

# API Documentation

API Documentation

March 8, 2015

## Contents

<b>Contents</b>	<b>1</b>
<b>1 Package pylottosimu</b>	<b>3</b>
1.1 Modules . . . . .	3
1.2 Functions . . . . .	3
1.3 Variables . . . . .	3
<b>2 Package pylottosimu.dialog</b>	<b>4</b>
2.1 Modules . . . . .	4
2.2 Variables . . . . .	4
<b>3 Module pylottosimu.dialog.lottosystem</b>	<b>5</b>
3.1 Functions . . . . .	5
3.2 Variables . . . . .	5
3.3 Class str . . . . .	5
3.3.1 Methods . . . . .	6
3.3.2 Properties . . . . .	14
3.4 Class LottoSettingsDialog . . . . .	14
3.4.1 Methods . . . . .	14
3.4.2 Properties . . . . .	17
3.4.3 Class Variables . . . . .	17
3.5 Class lottosystemdata . . . . .	18
3.5.1 Methods . . . . .	18
<b>4 Module pylottosimu.dialog.show_drawing</b>	<b>19</b>
4.1 Variables . . . . .	19
4.2 Class DlgShowDrawing . . . . .	20
4.2.1 Methods . . . . .	20
4.2.2 Properties . . . . .	22
4.2.3 Class Variables . . . . .	22
<b>5 Module pylottosimu.lottokugeln_rc</b>	<b>24</b>
5.1 Functions . . . . .	24
5.2 Variables . . . . .	24
<b>6 Module pylottosimu.lottokugeln_rc3</b>	<b>25</b>
6.1 Functions . . . . .	25
6.2 Variables . . . . .	25

<b>7</b>	<b>Module pylottosimu.lottokugeln_rc3_qt5</b>	<b>26</b>
7.1	Functions . . . . .	26
7.2	Variables . . . . .	26
<b>8</b>	<b>Module pylottosimu.pylotto</b>	<b>27</b>
8.1	Functions . . . . .	27
8.2	Variables . . . . .	27
8.3	Class str . . . . .	27
8.3.1	Methods . . . . .	27
8.3.2	Properties . . . . .	37
8.4	Class LottoSimuDialog . . . . .	38
8.4.1	Methods . . . . .	38
8.4.2	Properties . . . . .	42
8.4.3	Class Variables . . . . .	42
8.5	Class drawlotto . . . . .	43
8.5.1	Methods . . . . .	43
8.5.2	Properties . . . . .	44
8.5.3	Class Variables . . . . .	44
	<b>Index</b>	<b>45</b>

# 1 Package pylottosimu

pyLottoSimu,

Copyright (C) <2012-2015> Markus Hackspacher

This file is part of pyLottoSimu.

pyLottoSimu is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

pyLottoSimu is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU General Public License along with pyLottoSimu. If not, see <<http://www.gnu.org/licenses/>>.

## 1.1 Modules

- **dialog** (*Section 2, p. 4*)
  - **lottosystem**: pyLottoSimu  
(*Section 3, p. 5*)
  - **show\_drawing**: pyLottoSimu  
(*Section 4, p. 19*)
- **lottokugeln\_rc** (*Section 5, p. 24*)
- **lottokugeln\_rc3** (*Section 6, p. 25*)
- **lottokugeln\_rc3\_qt5** (*Section 7, p. 26*)
- **pylotto**: The signals for the GUI  
(*Section 8, p. 27*)

## 1.2 Functions

**gui**(*arguments*)

Open the GUI

**Parameters**

**arguments**: language, see in folder translate  
(*type=string*)

**Return Value**

none

## 1.3 Variables

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

## 2 Package pylottosimu.dialog

### 2.1 Modules

- **lottosystem:** pyLottoSimu  
(Section 3, p. 5)
- **show\_drawing:** pyLottoSimu  
(Section 4, p. 19)

### 2.2 Variables

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

### 3 Module pylottosimu.dialog.lottosystem

pyLottoSimu

Copyright (C) <2012-2015> Markus Hackspacher

This file is part of pyLottoSimu.

pyLottoSimu is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

pyLottoSimu is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU General Public License along with pyLottoSimu. If not, see <<http://www.gnu.org/licenses/>>.

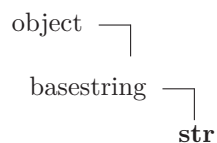
#### 3.1 Functions

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

#### 3.2 Variables

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

#### 3.3 Class str



str(object) -> string

Return a nice string representation of the object. If the argument is a string, the return value is the same object.

