

API Documentation

API Documentation

March 30, 2013

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1 Package lotto

1.1 Modules

- **auswertung**: pyLottoverwaltung
(Section 2, p. 4)
- **datahandler**: the data handler for insert, get and delete data in the database
(Section 3, p. 9)
- **gui** (Section 4, p. 15)
 - **auswertung** (Section 5, p. 16)
 - **lotto_dateneing** (Section 6, p. 17)
- **lotto_gui_dateneing**: pyLottoverwaltung
(Section 7, p. 18)
- **webzugriff**: pyLottoverwaltung
(Section 8, p. 25)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf
(Section 9, p. 26)

1.2 Variables

Name	Description
__package__	Value: None

2 Module *lotto.auswertung*

pyLottoverwaltung

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2.1 Variables

Name	Description
<code>__package__</code>	Value: <code>'lotto'</code>
<code>__warningregistry__</code>	Value: <code>{('the sets module is deprecated', <type 'exceptions.Depr...</code>

`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.auswertung.Ui_Dialog` (Section 5.2)

`retranslateUi()`, `setupUi()`

Inherited from `object`

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

2.2.2 Properties

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

2.2.3 Class Variables

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

continued on next page

Name	Description
<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

3 Module `lotto.datahandler`

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

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3.1 Variables

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

3.2 Class Datahandler

object —
 `lotto.datahandler.Datahandler`

3.2.1 Methods

```

__init__(self, path)
class init
Parameters
    path: (type=string)

>>> data_handler = Datahandler(':memory:')
>>> data_handler.insert_ziehung('2013-03-13', [11, 12, 13, 14, 15, 16, 17], 666)
>>> data_handler.get_ziehung()
[(1, u'2013-03-13', 666, 777, 888, u'11,12,13,14,15,16,17')]
>>> data_handler.insert_ziehung('2013-03-12', [21, 22, 23, 24, 25, 26, 27], 222)
>>> data_handler.get_ziehung(2)
[(2, u'2013-03-12', 222, 333, 444, u'21,22,23,24,25,26,27')]
>>> data_handler.get_ziehung()
[(2, u'2013-03-12', 222, 333, 444, u'21,22,23,24,25,26,27'), (1, u'2013-03-13', 666, 777, 888, u'11,12,13,14,15,16,17')]
>>> data_handler.insert_schein('2013-03-13', [11, 12, 13, 14, 15, 16, 17], 2)
>>> data_handler.get_schein()
[(1, u'2013-03-13', 2, 0, 888, u'11,12,13,14,15,16,17')]
>>> data_handler.insert_schein('2013-03-12', [21, 22, 23, 24, 25, 28], 1, 1, 444)
>>> data_handler.get_schein(2)
[(2, u'2013-03-12', 1, 1, 444, u'21,22,23,24,25,28')]
>>> data_handler.get_schein()
[(2, u'2013-03-12', 1, 1, 444, u'21,22,23,24,25,28'), (1, u'2013-03-13', 2, 0, 888, u'11,12,13,14,15,16,17')]
>>> data_handler.get_id_numbers_of_ziehung(2)
[2]
>>> data_handler.get_id_numbers_of_ziehung(2, 3)
'error'
>>> data_handler.get_id_numbers_of_ziehung()
'error'
>>> data_handler.get_id_numbers_of_ziehung(number_list=[12, 27])
[1, 2]
>>> data_handler.dump()
>>> data_handler.delete_ziehung(1)
>>> data_handler.delete_ziehung(2)
>>> data_handler.get_ziehung()
[]
>>> data_handler.delete_schein(1)
>>> data_handler.delete_schein(2)
>>> data_handler.get_schein()
[]
)
Overrides: object.__init__

```

create__tables(*self*)

Tabellen erstellen mit id

**insert__ziehung(*self*, *date*, *zahlen*, *zahl_super*, *zahl_spiel77*,
zahl_spielsuper6)**

Save the number of the draw in database Lottozahlen in der Datenbank speichern

Parameters

date: (*type=date*)
zahl_super: (*type=int*)
zahlen: (*type=list*)
zahl_spielsuper6: (*type=int*)
zahl_spiel77: (*type=int*)

insert__schein(*self*, *date*, *zahlen*, *laufzeit*, *laufzeit_tag*, *scheinnr*)

Save the number of the tip in database Daten des Lottoscheines in der Datenbank speichern

Parameters

date: (*type=date*)
laufzeit: (*type=int*)
scheinnr: (*type=int*)
zahlen: (*type=list of int*)
laufzeit_tag: (*type=int*)

get__ziehung(*self*, *rowid=None*, *date=None*)

Daten der Ziehung der Lottozahlen auslesen

Parameters

date: (*type=date*)
rowid: (*type=int*)

Return Value

data

get_id_numbers_of_ziehung(*self*, *id_lottoschein*=None, *number_list*=None)

Get id numbers of ziehung, with the id of lotteryticket Finde die ID Nummer der Ziehungsdaten, durch den Lottoschein

Parameters

id_lottoschein: (*type=int*)
number_list: (*type=list of int*)

Return Value

data all the draw with the number of lotteryticket

get_schein(*self*, *rowid*=None)

Get data from Lottoscheines Daten des Lottoscheines auslesen

Parameters

rowid: (*type=int*)

Return Value

data

delete_ziehung(*self*, *rowid*)

