

# API Documentation

API Documentation

October 8, 2012

## Contents

<b>Contents</b>	<b>1</b>
<b>1 Package lotto</b>	<b>3</b>
1.1 Modules . . . . .	3
1.2 Variables . . . . .	3
<b>2 Module lotto.datahandler</b>	<b>4</b>
2.1 Variables . . . . .	4
2.2 Class Datahandler . . . . .	4
2.2.1 Methods . . . . .	4
2.2.2 Properties . . . . .	5
<b>3 Module lotto.lotto_dateneing</b>	<b>6</b>
3.1 Variables . . . . .	6
3.2 Class Ui_MainWindow . . . . .	6
3.2.1 Methods . . . . .	6
3.2.2 Properties . . . . .	6
<b>4 Module lotto.lotto_dialog</b>	<b>7</b>
4.1 Variables . . . . .	7
4.2 Class Ui_Dialog . . . . .	7
4.2.1 Methods . . . . .	7
4.2.2 Properties . . . . .	7
<b>5 Module lotto.lotto_gui_dateneing</b>	<b>8</b>
5.1 Functions . . . . .	8
5.2 Variables . . . . .	8
5.3 Class ui_lotto_Dialog . . . . .	9
5.3.1 Methods . . . . .	9
5.3.2 Properties . . . . .	11
5.3.3 Class Variables . . . . .	11
5.4 Class MeinDialog . . . . .	12
5.4.1 Methods . . . . .	12
5.4.2 Properties . . . . .	17
5.4.3 Class Variables . . . . .	17
<b>6 Module lotto.zufallszahl</b>	<b>18</b>
6.1 Functions . . . . .	18

---

6.2 Variables . . . . .	18
<b>Index</b>	<b>19</b>

# 1 Package lotto

## 1.1 Modules

- **datahandler**: the data handler for insert, get and delete data in the database  
(Section 2, p. 4)
- **lotto\_dateneing** (Section 3, p. 6)
- **lotto\_dialog** (Section 4, p. 7)
- **lotto\_gui\_dateneing**: the main programm Lizenz: Creative Commons by-sa <http://creativecommons.org/licenses/by-sa/3.0/deed.de>  
(Section 5, p. 8)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf  
(Section 6, p. 18)

## 1.2 Variables

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

## 2 Module lotto.datahandler

the data handler for insert, get and delete data in the database

### 2.1 Variables

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

### 2.2 Class Datahandler

object —  
lotto.datahandler.Datahandler

#### 2.2.1 Methods

**\_\_init\_\_**(*self*, *path*)

x.**\_\_init\_\_**(...) initializes x; see help(type(x)) for signature

Overrides: object.**\_\_init\_\_** extit(inherited documentation)

**create\_tables**(*self*)

Tabellen erstellen

**insert\_ziehung**(*self*, *day*, *zahl\_1*, *zahl\_2*, *zahl\_3*, *zahl\_4*, *zahl\_5*, *zahl\_6*, *zahl\_zusatz*, *zahl\_super*, *zahl\_spiel77*, *zahl\_spielsuper6*)

Daten der Ziehung der Lottozahlen in der Datenbank speichern

**insert\_schein**(*self*, *day*, *zahl\_1*, *zahl\_2*, *zahl\_3*, *zahl\_4*, *zahl\_5*, *zahl\_6*, *laufzeit*)

Daten des Lottoscheines in der Datenbank speichern

**get\_ziehung**(*self*, *id*=None)

Daten der Ziehung der Lottozahlen auslesen

**get\_schein**(*self*, *id*=None)

Daten des Lottoscheines auslesen

**delete\_ziehung**(*self*, *id*)

Daten der Ziehung der Lottozahlen löschen

<b>delete__schein</b> ( <i>self</i> , <i>id</i> )
---

Daten eines Lottoscheines löschen
-----------------------------------

<b>close</b> ( <i>self</i> )
------------------------------

***Inherited from object***

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_new\_\_(),  
 \_\_reduce\_\_(), \_\_reduce\_ex\_\_(), \_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(),  
 \_\_str\_\_(), \_\_subclasshook\_\_()