## 3.3.1 Methods

<code>__add__</code> ( <i>x</i> , <i>y</i> )
<code>x+y</code>

<code>__contains__</code> ( <i>x</i> , <i>y</i> )
<code>y in x</code>

<code>__eq__</code> ( <i>x</i> , <i>y</i> )
<code>x==y</code>

<code>__format__</code> ( <i>S</i> , <i>format_spec</i> )
Return a formatted version of S as described by format_spec.
<b>Return Value</b>
string
Overrides: object.__format__

<code>__ge__</code> ( <i>x</i> , <i>y</i> )
<code>x&gt;=y</code>

<code>__getattr__</code> (...)
<code>x.__getattr__('name') &lt;==&gt; x.name</code>
Overrides: object.__getattr__

<code>__getitem__</code> ( <i>x</i> , <i>y</i> )
<code>x[y]</code>

<code>__getnewargs__</code> (...)
-----------------------------------

<code>__getslice__</code> ( <i>x</i> , <i>i</i> , <i>j</i> )
<code>x[i:j]</code>
Use of negative indices is not supported.

<code>__gt__</code> ( <i>x</i> , <i>y</i> )
<code>x&gt;y</code>

<code>__hash__</code> ( <i>x</i> )
<code>hash(x)</code>
Overrides: object.__hash__

<code>__le__(x, y)</code>
<code>x&lt;=y</code>

<code>__len__(x)</code>
<code>len(x)</code>

<code>__lt__(x, y)</code>
<code>x&lt;y</code>

<code>__mod__(x, y)</code>
<code>x%y</code>

<code>__mul__(x, n)</code>
<code>x*n</code>

<code>__ne__(x, y)</code>
<code>x!=y</code>

<code>__new__(T, S, ...)</code>
<b>Return Value</b> a new object with type S, a subtype of T Overrides: object.__new__

<code>__repr__(x)</code>
<code>repr(x)</code> Overrides: object.__repr__

<code>__rmod__(x, y)</code>
<code>y%x</code>

<code>__rmul__(x, n)</code>
<code>n*x</code>

<code>__sizeof__(S)</code>
size of object in memory, in bytes
<b>Return Value</b> size of S in memory, in bytes Overrides: object.__sizeof__

<b><code>__str__</code></b> ( <i>x</i> )
<code>str(x)</code>
Overrides: <code>object.__str__</code>

<b><code>capitalize</code></b> ( <i>S</i> )
Return a copy of the string <i>S</i> with only its first character capitalized.
<b>Return Value</b> string

<b><code>center</code></b> ( <i>S</i> , <i>width</i> , <i>fillchar</i> =...)
Return <i>S</i> centered in a string of length <i>width</i> . Padding is done using the specified fill character (default is a space)
<b>Return Value</b> string

<b><code>count</code></b> ( <i>S</i> , <i>sub</i> , <i>start</i> =..., <i>end</i> =...)
Return the number of non-overlapping occurrences of substring <i>sub</i> in string <i>S</i> [ <i>start</i> : <i>end</i> ]. Optional arguments <i>start</i> and <i>end</i> are interpreted as in slice notation.
<b>Return Value</b> int

<b><code>decode</code></b> ( <i>S</i> , <i>encoding</i> =..., <i>errors</i> =...)
Decodes <i>S</i> using the codec registered for encoding. <i>encoding</i> defaults to the default encoding. <i>errors</i> may be given to set a different error handling scheme. Default is 'strict' meaning that encoding errors raise a <code>UnicodeDecodeError</code> . Other possible values are 'ignore' and 'replace' as well as any other name registered with <code>codecs.register_error</code> that is able to handle <code>UnicodeDecodeErrors</code> .
<b>Return Value</b> object

<b><code>encode</code></b> ( <i>S</i> , <i>encoding</i> =..., <i>errors</i> =...)
Encodes <i>S</i> using the codec registered for encoding. <i>encoding</i> defaults to the default encoding. <i>errors</i> may be given to set a different error handling scheme. Default is 'strict' meaning that encoding errors raise a <code>UnicodeEncodeError</code> . Other possible values are 'ignore', 'replace' and 'xmlcharrefreplace' as well as any other name registered with <code>codecs.register_error</code> that is able to handle <code>UnicodeEncodeErrors</code> .
<b>Return Value</b> object



**endswith**(*S, suffix, start=..., end=...*)

Return True if S ends with the specified suffix, False otherwise. With optional start, test S beginning at that position. With optional end, stop comparing S at that position. suffix can also be a tuple of strings to try.

