

API Documentation

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November 8, 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)
- **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)
- **webzugriff** (Section 6, p. 19)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf
(Section 7, p. 20)

1.2 Variables

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

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__` `exitit`(inherited documentation)

`create_tables(self)`

Tabellen erstellen

`add_columns(self)`

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)`

Daten der Ziehung der Lottozahlen auslesen

`get_schein(self, id=None)`

Daten des Lottoscheines auslesen

delete__ziehung (<i>self</i> , <i>id</i>)
--

Daten der Ziehung der Lottozahlen löschen

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

Daten eines Lottoscheines löschen

find__rowid (<i>self</i> , <i>typ</i> , <i>blocknumber</i>)
--

Return the RowID from the BlockNumber of dataset
--

Parameters

typ: 0 == Gewinnzahlen, 1 == Lottoschein <i>(type=int)</i> blocknumber: BlockNumber of dataset <i>(type=int)</i>

Return Value

Return the RowID

close (<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>	Value: 'lotto'

3.2 Class *Ui_MainWindow*

object └─ **lotto.lotto_dateneing.Ui_MainWindow**

Known Subclasses: *lotto.lotto_gui_dateneing.MeinDialog*

3.2.1 Methods

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

retranslateUi (<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>	Value: '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>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__()`

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

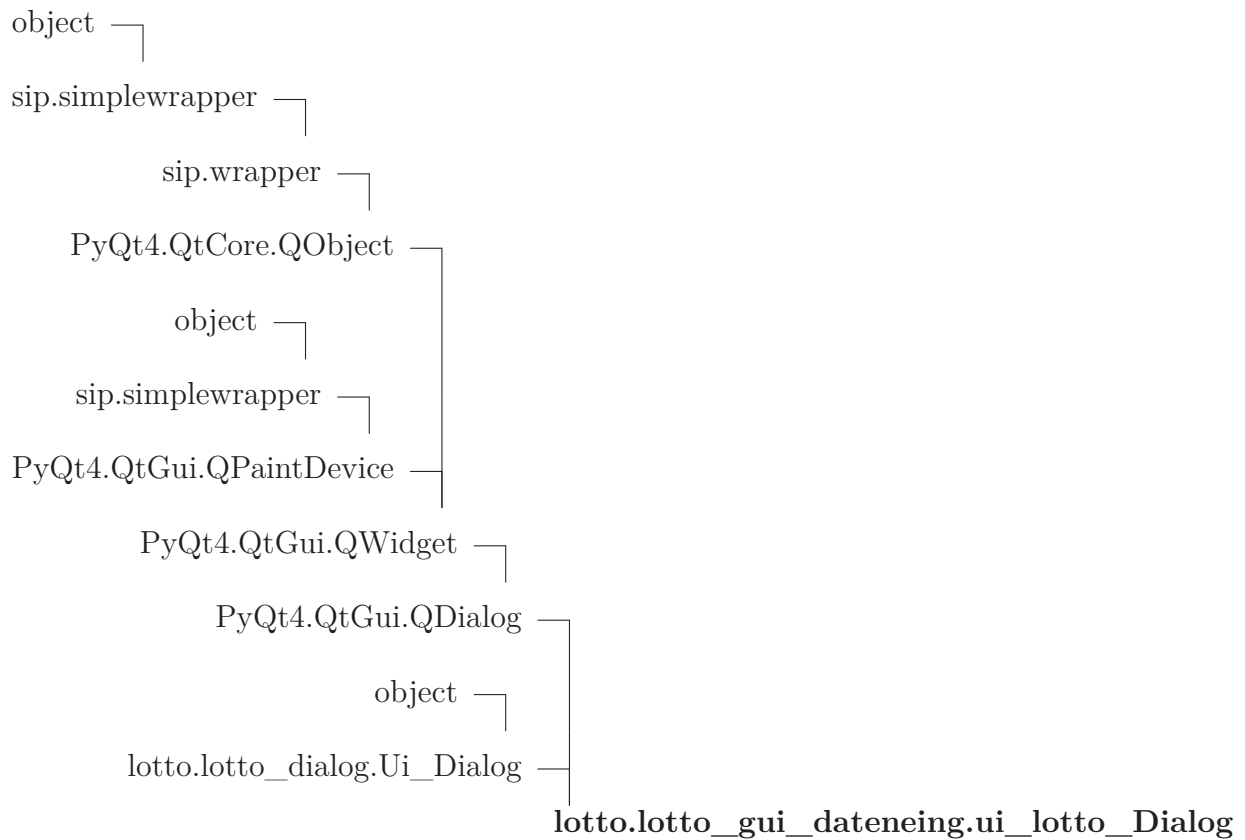
5.1 Functions

<code>gui()</code>

5.2 Variables

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

5.3 Class `ui_lotto_Dialog`



5.3.1 Methods

<code>__init__</code> (<i>self</i> , <i>typ</i> , <i>rowid</i>)
open analyze dialog Datenauswerte Dialog oeffnen
Parameters
typ: 0 == Gewinnzahlen, 1 == Lottoschein (<i>type=int</i>)
rowid: is the rowid number of the database (<i>type=int</i>)
Return Value
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.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 <code>object</code></i>	

