

# API Documentation

API Documentation

February 17, 2013

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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        |
|--------------------------|--------------------|
| <code>__package__</code> | <b>Value:</b> None |

## 2 Module `lotto.datahandler`

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

pyLottoverwaltung

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

|  |
|--|
| <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><br><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`

`pyLottoverwaltung`

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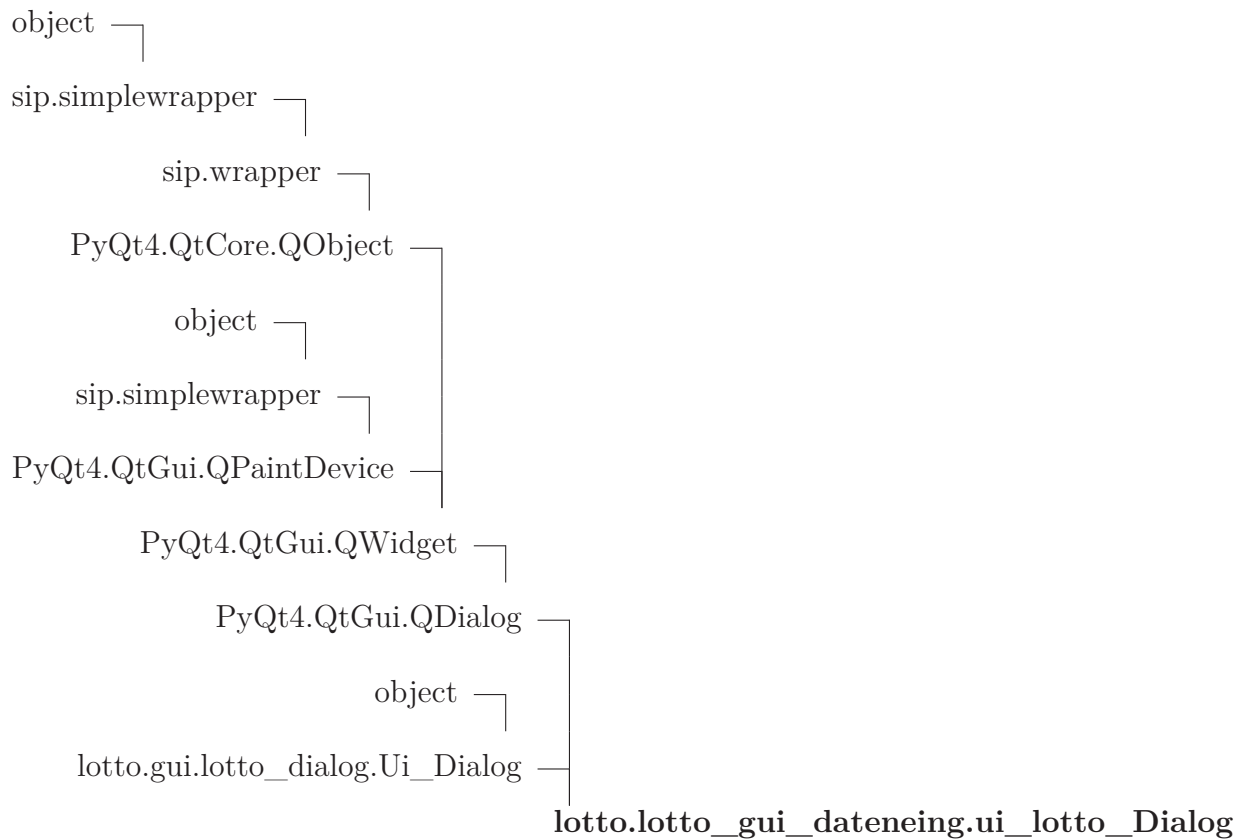
### 6.1 Functions

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

### 6.2 Variables

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

### 6.3 Class `ui_lotto_Dialog`



#### 6.3.1 Methods

|   |
|---|
| <b><code>__init__</code></b> ( <i>self</i> , <i>typ</i> , <i>rowid</i> )  |
| open analyze dialog Datenauswerte Dialog oeffnen                          |
| <b>Parameters</b>   |
| <b>typ</b> : 0 == Gewinnzahlen, 1 == Lottoschein<br>( <i>type=int</i> )   |
| <b>rowid</b> : is the rowid number of the database<br>( <i>type=int</i> ) |
| <b>Return Value</b>   |
| give close(0) or accept(1) back   |
| 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()`, `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> |             |

