

API Documentation

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Contents

Contents	1
1 Package lotto	3
1.1 Modules	3
1.2 Variables	3
2 Package lotto.dialog	4
2.1 Modules	4
2.2 Variables	4
3 Module lotto.dialog.show_drawing	5
3.1 Variables	5
3.2 ClassDlgShowDrawing	5
3.2.1 Methods	6
3.2.2 Properties	8
3.2.3 Class Variables	8
4 Module lotto.lotto	9
4.1 Variables	9
4.2 Class Ui_MainWindow	9
4.2.1 Methods	9
4.2.2 Properties	9
5 Module lotto.lotto_gui1	10
5.1 Functions	10
5.2 Variables	10
5.3 Class MeinDialog	11
5.3.1 Methods	11
5.3.2 Properties	14
5.3.3 Class Variables	14
6 Module lotto.lottokugeln_rc	16
6.1 Functions	16
6.2 Variables	16
7 Module lotto.zufallszahl	17
7.1 Functions	17
7.2 Variables	17

Index**19**

1 Package lotto

1.1 Modules

- **dialog** (*Section 2, p. 4*)
 - **show_drawing**: Das Programm hat die Creative Commons by-sa Lizenz <http://creativecommons.org/licenses/by-sa/3.0/deed.de> (*Section 3, p. 5*)
- **lotto** (*Section 4, p. 9*)
- **lotto_gui1**: The signals for the GUI (*Section 5, p. 10*)
- **lottokugeln_rc** (*Section 6, p. 16*)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf (*Section 7, p. 17*)

1.2 Variables

Name	Description
__package__	Value: None

2 Package *lotto.dialog*

2.1 Modules

- **show__drawing:** Das Programm hat die Creative Commons by-sa Lizenz <http://creativecommons.org/licenses/by-sa/3.0/deed.de>
(Section 3, p. 5)

