |

4.3.3 Class Variables

| Name | Description |
|---|-------------|
| <i>Inherited from PyQt4.QtGui.QMainWindow</i> | |
| AllowNestedDocks, AllowTabbedDocks, AnimatedDocks, ForceTabbedDocks, VerticalTabs | |

continued on next page

| Name | Description |
|--|--|
| <i>Inherited from PyQt4.QtGui.QWidget</i> | DrawChildren, DrawWindowBackground, IgnoreMask |
| <i>Inherited from PyQt4.QtCore.QObject</i> | staticMetaObject |
| <i>Inherited from PyQt4.QtGui.QPaintDevice</i> | PdmDepth, PdmDpiX, PdmDpiY, PdmHeight, PdmHeightMM, PdmNumColors, PdmPhysicalDpiX, PdmPhysicalDpiY, PdmWidth, PdmWidthMM |

5 Module `lotto.lottokugeln_rc`

5.1 Functions

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

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

5.2 Variables

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

6 Module *lotto.zufallszahl*

Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf

pyLottoSimu

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6.1 Functions

zufallszahlen(*anzahl*, *maxwert*)

Zufallszahl ermitteln und als Wurfelergbnis nehmen return random valve

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]

6.2 Variables

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

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