

# API Documentation

API Documentation

December 22, 2012

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# 1 Package lotto

## 1.1 Modules

- **datahandler**: the data handler for insert, get and delete data in the database  
(Section 2, p. 4)
- **gui** (Section 3, p. 7)
  - **lotto\_dateneing** (Section 4, p. 8)
  - **lotto\_dialog** (Section 5, p. 9)
- **lotto\_gui\_dateneing**: pyLottoverwaltung  
(Section 6, p. 10)
- **webzugriff**: pyLottoverwaltung  
(Section 7, p. 21)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf  
(Section 8, p. 22)

## 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

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### 2.1 Variables

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

### 2.2 Class Datahandler

object   
**lotto.datahandler.Datahandler**

#### 2.2.1 Methods

<b><code>__init__</code></b> ( <i>self</i> , <i>path</i> ) x. <code>__init__</code> (...) initializes x; see <code>help(type(x))</code> for signature Overrides: object. <code>__init__</code> <code>exit</code> (inherited documentation)
<b><code>create_tables</code></b> ( <i>self</i> ) Tabellen erstellen
<b><code>add_columns</code></b> ( <i>self</i> ) Add columns

```
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,
laufzeit_tag, scheinnr)
```

Daten des Lottoscheines in der Datenbank speichern

```
get_ziehung(self, id=None, date=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

```
delete_schein(self, id)
```

Daten eines Lottoscheines löschen

```
find_rowid(self, typ, blocknumber)
```

Return the RowID from the BlockNumber of dataset

#### Parameters

**typ:** 0 == Gewinnzahlen, 1 == Lottoschein  
(type=int)

**blocknumber:** BlockNumber of dataset  
(type=int)

#### Return Value

Return the RowID