**2.2.2 Properties**

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

### 3 Module *lotto.lotto\_dateneing*

#### 3.1 Variables

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

#### 3.2 Class *Ui\_MainWindow*

object └─ **lotto.lotto\_dateneing.Ui\_MainWindow**

**Known Subclasses:** *lotto.lotto\_gui\_dateneing.MeinDialog*

##### 3.2.1 Methods

<b>retranslateUi</b> ( <i>self</i> , <i>MainWindow</i> )
--

<b>setupUi</b> ( <i>self</i> , <i>MainWindow</i> )
--

***Inherited from object***

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

##### 3.2.2 Properties

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

## 4 Module *lotto.lotto\_dialog*

### 4.1 Variables

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

### 4.2 Class *Ui\_Dialog*

object —  
     *lotto.lotto\_dialog.Ui\_Dialog*

**Known Subclasses:** *lotto.lotto\_gui\_dateneing.ui\_lotto\_Dialog*

#### 4.2.1 Methods

<code>retranslateUi(<i>self</i>, <i>Dialog</i>)</code>
--

<code>setupUi(<i>self</i>, <i>Dialog</i>)</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_gui_dateneing`

the main programm Lizenz: Creative Commons by-sa <http://creativecommons.org/licenses/by-sa/3.0/deed.de>

MH 2012

### 5.1 Functions

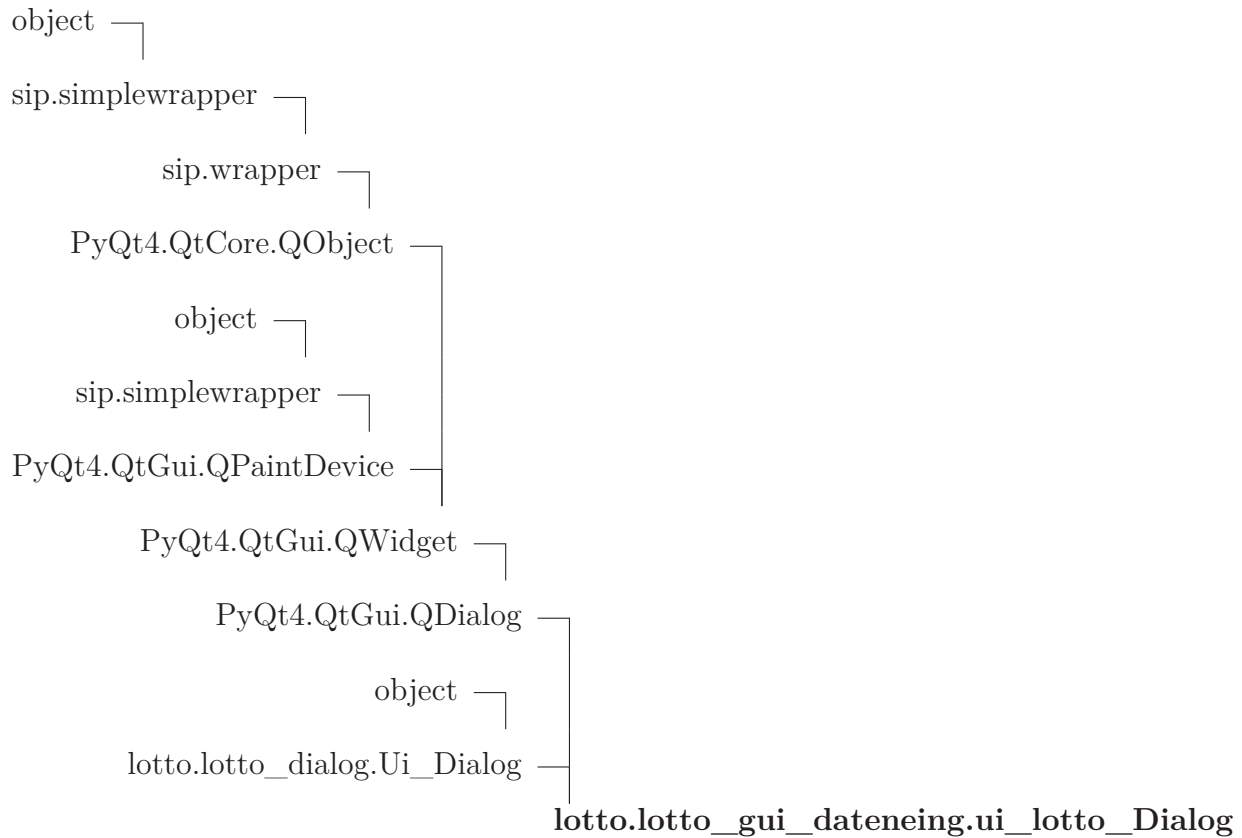
<code>gui()</code>
--------------------

### 5.2 Variables

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



### 5.3 Class `ui_lotto_Dialog`



#### 5.3.1 Methods

<code>__init__(self, infotext)</code>
abfragefenster oeffnen
Overrides: <code>object.__init__</code>

