

# API Documentation

API Documentation

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# 1 Package lotto

## 1.1 Modules

- **dialog** (*Section 2, p. 3*)
  - **show\_drawing**: pyLottoSimu (*Section 3, p. 4*)
- **lotto\_gui1**: The signals for the GUI (*Section 4, p. 8*)
- **lottokugeln\_rc** (*Section 5, p. 14*)
- **zufallszahl**: Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf (*Section 6, p. 15*)

## 1.2 Variables

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

## 2 Package `lotto.dialog`

### 2.1 Modules

- `show__drawing`: `pyLottoSimu`  
(Section 3, p. 4)

### 2.2 Variables

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

### 3 Module lotto.dialog.show\_\_drawing

pyLottoSimu

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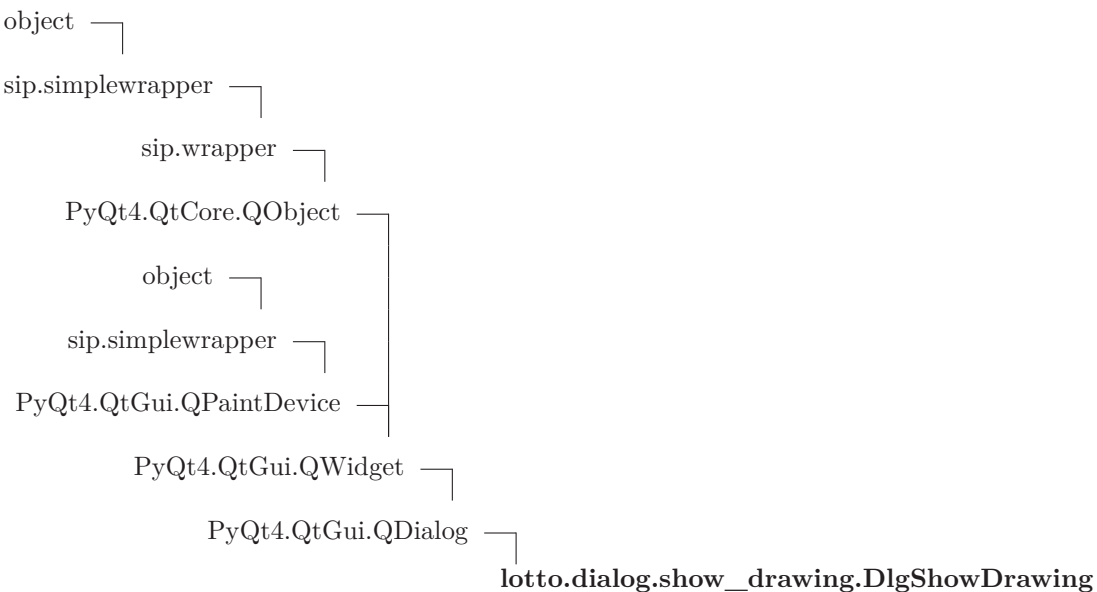
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#### 3.1 Variables

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

#### 3.2 Class DlgShowDrawing



Show the numbers in a dialog box

### 3.2.1 Methods

<b>__init__</b> (self, draw_number, highest_number)
x.__init__(...) initializes x; see help(type(x)) for signature
<b>Parameters</b>
<b>draw_number</b> : the number of draw (type=tuple of int)
<b>highest_number</b> : the number of the PushButtons (type=int)
<b>Return Value</b>
none
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 object***

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_reduce\_\_(),  
\_\_reduce\_ex\_\_(), \_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_sub-  
classhook\_\_()