```
close(self)
```

### 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>	

*continued on next page*

Name	Description
__class__	

### 3 Package lotto.gui

#### 3.1 Modules

- `lotto_dateneing` (*Section 4, p. 8*)
- `lotto_dialog` (*Section 5, p. 9*)

#### 3.2 Variables

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

## 4 Module *lotto.gui.lotto\_dateneing*

### 4.1 Variables

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

### 4.2 Class *Ui\_MainWindow*

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

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

#### 4.2.1 Methods

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

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

#### *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.gui.lotto\_dialog*

### 5.1 Variables

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

### 5.2 Class *Ui\_Dialog*

object └─ `lotto.gui.lotto_dialog.Ui_Dialog`

**Known Subclasses:** `lotto.lotto_gui_dateneing.ui_lotto_Dialog`

#### 5.2.1 Methods

<code>setupUi(self, Dialog)</code>
------------------------------------

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

*Inherited from object*

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

#### 5.2.2 Properties

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

## 6 Module `lotto.lotto_gui_dateneing`

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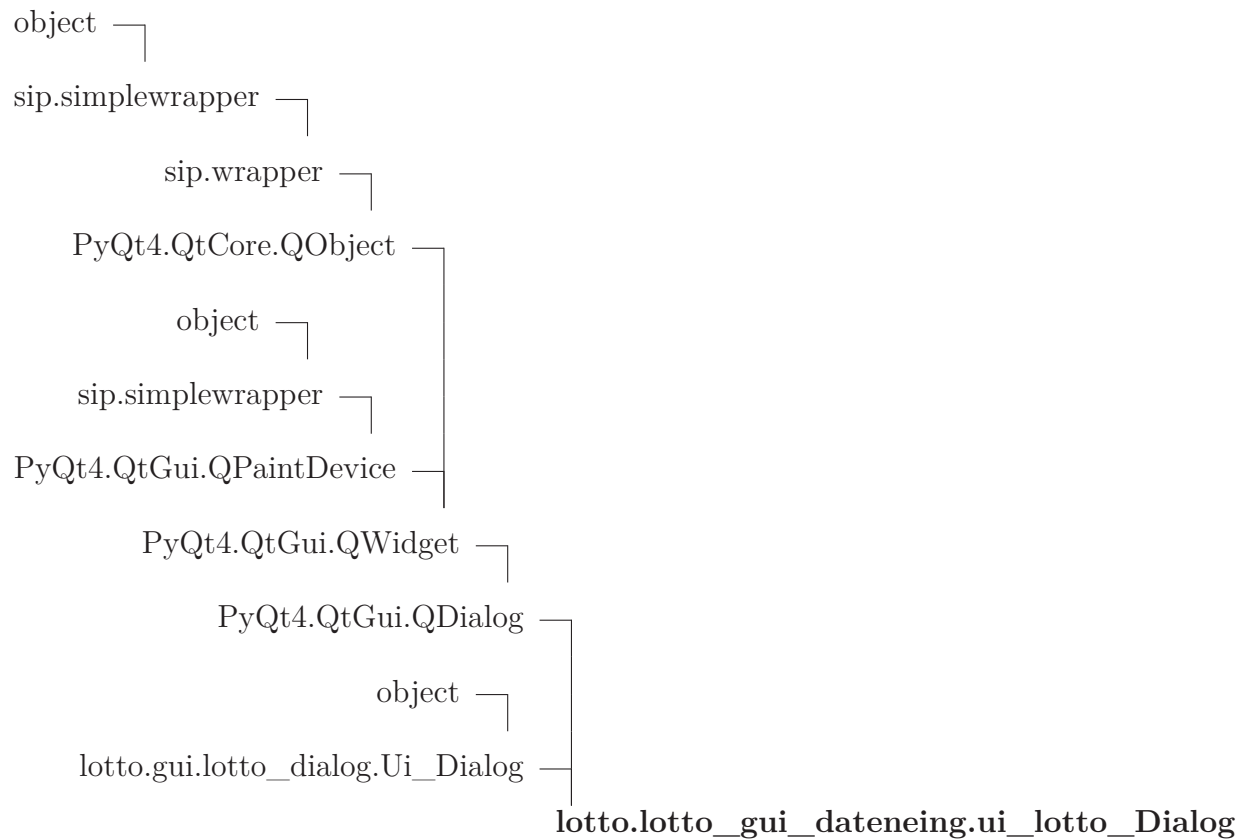
### 6.1 Functions

<b>gui()</b>
--------------

### 6.2 Variables

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

### 6.3 Class ui\_lotto\_Dialog



### 6.3.1 Methods

---

**\_\_init\_\_**(*self, typ, rowid*)

---

open analyze dialog Datenauswerte Dialog oeffnen

**Parameters**

**typ:** 0 == Gewinnzahlen, 1 == Lottoschein  
(*type=int*)

**rowid:** is the rowid number of the database  
(*type=int*)

**Return Value**

give close(0) or accept(1) back

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 `lotto.gui.lotto_dialog.Ui_Dialog`(Section 5.2)***

retranslateUi(), setupUi()

### ***Inherited from `object`***

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

## **6.3.2 Properties**

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

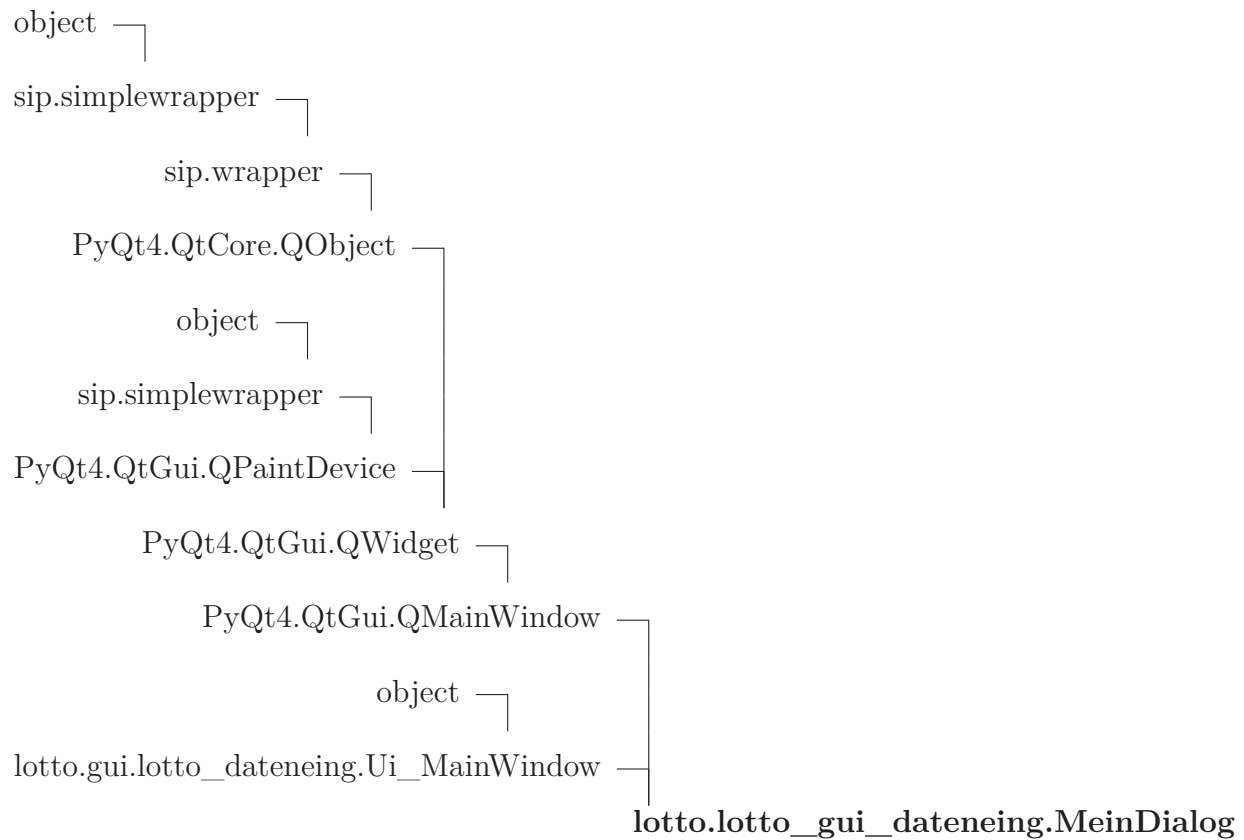
*continued on next page*

Name	Description
<code>__class__</code>	

### 6.3.3 Class Variables

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

## 6.4 Class *MeinDialog*



### 6.4.1 Methods

**`__init__(self)`**

initial the main window 1 to 49 button, 7 spinbox, calender, datafield

Overrides: *object.\_\_init\_\_*

**`ondaten_gewinnz(self)`**

Anzeigen der Gewinnzahlen an den Auswahlfeld

**`ondaten_lottoschein(self)`**

Anzeigen der Daten des Lottoscheins an den Auswahlfeld

**`onInfo(self)`**

Programm Info

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

the program exit

Overrides: PyQt4.QtGui.QWidget.closeEvent

**onData\_lottode**(*self*)**onData\_lottozahlenonlinede**(*self*)**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

**onBtn\_set\_calender\_today**(*self*)

set calender today

**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 abgewaehlt wird, wird auch der Wert der entsprechende Spinbox geloescht

**draw\_numbers**(*self*)

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(), set-  