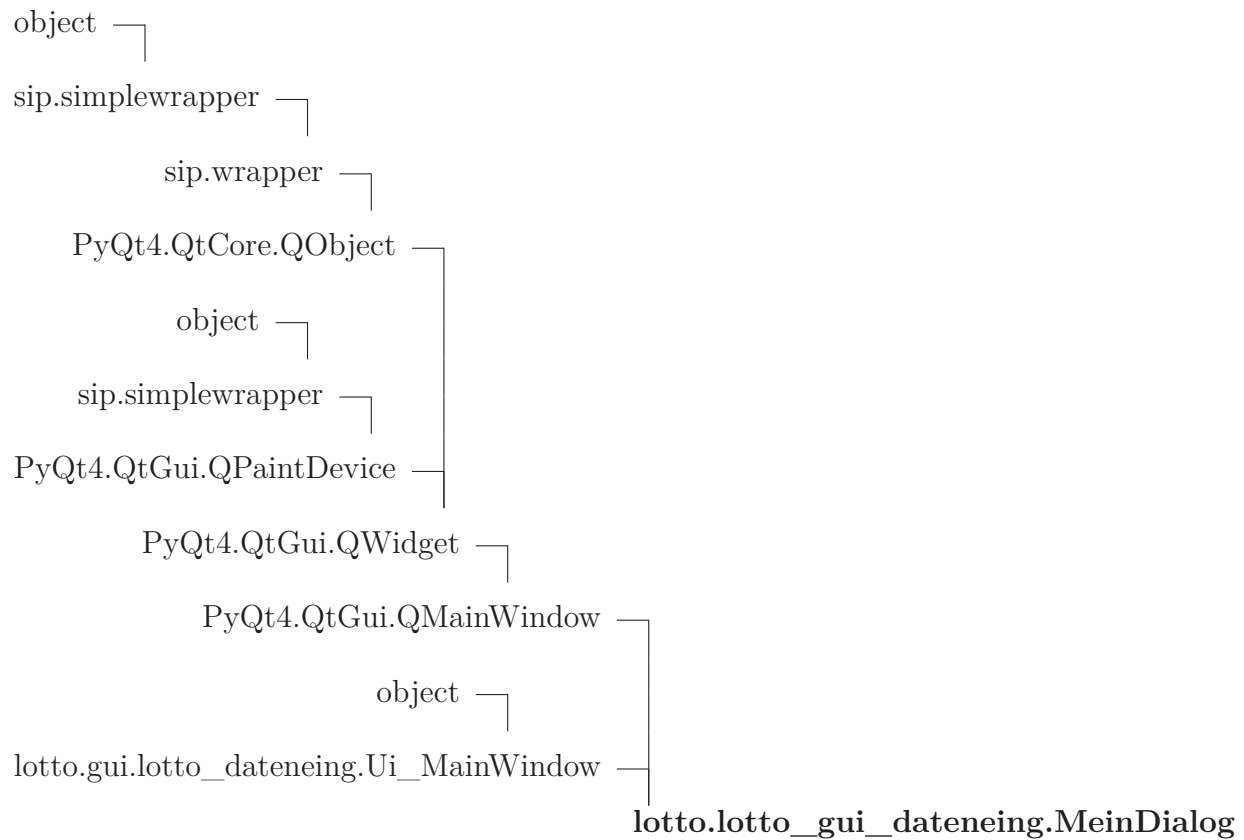
*continued on next page*

| Name      | Description |
|-----------|-------------|
| __class__ |             |

### 6.3.3 Class Variables

| Name   | Description |
|--|-------------|
| <i>Inherited from PyQt4.QtGui.QDialog</i><br>Accepted, Rejected  |             |
| <i>Inherited from PyQt4.QtGui.QWidget</i><br>DrawChildren, DrawWindowBackground, IgnoreMask  |             |
| <i>Inherited from PyQt4.QtCore.QObject</i><br>staticMetaObject   |             |
| <i>Inherited from PyQt4.QtGui.QPaintDevice</i><br>PdmDepth, PdmDpiX, PdmDpiY, PdmHeight, PdmHeightMM,<br>PdmNumColors, PdmPhysicalDpiX, PdmPhysicalDpiY, PdmWidth,<br>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 Auslesen der Zeilennummer  
Den Text der Zeile in der Beschriftung ausgeben

**`ondaten_lottoschein(self)`**

Anzeigen der Daten des Lottoscheins an den Auswahlfeld Auslesen der  
Zeilennummer Den Text der Zeile in der Beschriftung ausgeben

**onInfo**(*self*)

Programm Info

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

the program exit

Overrides: PyQt4.QtGui.QWidget.closeEvent

**onData\_\_lottode**(*self*)

Load the actual draw from lotto.de

**onData\_\_lottozahlenonlinede**(*self*)

Load the draw from 2000 to 2013 from lottozahlenonline.de

**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 im großen Feld anzeigen



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

show tip numbers Lottoschein im großen Feld anzeigen,

**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

**onCBox\_gz\_kompl\_ausgeben(*self*)**

CheckBox: Show the complete database in TextEdit

**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

|                                    |
|------------------------------------|
| <b>geaendert__btn(<i>self</i>)</b> |
|------------------------------------|

|   |
|---|
| in den SpinBoxen die Nummern der Zahlen 1 bis 49 anzeigen wenn die Zahl abgewaehlt wird, wird auch der Wert der entsprechende Spinbox geloescht |
|---|

|                                   |
|-----------------------------------|
| <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(), maxHeight(), maxSize(), maxWidth(), metric(), minHeight(), 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.gui.lotto_dateneing.Ui_MainWindow`(Section 4.2)***

`retranslateUi()`, `setupUi()`

***Inherited from object***

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

#### 6.4.2 Properties

| Name   | Description |
|--|-------------|
| <i>Inherited from object</i><br><code>__class__</code> |             |

#### 6.4.3 Class Variables

| Name  | Description |
|---|-------------|
| <i>Inherited from <code>PyQt4.QtGui.QMainWindow</code></i><br>AllowNestedDocks, AllowTabbedDocks, AnimatedDocks,<br>ForceTabbedDocks, VerticalTabs  |             |
| <i>Inherited from <code>PyQt4.QtGui.QWidget</code></i><br>DrawChildren, DrawWindowBackground, IgnoreMask  |             |
| <i>Inherited from <code>PyQt4.QtCore.QObject</code></i><br>staticMetaObject   |             |
| <i>Inherited from <code>PyQt4.QtGui.QPaintDevice</code></i><br>PdmDepth, PdmDpiX, PdmDpiY, PdmHeight, PdmHeightMM,<br>PdmNumColors, PdmPhysicalDpiX, PdmPhysicalDpiY, PdmWidth,<br>PdmWidthMM |             |

## 7 Module `lotto.webzugriff`

`pyLottoverwaltung`

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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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