

# API Documentation

API Documentation

August 6, 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)
  - **dialog\_kalender** (Section 6, p. 17)
- **kalender\_datum**: pyLottoverwaltung  
(Section 7, p. 18)
- **lotto\_gui\_dateneing**: pyLottoverwaltung  
(Section 8, p. 23)
- **webzugriff**: pyLottoverwaltung  
(Section 9, p. 30)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf  
(Section 10, p. 31)

## 1.2 Variables

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

## 2 Module *lotto.auswertung*

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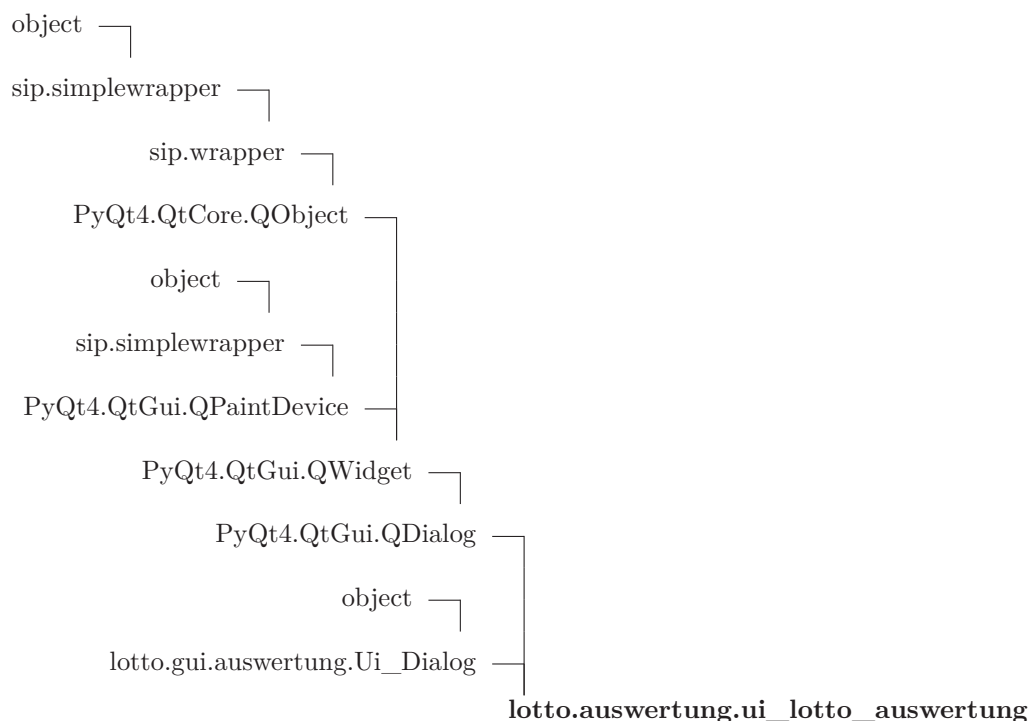
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### 2.1 Variables

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

## 2.2 Class ui\_lotto\_auswertung



`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>	<b>Value:</b> <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\_\_**(*self*), **\_\_format\_\_**(*self*), **\_\_getattr\_\_**(*self*), **\_\_hash\_\_**(*self*), **\_\_new\_\_**(*self*),  
**\_\_reduce\_\_**(*self*), **\_\_reduce\_ex\_\_**(*self*), **\_\_repr\_\_**(*self*), **\_\_setattr\_\_**(*self*), **\_\_sizeof\_\_**(*self*),  
**\_\_str\_\_**(*self*), **\_\_subclasshook\_\_**(*self*)

### 3.2.2 Properties

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

## 4 Package lotto.gui

### 4.1 Modules

- **auswertung** (*Section 5, p. 16*)
- **dialog\_kalender** (*Section 6, p. 17*)

### 4.2 Variables

Name	Description
__package__	<b>Value:</b> 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.dialog\_kalender*

