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# **SampleProject Documentation**

***Release 1.0***

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## SampleProject

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### 1.1 Main module

Contains a BaseClass, an Interface and a ChildClass, implementing the interface

```
class Main.MyBaseClass
```

Basisklassen: object

The BaseClass

```
BaseClassMember = 'Hello'
```

This is a simple text member of the BaseClass

```
set_baseclassmember (text)
```

Sets self.BaseClassMember to text.

**Args:** text (str): The text to set BaseClassMember to.

```
class Main.MyClass
```

Basisklassen: *Main.MyInterface*, *Main.MyBaseClass*

The actual Class

```
SomeMember = 5
```

This is a simple int member of the MyClass

```
set_somemember (number)
```

Sets self.SomeMember to number.

**Args:** number (int): The number to set self.SomeMember to.

Use it like this:

```
>>> MyClass().set_somemember(5)
```

```
class Main.MyInterface
```

Basisklassen: object

The Interface

```
Interfacemethod ()
```

A method of the Interface

## 1.2 Util package

### 1.2.1 Submodules

### 1.2.2 Util.Util module

### 1.2.3 Module contents

Contains only the Util file...

`Util.start()`

This is just some Module-Level Method.

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