

API Documentation

API Documentation

December 31, 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
<code>__package__</code>	Value: 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>	Value: <code>'lotto'</code>

2.2 Class Datahandler

object  `lotto.datahandler.Datahandler`

2.2.1 Methods

<code>__init__(self, path)</code> <code>x.__init__(...)</code> initializes x; see <code>help(type(x))</code> for signature Overrides: <code>object.__init__</code> <code>exit</code> (inherited documentation)
<code>create_tables(self)</code> Tabellen erstellen
<code>add_columns(self)</code> 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>	Value: None

4 Module `lotto.gui.lotto_dateneing`

4.1 Variables

Name	Description
<code>__package__</code>	Value: <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> <code>__class__</code>	

5 Module *lotto.gui.lotto_dialog*

5.1 Variables

Name	Description
<code>__package__</code>	Value: <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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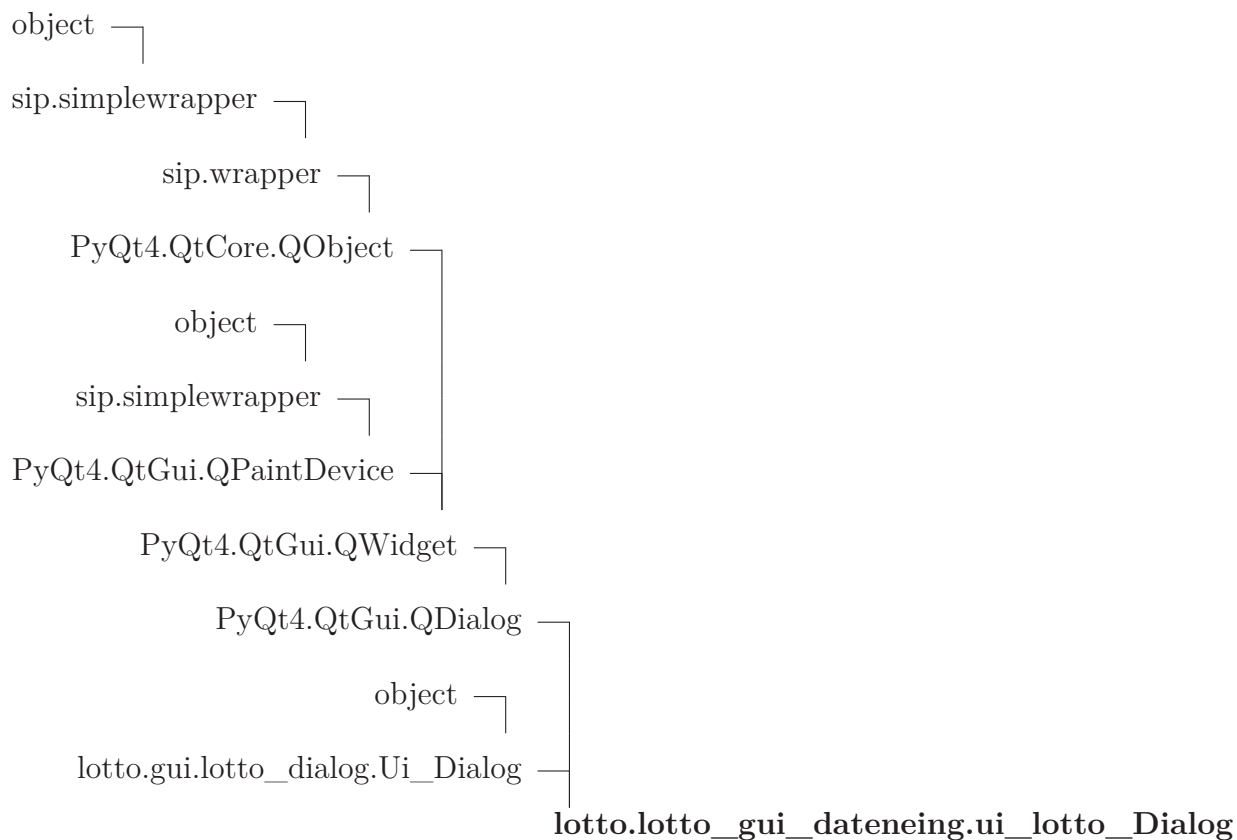
6.1 Functions