### 6.1 Variables

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

### 6.2 Class *Ui\_Dialog*

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

**Known Subclasses:** `lotto.kalender_datum.ui_kalender`

#### 6.2.1 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__()`

#### 6.2.2 Properties

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

## 7 Module `lotto.kalender__datum`

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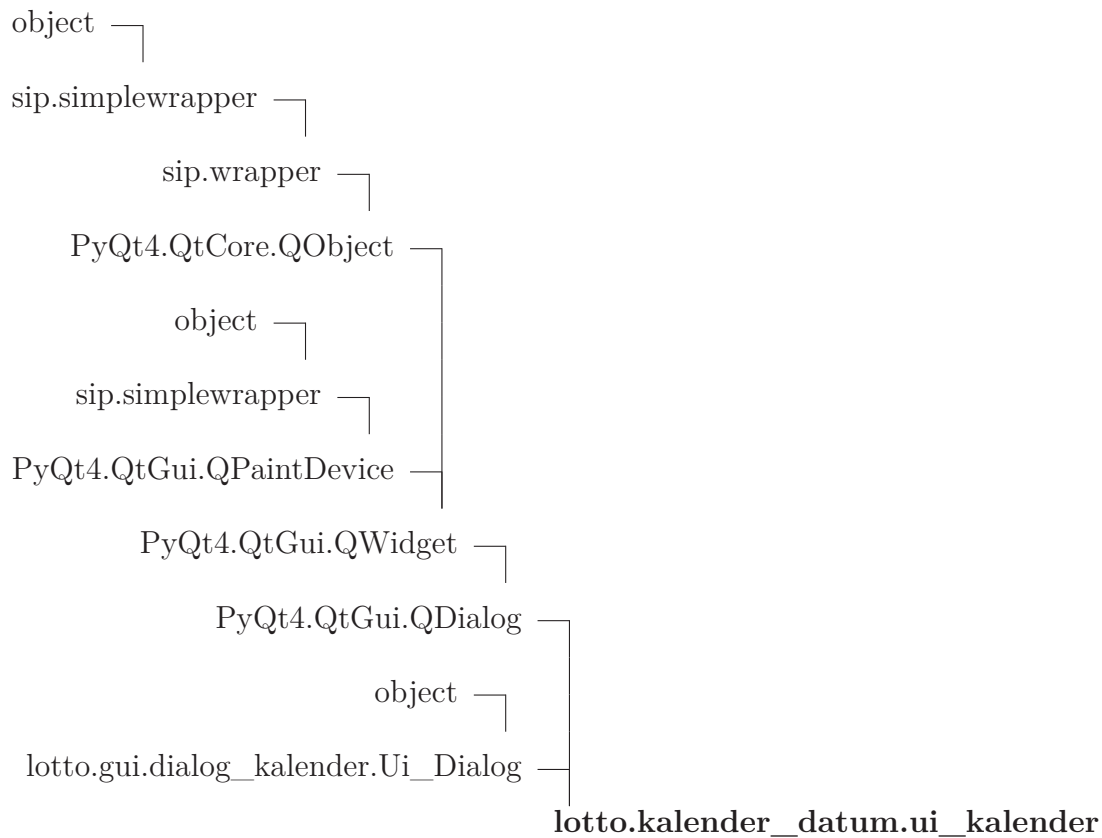
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### 7.1 Variables

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

## 7.2 Class `ui_kalender`



### 7.2.1 Methods

<b><code>__init__</code></b> ( <i>self</i> , <i>year</i> , <i>month</i> , <i>day</i> )
open kalender dialog Kalender Dialog oeffnen
<b>Parameters</b>
<i>month</i> : ( <i>type=int</i> )
<i>day</i> : ( <i>type=int</i> )
<i>year</i> : ( <i>type=int</i> )
Overrides: <code>object.__init__</code>

<b><code>kalender</code></b> ( <i>self</i> )
Return the date of the calender
<b>Return Value</b>
<i>datum</i>

***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()`, `setMin-`

`imumHeight()`, `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.dialog_kalender.Ui_Dialog`(Section 6.2)***

