

# API Documentation

API Documentation

February 18, 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> 'lotto'

### 2.2 Class Datahandler

object  **lotto.datahandler.Datahandler**

#### 2.2.1 Methods

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

```
update_ziehung(self, row_id, 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

```
update_schein(self, row_id, 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>	
<code>__class__</code>	

### 3 Package lotto.gui

#### 3.1 Modules

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

#### 3.2 Variables

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

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

### 4.1 Variables

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

### 4.2 Class *Ui\_MainWindow*

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

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

#### 4.2.1 Methods

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

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

#### *Inherited from object*

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

#### 4.2.2 Properties

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



## 5 Module *lotto.gui.lotto\_dialog*

### 5.1 Variables

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

### 5.2 Class *Ui\_Dialog*

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

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

#### 5.2.1 Methods

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

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

#### *Inherited from object*

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

#### 5.2.2 Properties

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

## 6 Module `lotto.lotto_gui_dateneing`

`pyLottoverwaltung`

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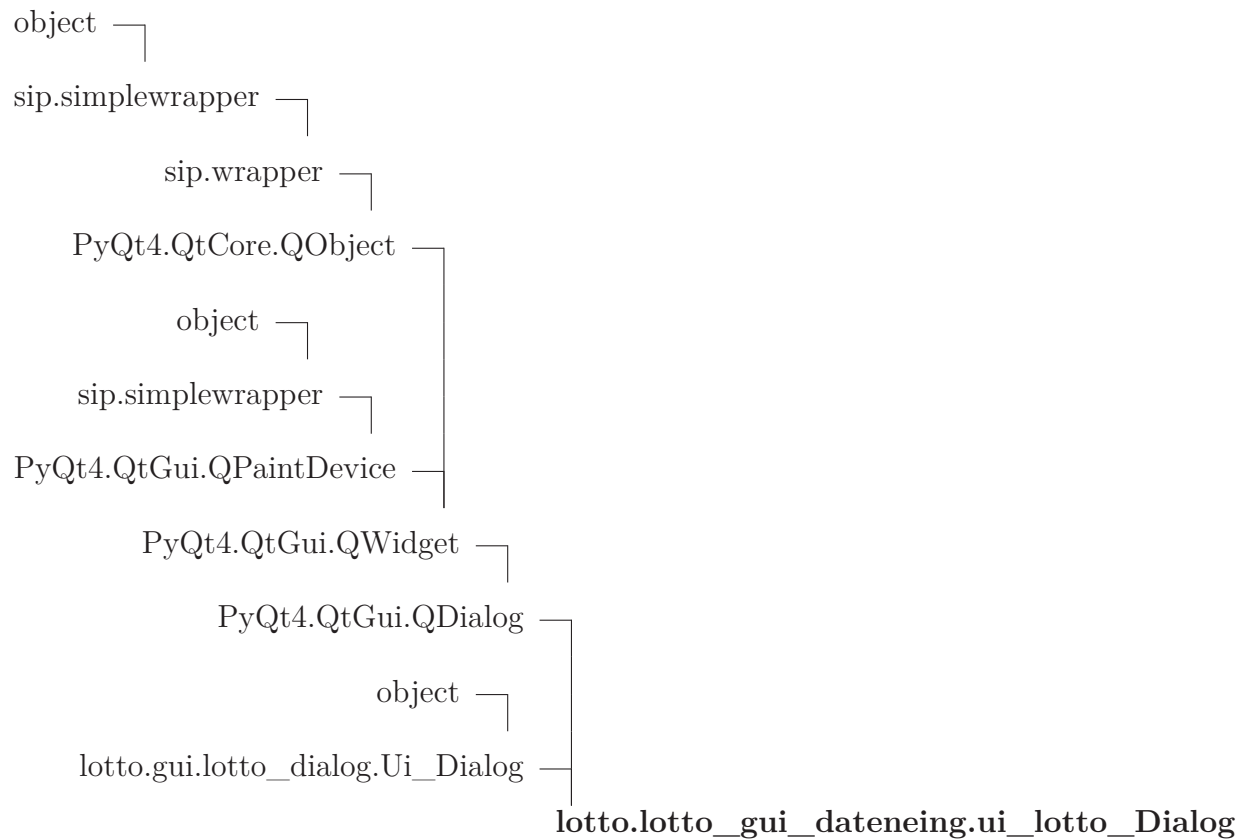
### 6.1 Functions