Daten der Ziehung der Lottozahlen löschen

Parameters

rowid: (*type=int*)

delete_schein(*self*, *rowid*)

Daten eines Lottoscheines löschen

Parameters

rowid: (*type=int*)

dump(*self*)

write dump file

__del__(*self*)

close connection of database

Inherited from object

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

3.2.2 Properties

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

4 Package lotto.gui

4.1 Modules

- **auswertung** (*Section 5, p. 16*)
- **lotto_dateneing** (*Section 6, p. 17*)

4.2 Variables

Name	Description
__package__	Value: None

5 Module *lotto.gui.auswertung*

5.1 Variables

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

5.2 Class *Ui_Dialog*

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

Known Subclasses: `lotto.auswertung.ui_lotto_auswertung`

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.gui.lotto_dateneing*

6.1 Variables

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

6.2 Class *Ui_MainWindow*

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

Known Subclasses: *lotto.lotto_gui_dateneing.MeinDialog*

6.2.1 Methods

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

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

Inherited from object

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

6.2.2 Properties

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

7 Module `lotto.lotto_gui_dateneing`

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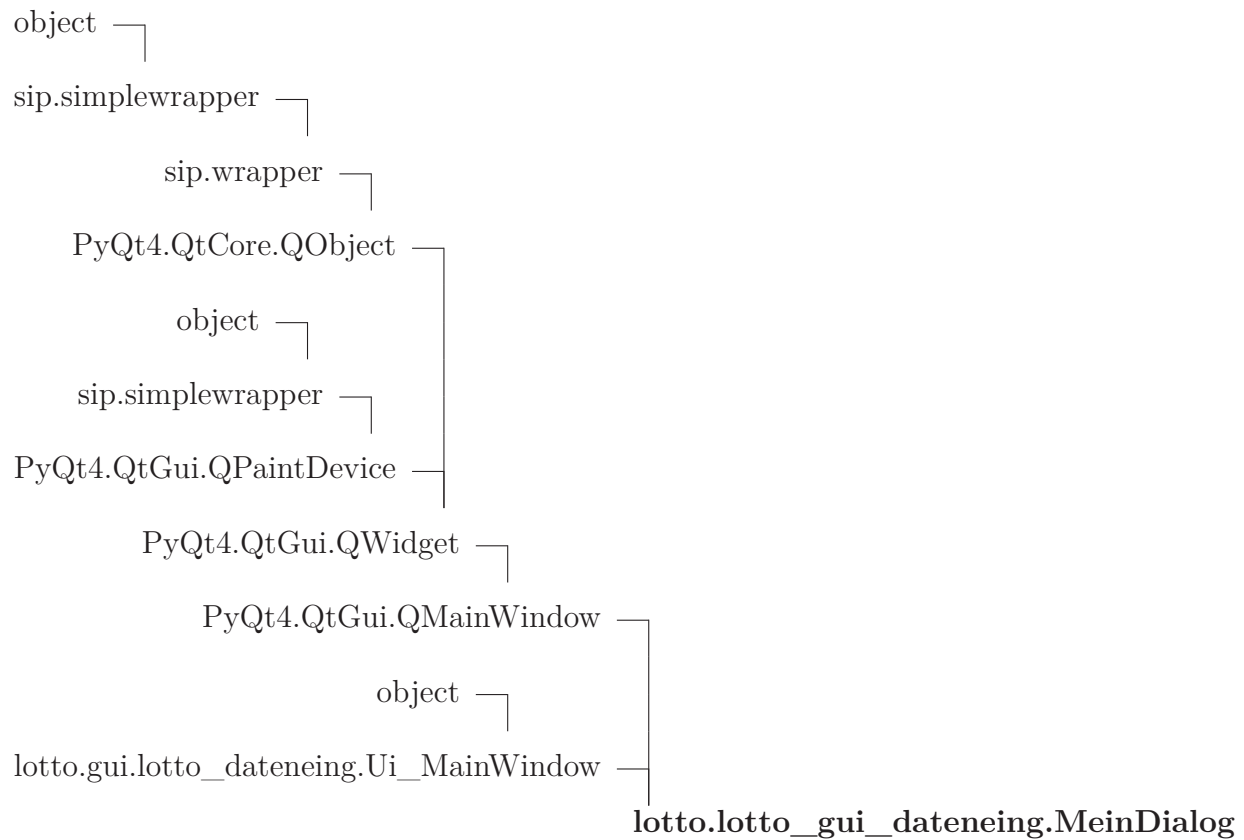
7.1 Functions

<code>gui()</code>

7.2 Variables

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

7.3 Class *MeinDialog*



7.3.1 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, first_year, last_year*)

Load the draw 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

onBtn__hinzu(*self*)

drawing numbers move in database

onBtn__ls__auswerten(*self*)

den Lottoschein auswerten

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

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(*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(), dynamicPropertyNames(), 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 6.2)

retranslateUi(), setupUi()

Inherited from object

```

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

```

7.3.2 Properties

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

7.3.3 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	

8 Module `lotto.webzugriff`

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8.1 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>data_handler</i>, <i>quote_url</i>=None)</code>

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

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

8.2 Variables

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

9 Module *lotto.zufallszahl*

Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf

pyLottoverwaltung

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9.1 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]
```

9.2 Variables

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

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