

# 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>	<b>Value:</b> None

## 2 Package `lotto.dialog`

### 2.1 Modules

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

### 2.2 Variables

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

### 3 Module lotto.dialog.show\_\_drawing

pyLottoSimu

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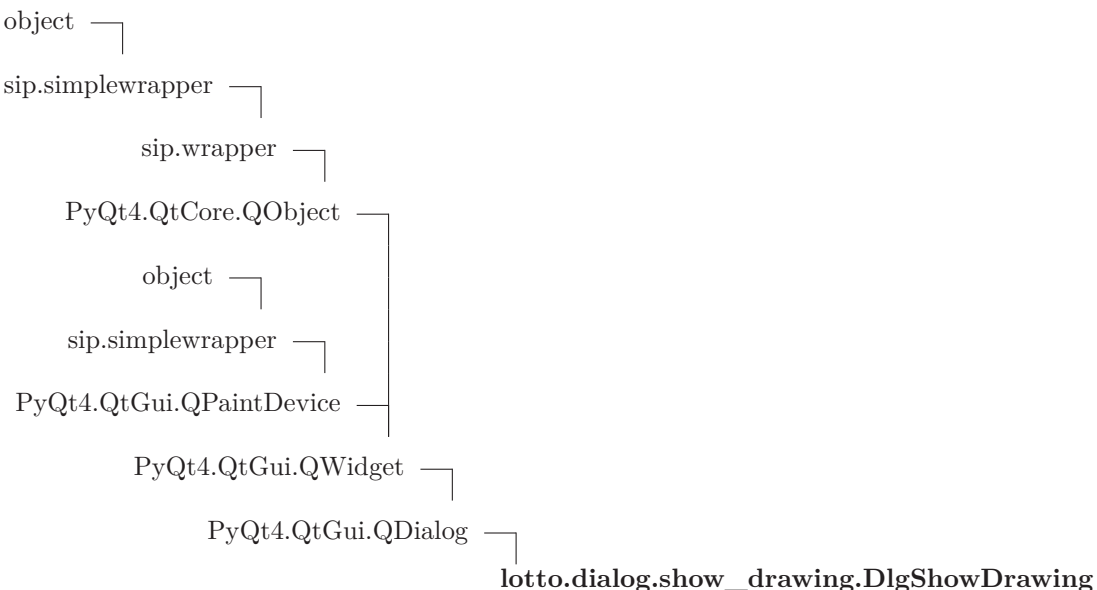
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#### 3.1 Variables

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

#### 3.2 Class DlgShowDrawing



Show the numbers in a dialog box

### 3.2.1 Methods

<b>__init__</b> (self, draw_number, highest_number)
x.__init__(...) initializes x; see help(type(x)) for signature
<b>Parameters</b>
<b>draw_number</b> : the number of draw (type=tuple of int)
<b>highest_number</b> : the number of the PushButtons (type=int)
<b>Return Value</b>
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

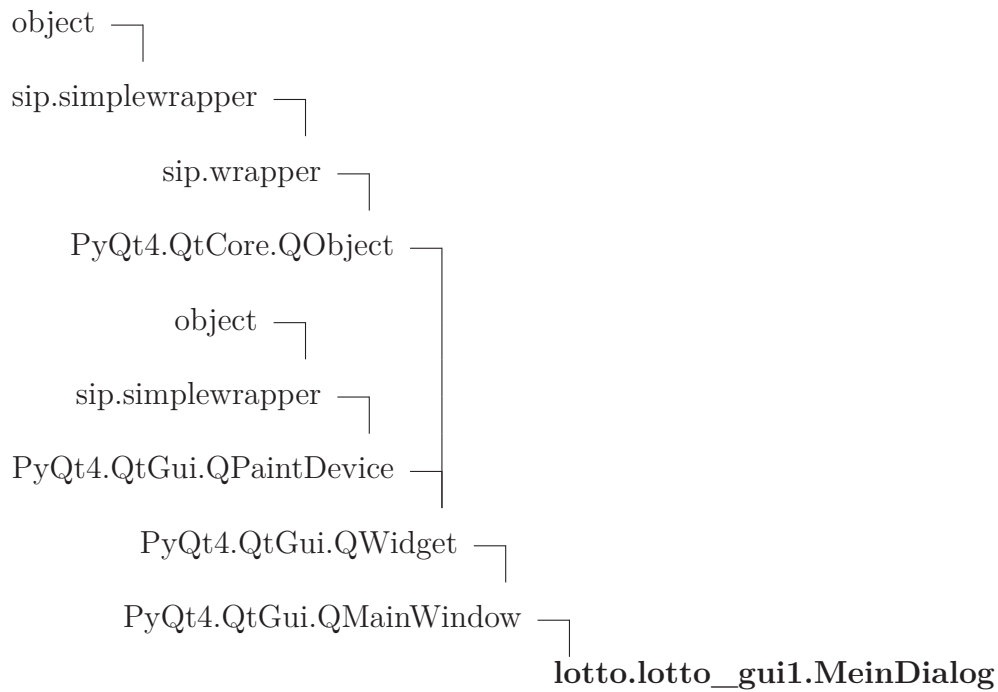
<b>gui</b> ( <i>arguments</i> )
Open the GUI
<b>Parameters</b>
<b>arguments:</b> language (en, de) ( <i>type=string</i> )
<b>Return Value</b>
none

### 4.2 Variables

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



### 4.3 Class *MeinDialog*



The GUI and programm of the pyLottoSimu.

#### 4.3.1 Methods

<b><code>__init__(self)</code></b>
Initial user interface and slots
Overrides: <code>object.__init__</code>

<b><code>init(self)</code></b>
Initial variable

<b><code>ontimer(self)</code></b>
Start time to show a number.

<b><code>NaechsteZahl(self)</code></b>
Simulation of the draw .

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

Start simulation with the first drawing init timer with the value 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.

**onclean\_output\_text(*self*)**

Clean the output text

**Return Value**

none

**oninfo(*self*)**

Infoscreen

**Return Value**

none

**onwebsite(*self*)**

Open website

**Return Value**

none

**onclose(*self*)**

Close the GUI

**Return Value**

none

***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(), set-

`DockNestingEnabled()`, `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**

*continued on next page*

Name	Description
<b>Name</b>	<b>Description</b>
<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	
<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

**qInitResources()**

**qCleanupResources()**

### 5.2 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'

## 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
__package__	<b>Value:</b> 'lotto'



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