<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 ( <i>type=int</i> )
<b>rowid</b> : is the rowid number of the database ( <i>type=int</i> )
<b>Return Value</b>
give close(0) or accept(1) back
Overrides: <code>object.__init__</code>

<b>onbtn_save_index</b> ( <i>self</i> , <i>typ</i> , <i>rowid</i> , <i>date_of</i> )
--

drawing numbers move in database
----------------------------------

**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()`, `set-`

`ForegroundRole()`, `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()`, `ungrabMouse()`, `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__()`

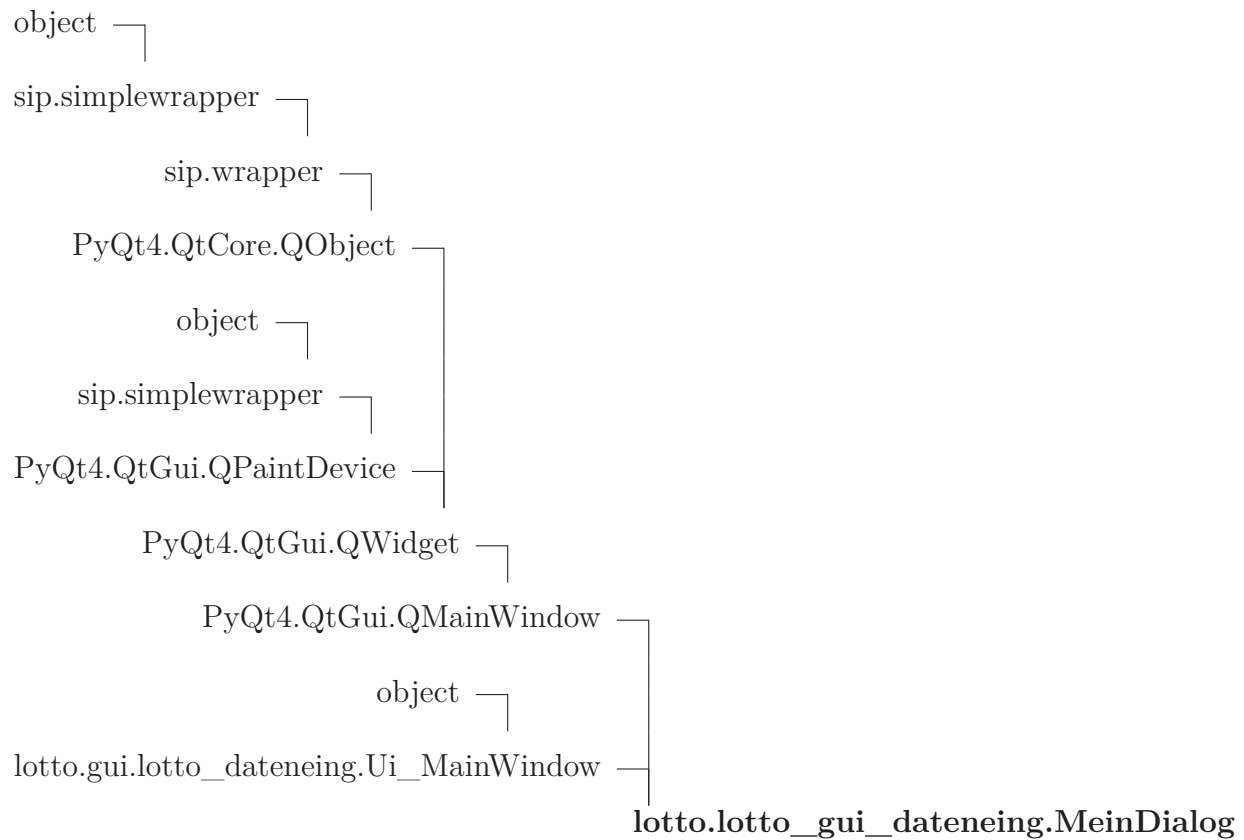
**6.3.2 Properties**

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

**6.3.3 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	

## 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, 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\_\_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

**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

<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(), 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.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

<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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