

API Documentation

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1 Package lotto

1.1 Modules

- **dialog** (*Section 2, p. 3*)
 - **show_drawing** (*Section 3, p. 4*)
- **lotto** (*Section 4, p. 8*)
- **lotto_gui1**: The signals for the GUI (*Section 5, p. 9*)
- **lottokugeln_rc** (*Section 6, p. 15*)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf (*Section 7, p. 16*)

1.2 Variables

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

2 Package lotto.dialog

2.1 Modules

- `show__drawing` (*Section 3, p. 4*)

2.2 Variables

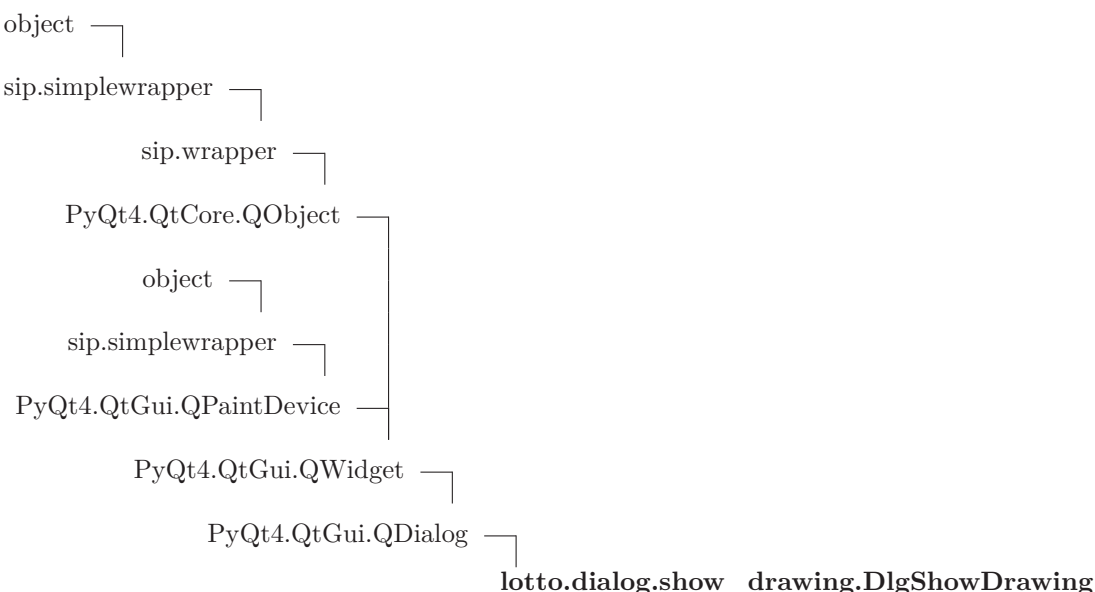
Name	Description
<code>__package__</code>	Value: None

3 Module lotto.dialog.show__drawing

3.1 Variables

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

3.2 Class DlgShowDrawing



Show the numbers in a dialog box

3.2.1 Methods

```

__init__(self, draw_number)
x.__init__(...) initializes x; see help(type(x)) for signature
Overrides: object.__init__ extit(inherited documentation)

```

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(), children-
 Region(), 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(), focus-
 Policy(), focusPreviousChild(), focusProxy(), focusWidget(), font(), fontChange(),
 fontInfo(), fontMetrics(), foregroundRole(), frameGeometry(), frameSize(), geome-
 try(), getContentsMargins(), grabGesture(), grabKeyboard(), grabMouse(), grab-
 Shortcut(), graphicsEffect(), graphicsProxyWidget(), handle(), hasFocus(), has-
 MouseTracking(), height(), heightForWidth(), hide(), hideEvent(), inputContext(),
 inputMethodEvent(), inputMethodHints(), inputMethodQuery(), insertAction(),
 insertActions(), isActiveWindow(), isAncestorOf(), isEnabled(), isEnabledTo(), isEn-
 abledToTLW(), isFullScreen(), isHidden(), isLeftToRight(), isMaximized(), isMini-
 mized(), isModal(), isRightToLeft(), isTopLevel(), isVisible(), isVisibleTo(), isWin-
 dow(), isWindowModified(), keyReleaseEvent(), keyboardGrabber(), languageChange(),
 layout(), layoutDirection(), leaveEvent(), locale(), lower(), mapFrom(), mapFrom-
 Global(), mapFromParent(), mapTo(), mapToGlobal(), mapToParent(), mask(),
 maximumHeight(), maximumSize(), maximumWidth(), metric(), minimumHeight(),
 minimumSize(), minimumWidth(), mouseDoubleClickEvent(), mouseGrabber(), mouse-
 MoveEvent(), mousePressEvent(), mouseReleaseEvent(), move(), moveEvent(), na-
 tiveParentWidget(), nextInFocusChain(), normalGeometry(), overrideWindowFlags(),
 overrideWindowState(), paintEngine(), paintEvent(), palette(), paletteChange(),
 parentWidget(), pos(), previousInFocusChain(), raise_(), rect(), releaseKeyboard(),
 releaseMouse(), releaseShortcut(), removeAction(), render(), repaint(), resetInput-
 Context(), resize(), restoreGeometry(), saveGeometry(), scroll(), setAcceptDrops(),
 setAccessibleDescription(), setAccessibleName(), setAttribute(), setAutoFillBack-
 ground(), setBackgroundRole(), setBaseSize(), setContentsMargins(), setContextMenuPol-
 icy(), setCursor(), setDisabled(), setEnabled(), setFixedHeight(), setFixedSize(),
 setFixedWidth(), setFocus(), setFocusPolicy(), setFocusProxy(), setFont(), set-
 ForegroundRole(), setGeometry(), setGraphicsEffect(), setHidden(), setInputCon-
 text(), setInputMethodHints(), setLayout(), setLayoutDirection(), setLocale(), set-
 Mask(), setMaximumHeight(), setMaximumSize(), setMaximumWidth(), setMin-
 imumHeight(), setMinimumSize(), setMinimumWidth(), setMouseTracking(), set-
 Palette(), setParent(), setShortcutAutoRepeat(), setShortcutEnabled(), setShown(),
 setSizeIncrement(), setSizePolicy(), setStatusTip(), setStyle(), setStyleSheet(), set-
 TabOrder(), 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(), under-