#### *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()`, `visibleRe-`

`gion()`, `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 `lotto.lotto_dialog.Ui_Dialog` (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>	

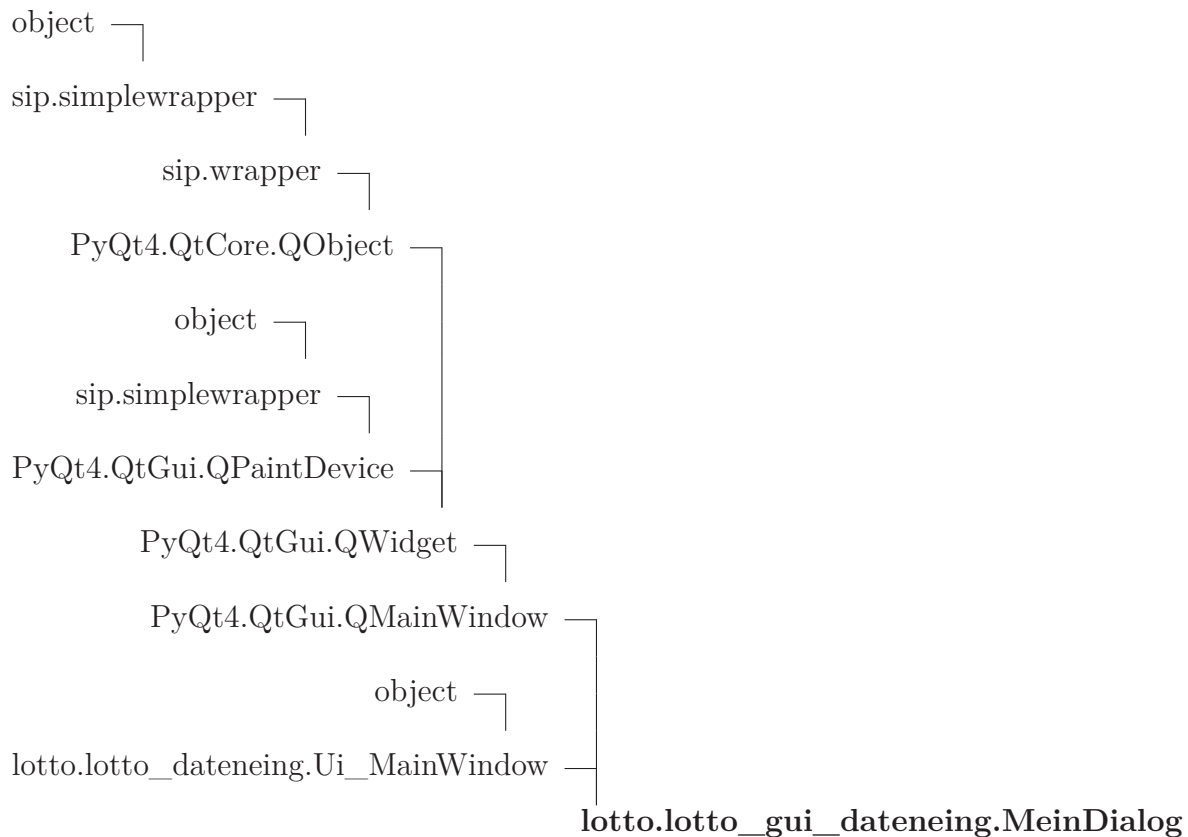
## **5.3.3 Class Variables**

Name	Description
<i>Inherited from <code>PyQt4.QtGui.QDialog</code></i> Accepted, Rejected	
<i>Inherited from <code>PyQt4.QtGui.QWidget</code></i>	

*continued on next page*

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

## 5.4 Class MeinDialog



### 5.4.1 Methods

<b><code>__init__(self)</code></b>
inital the main window 1 to 49 button, 7 spinbox, calender, datafield
Overrides: <code>object.__init__</code>