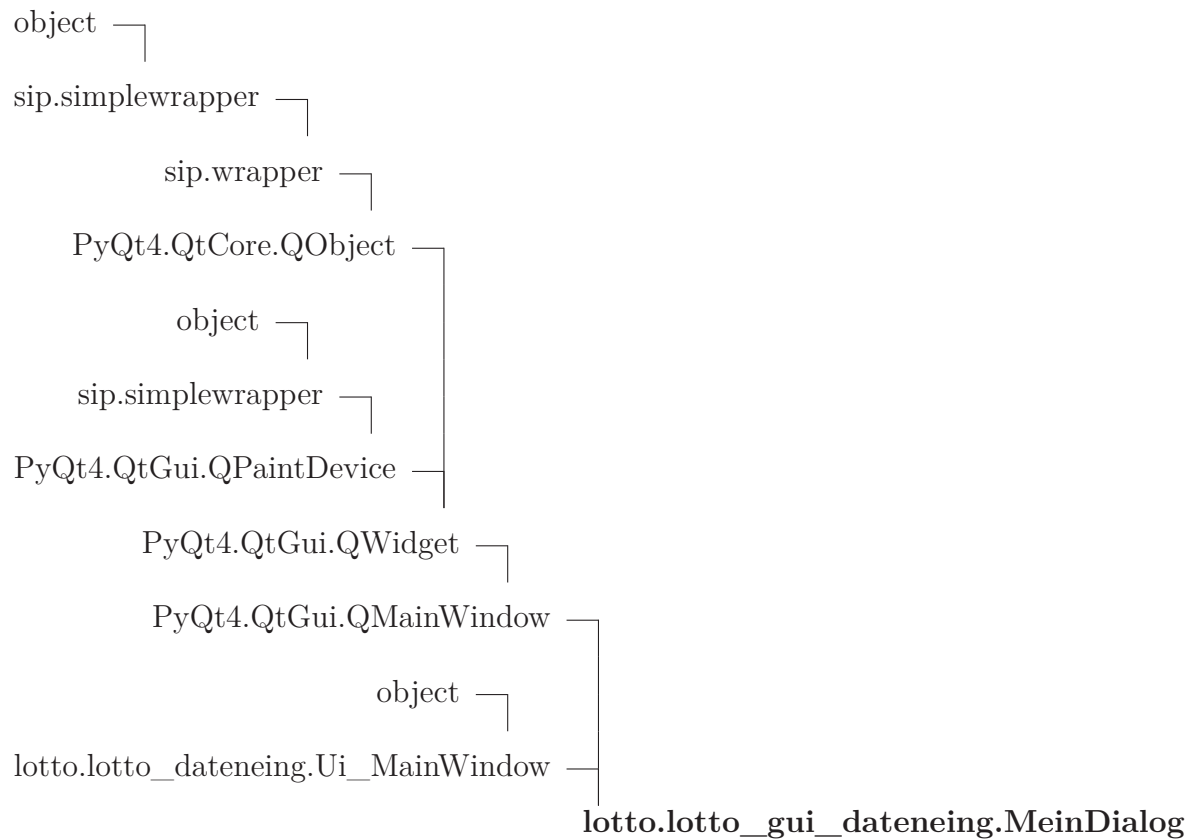
continued on next page

Name	Description
__class__	

5.3.3 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	

5.4 Class *MeinDialog*



5.4.1 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

`onHilfe(self)`

Öffnen der Hilfe Datei im Browser

onInfo(*self*)

Programm Info

closeEvent(*self, event*)

the program exit

Overrides: PyQt4.QtGui.QWidget.closeEvent

onData__lottode(*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 abgewählt wird, wird auch der Wert der entsprechende Spinbox gelöscht

draw_numbers (<i>self</i>)

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.webzugriff`

6.1 Functions

<code>data_from_webpage()</code>

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

Return Value

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

<code>data_from_achiv()</code>

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

Return Value

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

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

6.2 Variables

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

7 Module `lotto.zufallszahl`

Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf

7.1 Functions

zufallszahlen(*anzahl*, *maxwert*)

Zufallszahl ermitteln und als Wuerfelerggebnis 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
<code>__package__</code>	Value: 'lotto'

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