<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

__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 object</i>	

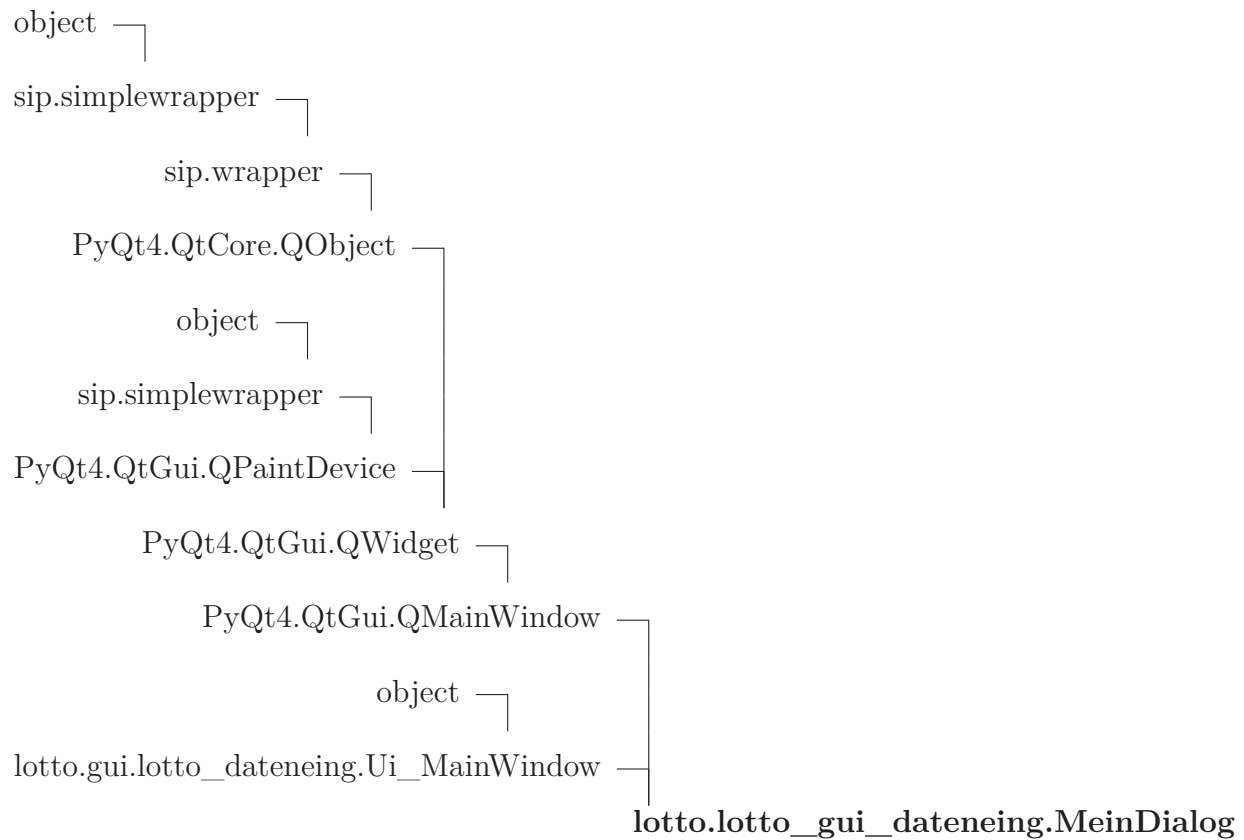
continued on next page

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 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*)**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 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*)

Read the complete database

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(<i>self</i>)

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(<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(), 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> <code>__class__</code>	

6.4.3 Class Variables

Name	Description
<i>Inherited from <code>PyQt4.QtGui.QMainWindow</code></i> AllowNestedDocks, AllowTabbedDocks, AnimatedDocks, ForceTabbedDocks, VerticalTabs	
<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	

7 Module `lotto.webzugriff`

`pyLottoverwaltung`

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7.1 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(<i>quote_url</i>=None)</code>
--

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

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

7.2 Variables

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