**ondaten\_gewinnz**(*self*)

Anzeigen der Gewinnzahlen an den Auswahlfeld

**ondaten\_lottoschein**(*self*)

Anzeigen der Daten des Lottoscheins an den Auswahlfeld

**onHilfe**(*self*)

Öffnen der Hilfe Datei im Browser

**onInfo**(*self*)

Programm Info

**closeEvent**(*self, event*)

the program exit

Overrides: PyQt4.QtGui.QWidget.closeEvent

**spinBox\_1to7\_clear**(*self, number*)

Die SpinBoxen 1 bis 6 und Zusatzzahl löschen

**onEingabefeld\_1to49**(*self, zahl*)

Ein Zahlenfelder 1 bis 49 wurde angeklickt

**focusSpinBox\_1to7**(*self, number*)

Ein Auswahlfelder der 7 Gewinnzahlen oder Lottoscheins hat sich geändert

**oncalendarWidget**(*self*)

Tag der Ziehung oder der Beginn des Lottoscheins

**onBtn\_hinzu**(*self*)

drawing numbers move in database

**onBtn\_gz\_auswerten**(*self*)

Gewinnzahlen auswerten ToDo: noch programmieren

**onBtn\_ls\_auswerten**(*self*)

Lottoschein auswerten ToDo: noch programmieren

**onBtn\_gz\_anzeigen(*self*)**

show drawing numbers Gewinnzahlen anzeigen ToDo: noch programmieren, gedacht die Zahlen im großen Feld anzuzeigen.

**onBtn\_ls\_anzeigen(*self*)**

show tip numbers Lottoschein anzeigen, ToDo: noch programmieren, gedacht die Zahlen im großen Feld anzuzeigen.

**onBtn\_gz\_loeschen(*self*)**

delete drawing numbers from the database Gewinnzahlen einer Ziehung aus der Datenbank loeschen

**onBtn\_ls\_loeschen(*self*)**

delete tip numbers from the database Lottoschein aus der Datenbank loeschen

**onBtn\_ls\_laden(*self*)**

Read the Lottoschein from the Database loading into the QPlainTextEdit

**onBtn\_gz\_laden(*self*)**

Read the Gewinnzahlen from the Database loading into the QPlainTextEdit

**onBtn\_Zufall(*self*)**

Die Zufallszahlen generieren

**onmodus(*self*)**

Wenn der Eingabe-Modus wechselt werden Schaltflächen an oder ab geschaltet

**onlaufzeit(*self*)**

Laufzeit des Lottoscheins ToDo: noch programmieren

**geaendert(*self*)**

Überprüfen der SpinBoxen damit nicht zwei den gleichen Wert haben

**geaendert\_btn(*self*)**

in den SpinBoxen die Nummern der Zahlen 1 bis 49 anzeigen wenn die Zahl abgewählt wird, wird auch der Wert der entsprechende Spinbox gelöscht

<b>draw_numbers(<i>self</i>)</b>
----------------------------------

this numbers are in the draw
------------------------------

### ***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(), 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\_gui\_dateneing.Ui\_MainWindow(Section 3.2)*

`retranslateUi()`, `setupUi()`

*Inherited from object*

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

#### 5.4.2 Properties

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

#### 5.4.3 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	

## 6 Module `lotto.zufallszahl`

Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf

### 6.1 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]
```

### 6.2 Variables

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

## Index

- lotto (*package*), 3
  - lotto.datahandler (*module*), 4–5
    - lotto.datahandler.Datahandler (*class*), 4–5
  - lotto.lotto\_dateneing (*module*), 6
    - lotto.lotto\_dateneing.Ui\_MainWindow (*class*), 6
  - lotto.lotto\_dialog (*module*), 7
    - lotto.lotto\_dialog.Ui\_Dialog (*class*), 7
  - lotto.lotto\_gui\_dateneing (*module*), 8–17
    - lotto.lotto\_gui\_dateneing.gui (*function*), 8
    - lotto.lotto\_gui\_dateneing.MeinDialog (*class*), 12–17
    - lotto.lotto\_gui\_dateneing.ui\_lotto\_Dialog (*class*), 8–12
  - lotto.zufallszahl (*module*), 18
    - lotto.zufallszahl.zufallszahlen (*function*), 18