`retranslateUi()`, `setupUi()`

### ***Inherited from `object`***

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

## **7.2.2 Properties**

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

### 7.2.3 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	

## 8 Module `lotto.lotto_gui_dateneing`

`pyLottoverwaltung`

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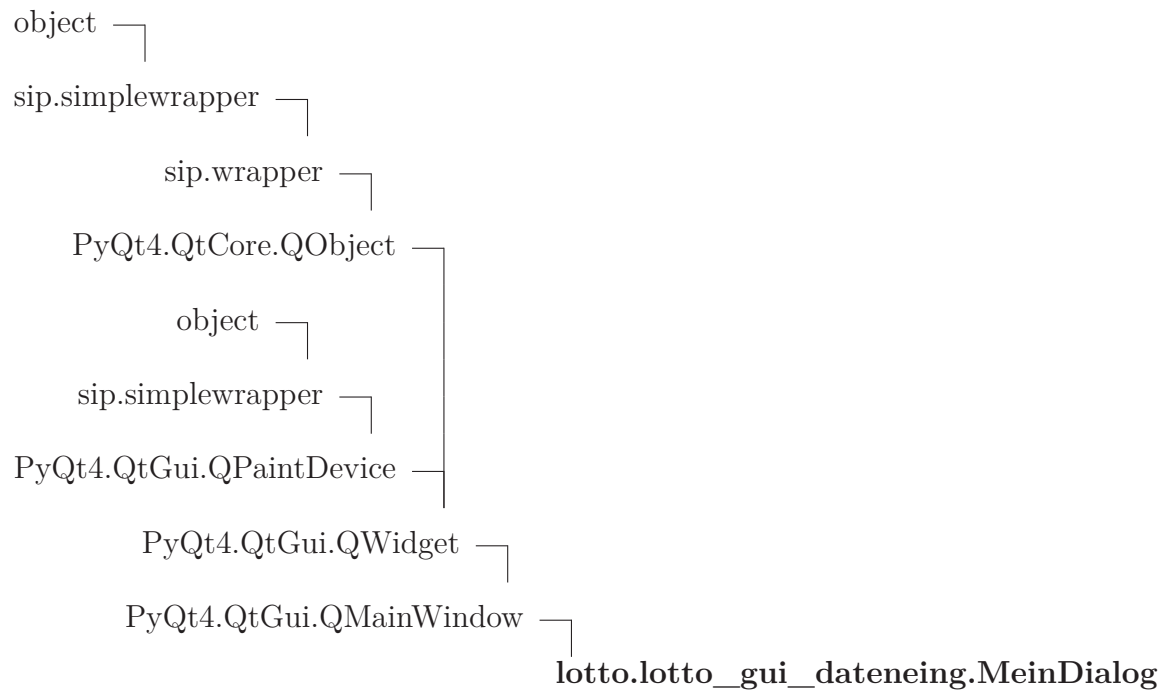
### 8.1 Functions

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

### 8.2 Variables

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

### 8.3 Class *MeinDialog*



#### 8.3.1 Methods

<b><code>__init__(self)</code></b>
initial the main window 1 to 49 button, 7 spinbox, calender, datafield
Overrides: <code>object.__init__</code>

<b><code>onbtn_kalender(self)</code></b>
Kalender Dialog öffnen

<b><code>ondaten_gewinnz(self)</code></b>
Anzeigen der Gewinnzahlen an den Auswahlfeld Auslesen der Zeilennummer Den Text der Zeile in der Beschriftung ausgeben

<b><code>ondaten_lottoschein(self)</code></b>
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=None, numbers=None*)

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*)

Botton colour in dependence of the value of the Spinbox

**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*)

numbers are in the draw

<b>onwebsite(<i>self</i>)</b>
-------------------------------

open website
--------------

<b>onClose(<i>self</i>)</b>
-----------------------------

### ***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(), mouseRe-

leaseEvent(), 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 object**

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

**8.3.2 Properties**

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

**8.3.3 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	

## 9 Module `lotto.webzugriff`

`pyLottoverwaltung`

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### 9.1 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>data_handler</i>, <i>quote_url</i>=None)</code></b>
---------------------------------------------------------------------------------

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

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

### 9.2 Variables

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

## 10 Module *lotto.zufallszahl*

Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf

pyLottoverwaltung

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### 10.1 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]

### 10.2 Variables

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



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