**Return Value**

bool

**expandtabs**(*S, tabsize=...*)

Return a copy of S where all tab characters are expanded using spaces. If tabsize is not given, a tab size of 8 characters is assumed.

**Return Value**

string

**find**(*S, sub, start=..., end=...*)

Return the lowest index in S where substring sub is found, such that sub is contained within S[start:end]. Optional arguments start and end are interpreted as in slice notation.

Return -1 on failure.

**Return Value**

int

**format**(*S, \*args, \*\*kwargs*)

Return a formatted version of S, using substitutions from args and kwargs. The substitutions are identified by braces ('{' and '}').

**Return Value**

string

**index**(*S, sub, start=..., end=...*)

Like S.find() but raise ValueError when the substring is not found.

**Return Value**

int

**isalnum**(*S*)

Return True if all characters in S are alphanumeric and there is at least one character in S, False otherwise.

**Return Value**

bool

**isalpha**(*S*)

Return True if all characters in S are alphabetic and there is at least one character in S, False otherwise.

**Return Value**

bool

**isdigit(*S*)**

Return True if all characters in *S* are digits and there is at least one character in *S*, False otherwise.

**Return Value**

bool

**islower(*S*)**

Return True if all cased characters in *S* are lowercase and there is at least one cased character in *S*, False otherwise.

**Return Value**

bool

**isspace(*S*)**

Return True if all characters in *S* are whitespace and there is at least one character in *S*, False otherwise.

**Return Value**

bool

**istitle(*S*)**

Return True if *S* is a titlecased string and there is at least one character in *S*, i.e. uppercase characters may only follow uncased characters and lowercase characters only cased ones. Return False otherwise.

**Return Value**

bool

**isupper(*S*)**

Return True if all cased characters in *S* are uppercase and there is at least one cased character in *S*, False otherwise.

**Return Value**

bool

**join(*S*, *iterable*)**

Return a string which is the concatenation of the strings in the iterable. The separator between elements is *S*.

**Return Value**

string

**ljust(*S*, *width*, *fillchar*=...)**

Return *S* left-justified in a string of length *width*. Padding is done using the specified fill character (default is a space).

**Return Value**

string

**lower(*S*)**

Return a copy of the string *S* converted to lowercase.

**Return Value**

string

**lstrip(*S*, *chars*=...)**

Return a copy of the string *S* with leading whitespace removed. If *chars* is given and not *None*, remove characters in *chars* instead. If *chars* is unicode, *S* will be converted to unicode before stripping

**Return Value**

string or unicode

**partition(*S*, *sep*)**

Search for the separator *sep* in *S*, and return the part before it, the separator itself, and the part after it. If the separator is not found, return *S* and two empty strings.

**Return Value**

(head, sep, tail)

**replace(*S*, *old*, *new*, *count*=...)**

Return a copy of string *S* with all occurrences of substring *old* replaced by *new*. If the optional argument *count* is given, only the first *count* occurrences are replaced.

**Return Value**

string

**rfind(*S*, *sub*, *start*=... , *end*=...)**

Return the highest index in *S* where substring *sub* is found, such that *sub* is contained within *S*[*start*:*end*]. Optional arguments *start* and *end* are interpreted as in slice notation.

Return -1 on failure.

**Return Value**

int

**rindex(*S*, *sub*, *start*=... , *end*=...)**

Like *S*.*rfind*() but raise *ValueError* when the substring is not found.

**Return Value**

int

**rjust(*S*, *width*, *fillchar*=...)**

Return *S* right-justified in a string of length *width*. Padding is done using the specified fill character (default is a space)

**Return Value**

string

**rpartition**(*S*, *sep*)

Search for the separator *sep* in *S*, starting at the end of *S*, and return the part before it, the separator itself, and the part after it. If the separator is not found, return two empty strings and *S*.

**Return Value**

(head, sep, tail)

**rsplit**(*S*, *sep*=... , *maxsplit*=...)

Return a list of the words in the string *S*, using *sep* as the delimiter string, starting at the end of the string and working to the front. If *maxsplit* is given, at most *maxsplit* splits are done. If *sep* is not specified or is *None*, any whitespace string is a separator.

**Return Value**

list of strings

**rstrip**(*S*, *chars*=...)

Return a copy of the string *S* with trailing whitespace removed. If *chars* is given and not *None*, remove characters in *chars* instead. If *chars* is unicode, *S* will be converted to unicode before stripping

**Return Value**

string or unicode

**split**(*S*, *sep*=... , *maxsplit*=...)

Return a list of the words in the string *S*, using *sep* as the delimiter string. If *maxsplit* is given, at most *maxsplit* splits are done. If *sep* is not specified or is *None*, any whitespace string is a separator and empty strings are removed from the result.