2.2 Variables

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

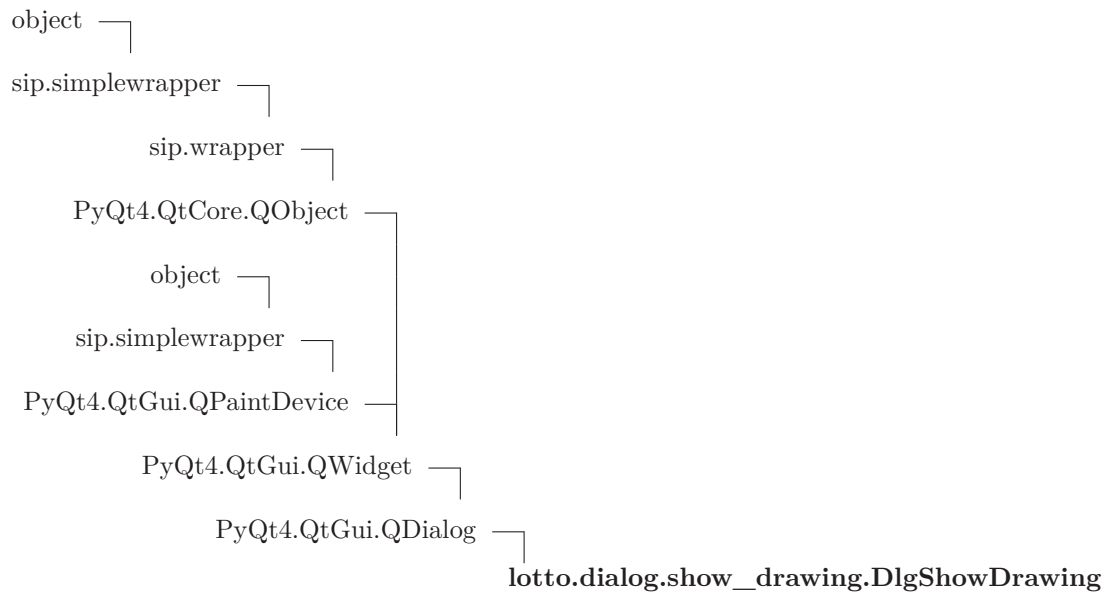
3 Module `lotto.dialog.show__drawing`

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3.1 Variables

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

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`

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

<code>setupUi(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

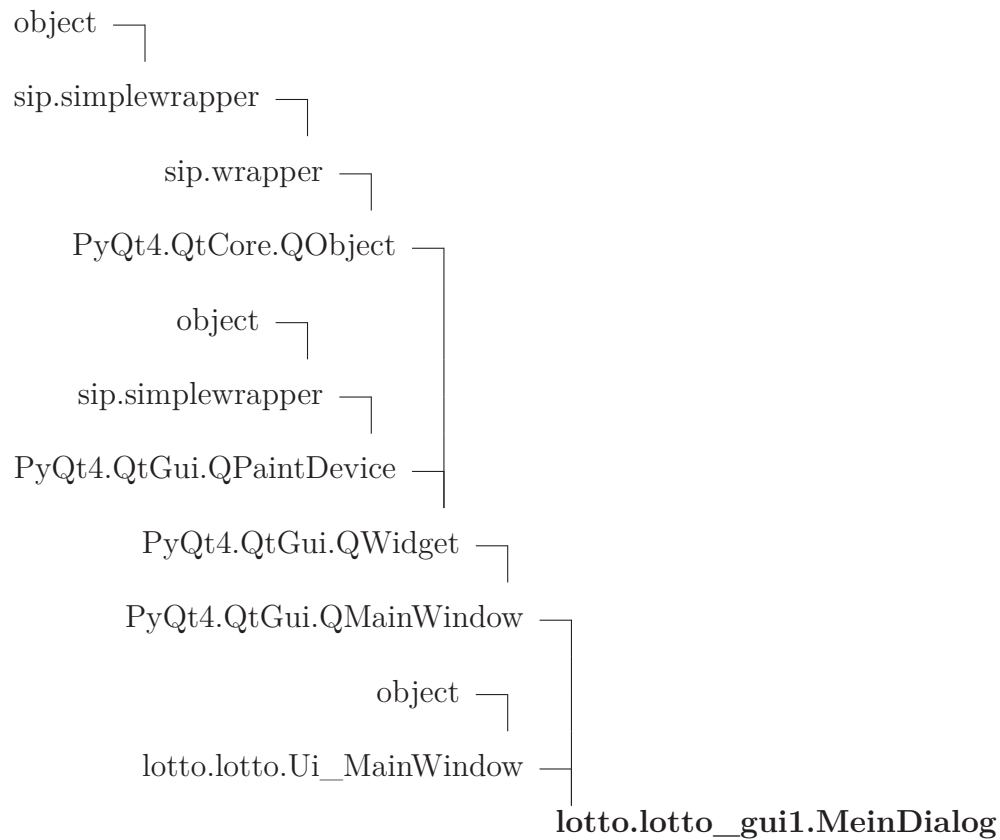
5.1 Functions

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__(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 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

pyLottoSimu

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7.1 Functions

zufallszahlen(*anzahl*, *maxwert*)

Zufallszahl ermitteln und als Wuerfelergbeinis 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]

7.2 Variables

Name	Description
__package__	Value: 'lotto'

Index

- lotto (*package*), 3
 - lotto.dialog (*package*), 4
 - lotto.dialog.show_drawing (*module*), 5–8
 - lotto.lotto (*module*), 9
 - lotto.lotto.Ui_MainWindow (*class*), 9
 - lotto.lotto_gui1 (*module*), 10–15
 - lotto.lotto_gui1.gui (*function*), 10
 - lotto.lotto_gui1.MeinDialog (*class*), 10–15
 - lotto.lottokugeln_rc (*module*), 16
 - lotto.lottokugeln_rc.qCleanupResources (*function*), 16
 - lotto.lottokugeln_rc.qInitResources (*function*), 16
 - lotto.zufallszahl (*module*), 17–18
 - lotto.zufallszahl.zufallszahlen (*function*), 17