### **3.2.2 Properties**

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

### **3.2.3 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	

## 4 Module `lotto.lotto_gui1`

The signals for the GUI

### 4.1 Functions

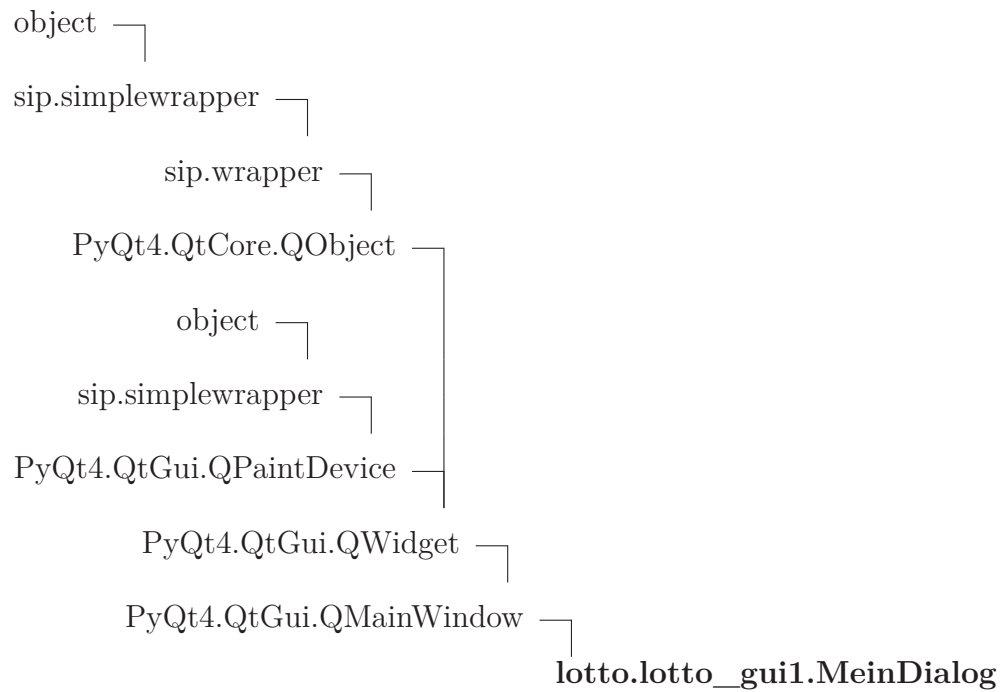
<b>gui</b> ( <i>arguments</i> )
Open the GUI
<b>Parameters</b>
<b>arguments:</b> language (en, de) ( <i>type=string</i> )
<b>Return Value</b>
none

### 4.2 Variables

Name	Description
<code>__doc__</code>	<b>Value:</b> "The signals for the GUI"
<code>__package__</code>	<b>Value:</b> 'lotto'



### 4.3 Class *MeinDialog*



The GUI and programm of the pyLottoSimu.

#### 4.3.1 Methods

<b><code>__init__(self)</code></b>
Initial user interface and slots
Overrides: <code>object.__init__</code>

<b><code>init(self)</code></b>
Initial variable

<b><code>ontimer(self)</code></b>
Start time to show a number.

<b><code>NaechsteZahl(self)</code></b>
Simulation of the draw .

**onbtn\_draw\_overview**(*self*)

show dialog of the draw

**onbtn\_start**(*self*)

Start simulation with the first drawing init timer with the valve from the Scrollbar the next drawing starts with the timer event.

**action\_lottosim**(*self*)

Changing the layout for simulation or generation Move the textedit and change the visible.

**onrandom\_numbers\_generator**(*self*)

Show the output from the random number generator.

**onclean\_output\_text**(*self*)

Clean the output text

**Return Value**

none

**oninfo**(*self*)

Infoscreen

**Return Value**

none

**onwebsite**(*self*)

Open website

**Return Value**

none

**onclose**(*self*)

Close the GUI

**Return Value**

none

**Inherited from *PyQt4.QtGui.QMainWindow***

`addDockWidget()`, `addToolBar()`, `addToolBarBreak()`, `centralWidget()`, `contextMenuEvent()`, `corner()`, `createPopupMenu()`, `dockOptions()`, `dockWidgetArea()`, `documentMode()`, `event()`, `iconSize()`, `iconSizeChanged()`, `insertToolBar()`, `insertToolBarBreak()`, `isAn-`

imated(), 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(), closeEvent(), 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(), 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\_\_()

**4.3.2 Properties**

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

**4.3.3 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	

## 5 Module `lotto.lottokugeln_rc`

### 5.1 Functions

<code>qInitResources()</code>
-------------------------------

<code>qCleanupResources()</code>
----------------------------------

### 5.2 Variables

Name	Description
<code>qt_resource_data</code>	<b>Value:</b> '\x00\x01\x94\x94\x89PNG\r\n\x1a\n\x00\x00\x00\rIHDR\x00\.
<code>qt_resource_name</code>	<b>Value:</b> '\x00\x0e\x00\xc9\x8e\xe7\x001\x00o\x00t\x00t\x00o\x00k\x.
<code>qt_resource_struct</code>	<b>Value:</b> '\x00\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x01.
<code>__package__</code>	<b>Value:</b> 'lotto'

## 6 Module *lotto.zufallszahl*

Erzeugen einer Zufallszahl, mit Modultest beim direkten Aufruf

pyLottoSimu

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### 6.1 Functions

**zufallszahlen**(*anzahl*, *maxwert*)

Zufallszahl ermitteln und als Wuerfelerggebnis nehmen return random valve

**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]

### 6.2 Variables

---

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



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