**Return Value**

list of strings

**splitlines**(*S*, *keepends*=**False**)

Return a list of the lines in *S*, breaking at line boundaries. Line breaks are not included in the resulting list unless *keepends* is given and true.

**Return Value**

list of strings

**startswith**(*S*, *prefix*, *start*=... , *end*=...)

Return True if *S* starts with the specified prefix, False otherwise. With optional *start*, test S beginning at that position. With optional *end*, stop comparing S at that position. *prefix* can also be a tuple of strings to try.

**Return Value**

bool

---

**strip**(*S*, *chars*=...)
 

---

Return a copy of the string *S* with leading and trailing whitespace removed. If *chars* is given and not None, remove characters in *chars* instead. If *chars* is unicode, *S* will be converted to unicode before stripping

**Return Value**

string or unicode

---

**swapcase**(*S*)
 

---

Return a copy of the string *S* with uppercase characters converted to lowercase and vice versa.

**Return Value**

string

---

**title**(*S*)
 

---

Return a titlecased version of *S*, i.e. words start with uppercase characters, all remaining cased characters have lowercase.

**Return Value**

string

---

**translate**(*S*, *table*, *deletechars*=...)
 

---

Return a copy of the string *S*, where all characters occurring in the optional argument *deletechars* are removed, and the remaining characters have been mapped through the given translation table, which must be a string of length 256 or None. If the *table* argument is None, no translation is applied and the operation simply removes the characters in *deletechars*.

**Return Value**

string

---

**upper**(*S*)
 

---

Return a copy of the string *S* converted to uppercase.

**Return Value**

string

---

**zfill**(*S*, *width*)
 

---

Pad a numeric string *S* with zeros on the left, to fill a field of the specified width. The string *S* is never truncated.