Mouse(), 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__(), __subclasshook__()

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	

continued on next page

Name	Description
<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*

4.1 Variables

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

4.2 Class *Ui_MainWindow*

object └─ *lotto.lotto.Ui_MainWindow*

Known Subclasses: *lotto.lotto_gui1.MeinDialog*

4.2.1 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__()`

4.2.2 Properties

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

5 Module `lotto.lotto_gui1`

The signals for the GUI

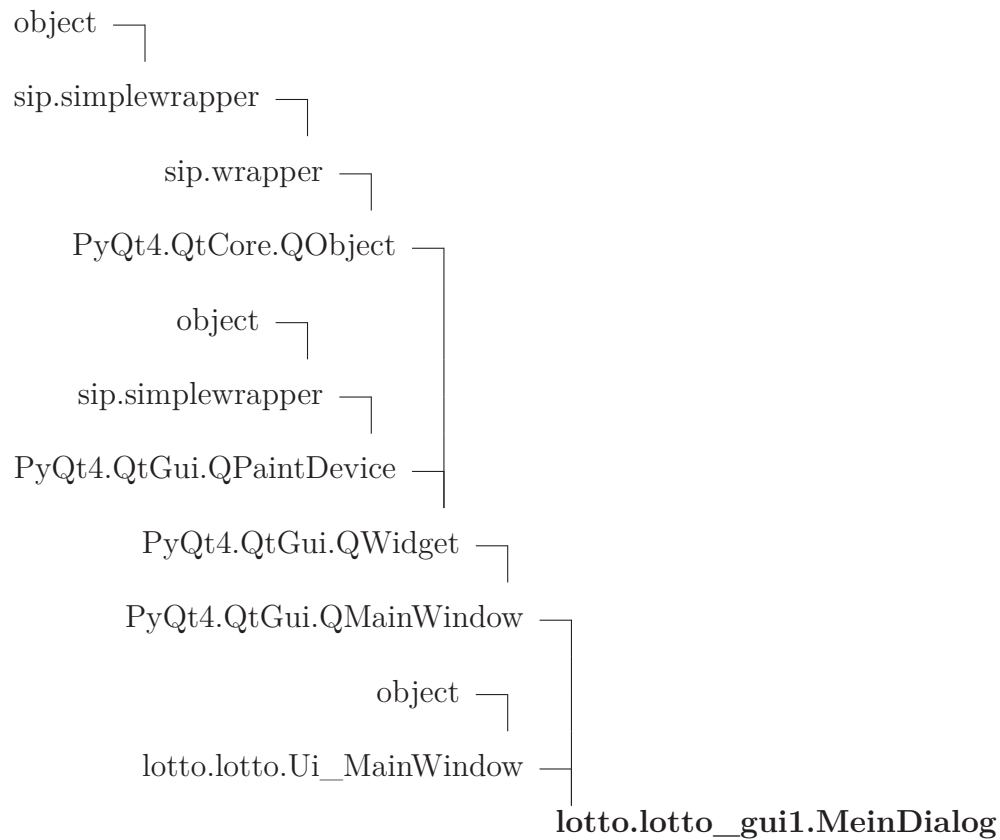
5.1 Functions

gui()
open the GUI

5.2 Variables

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

5.3 Class MeinDialog



the GUI

5.3.1 Methods

__init__ (<i>self</i>)
x. __init__ (...) initializes x; see help(type(x)) for signature
Overrides: object. __init__ exitit (inherited documentation)

ontimer (<i>self</i>)
start time to show a number

NaechsteZahl (<i>self</i>)
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 4.2)

`retranslateUi()`, `setupUi()`

Inherited from object

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

5.3.2 Properties

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

5.3.3 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	

6 Module `lotto.lottokugeln_rc`

6.1 Functions

<code>qInitResources()</code>

<code>qCleanupResources()</code>

6.2 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'

7 Module `lotto.zufallszahl`

Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf

7.1 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]
```

7.2 Variables

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

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