 Geometry(), setGraphicsEffect(), setHidden(), setInputContext(), setInputMethod-  
 Hints(), setLayout(), setLayoutDirection(), setLocale(), setMask(), setMaximumHeight(),  
 setMaximumSize(), setMaximumWidth(), setMinimumHeight(), setMinimumSize(),  
 setMinimumWidth(), setMouseTracking(), setPalette(), setParent(), setShortcut-  
 AutoRepeat(), setShortcutEnabled(), setShown(), setSizeIncrement(), setSizePol-  
 icy(), setStatusTip(), setStyle(), setStyleSheet(), setTabOrder(), setToolTip(), set-  
 UpdatesEnabled(), setVisible(), setWhatsThis(), setWindowFilePath(), setWin-  
 dowFlags(), setWindowIcon(), setWindowIconText(), setWindowModality(), setWin-  
 dowModified(), setWindowOpacity(), setWindowRole(), setWindowState(), setWin-  
 dowTitle(), show(), showEvent(), showFullScreen(), showMaximized(), showMini-  
 mized(), showNormal(), size(), sizeHint(), sizeIncrement(), sizePolicy(), stackUn-  
 der(), statusTip(), style(), styleSheet(), tabletEvent(), testAttribute(), toolTip(),  
 topLevelWidget(), underMouse(), ungrabGesture(), unsetCursor(), unsetLayout-  
 Direction(), unsetLocale(), update(), updateGeometry(), updateMicroFocus(), up-  
 datesEnabled(), visibleRegion(), whatsThis(), wheelEvent(), width(), winId(), win-  
 dow(), windowActivationChange(), windowFilePath(), windowFlags(), window-  
 Icon(), windowIconText(), windowModality(), windowOpacity(), windowRole(),  
 windowState(), windowTitle(), windowType(), x(), x11Info(), x11PictureHandle(),  
 y()

### ***Inherited from PyQt4.QtCore.QObject***

\_\_getattr\_\_(), blockSignals(), childEvent(), children(), connect(), connectNo-  
 tify(), customEvent(), deleteLater(), destroyed(), disconnect(), disconnectNotify(),  
 dumpObjectInfo(), dumpObjectTree(), dynamicPropertyNamees(), emit(), event-  
 Filter(), 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.gui.lotto\_dateneing.Ui\_MainWindow(Section 4.2)***

retranslateUi(), setupUi()

### ***Inherited from object***

```

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

```

#### 6.4.2 Properties

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

#### 6.4.3 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	

## 7 Module `lotto.webzugriff`

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### 7.1 Functions

<b><code>data_from_webpage()</code></b>
---

Data from <code>lotto.de</code>
---------------------------------

<b>Return Value</b>
---------------------

datum, list of numbers (draw 1-6, Zusatzzahl, Superzahl, Spiel77, Super6)
---

<b><code>data_from_achiv(<i>quote_url</i>=None)</code></b>
--

Data from <code>www.lottozahlenonline.de</code>
---

<b><code>test_data_from_webpage()</code></b>
--

### 7.2 Variables

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

## 8 Module **lotto.zufallszahl**

Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf

pyLottoverwaltung

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## 8.1 Functions

**zufallszahlen**(*anzahl*, *maxwert*)

Zufallszahl ermitteln und als Wurfelergebnis nehmen return random value

### 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]
```

## 8.2 Variables

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

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