**Return Value**

string

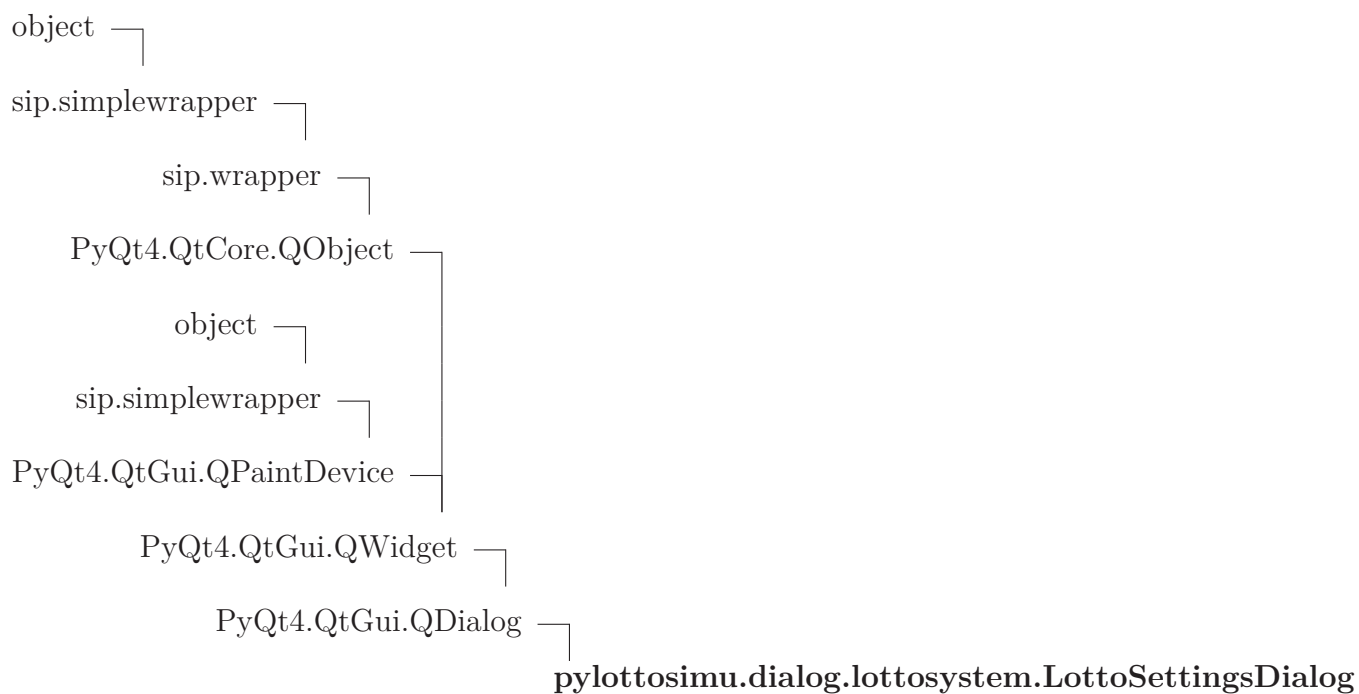
**Inherited from object**

`__delattr__()`, `__init__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`,  
`__subclasshook__()`

### 3.3.2 Properties

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

## 3.4 Class `LottoSettingsDialog`



The GUI of Settings.

### 3.4.1 Methods

<b><code>__init__</code></b> ( <i>self</i> , <i>sysdat</i> , <i>parent=None</i> )
Initial user interface and slots
<b>Return Value</b>
none
Overrides: <code>object.__init__</code>

**init**(*self*)

Initial variable

**Return Value**

none

**sep\_\_addit\_\_numbers**(*self*)**with\_\_addit**(*self*)**setvalues**(*self*)

Set Values

**values**(*self*)

Values

**getValues**(*sysdat*, *parent*=None)

getValues

***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(), keyPressEvent(), 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\_\_(), \_\_subclasshook\_\_()

### 3.4.2 Properties

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

### 3.4.3 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	

### 3.5 Class *lottosystemdata*

#### 3.5.1 Methods

```
__init__(self, name='Lotto DE', max_draw=49, draw_numbers=6,  
with_addit=False, addit_numbers=0, sep_addit_numbers=False,  
max_addit=0)
```

```
writetofile(self)
```

## 4 Module `pylottosimu.dialog.show__drawing`

`pyLottoSimu`

Copyright (C) <2012-2014> Markus Hackspacher

This file is part of `pyLottoSimu`.

`pyLottoSimu` is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

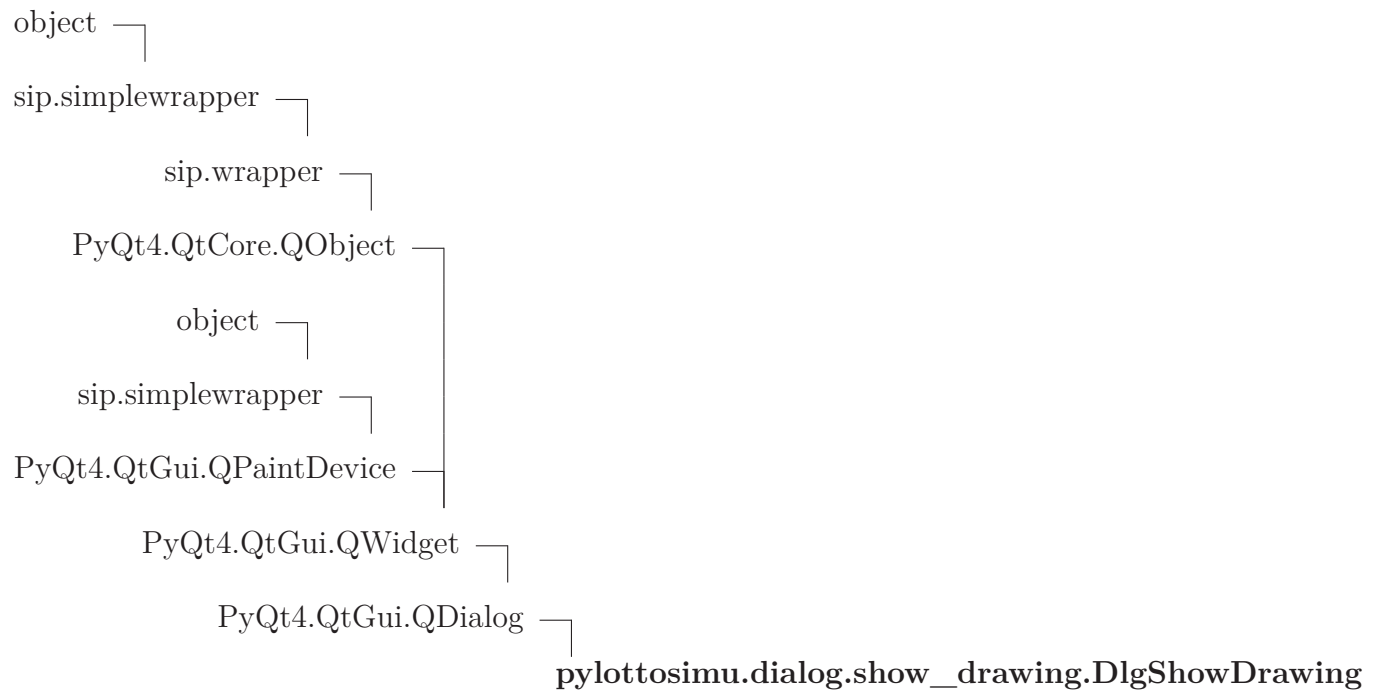
`pyLottoSimu` is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU General Public License along with `pyLottoSimu`. If not, see <<http://www.gnu.org/licenses/>>.

### 4.1 Variables

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

## 4.2 Class DlgShowDrawing



Show the numbers in a dialog box

### 4.2.1 Methods

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

*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\_\_(), \_\_subclasshook\_\_()

## **4.2.2 Properties**

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

## **4.2.3 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	

## 5 Module pylottosimu.lottokugeln\_rc

### 5.1 Functions

<b>qInitResources()</b>
-------------------------

<b>qCleanupResources()</b>
----------------------------

### 5.2 Variables

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



## 6 Module pylottosimu.lottokugeln\_rc3

### 6.1 Functions

<b>qInitResources()</b>
-------------------------

<b>qCleanupResources()</b>
----------------------------

### 6.2 Variables

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

## 7 Module pylottosimu.lottokugeln\_rc3\_qt5

### 7.1 Functions

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

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

### 7.2 Variables

Name	Description
qt_resource_data	<b>Value:</b> ...
qt_resource_name	<b>Value:</b> ...
qt_resource_struct	<b>Value:</b> ...

## 8 Module pylottosimu.pylotto

The signals for the GUI

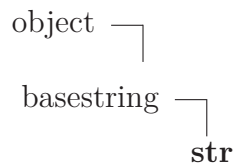
### 8.1 Functions

<b>gui</b> ( <i>arguments</i> )
Open the GUI
<b>Parameters</b>
<b>arguments</b> : language, see in folder translate ( <i>type=string</i> )
<b>Return Value</b>
none

### 8.2 Variables

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

### 8.3 Class str



`str(object) -> string`

Return a nice string representation of the object. If the argument is a string, the return value is the same object.

#### 8.3.1 Methods

<b>__add__</b> ( <i>x, y</i> )
<code>x+y</code>

<b><code>__contains__</code></b> ( <i>x</i> , <i>y</i> ) y in x
<b><code>__eq__</code></b> ( <i>x</i> , <i>y</i> ) x==y
<b><code>__format__</code></b> ( <i>S</i> , <i>format_spec</i> ) Return a formatted version of S as described by format_spec. <b>Return Value</b> string Overrides: object.__format__
<b><code>__ge__</code></b> ( <i>x</i> , <i>y</i> ) x>=y
<b><code>__getattr__</code></b> (...) x.__getattr__('name') <==> x.name Overrides: object.__getattr__
<b><code>__getitem__</code></b> ( <i>x</i> , <i>y</i> ) x[y]
<b><code>__getnewargs__</code></b> (...)
<b><code>__getslice__</code></b> ( <i>x</i> , <i>i</i> , <i>j</i> ) x[i:j] Use of negative indices is not supported.
<b><code>__gt__</code></b> ( <i>x</i> , <i>y</i> ) x>y
<b><code>__hash__</code></b> ( <i>x</i> ) hash(x) Overrides: object.__hash__

<code>__le__(x, y)</code>
<code>x&lt;=y</code>

<code>__len__(x)</code>
<code>len(x)</code>

<code>__lt__(x, y)</code>
<code>x&lt;y</code>

<code>__mod__(x, y)</code>
<code>x%y</code>

<code>__mul__(x, n)</code>
<code>x*n</code>

<code>__ne__(x, y)</code>
<code>x!=y</code>

<code>__new__(T, S, ...)</code>
<b>Return Value</b> a new object with type S, a subtype of T
Overrides: object.__new__

<code>__repr__(x)</code>
<code>repr(x)</code>
Overrides: object.__repr__

<code>__rmod__(x, y)</code>
<code>y%x</code>

<code>__rmul__(x, n)</code>
<code>n*x</code>

---

**\_\_sizeof\_\_**(*S*)

size of object in memory, in bytes

**Return Value**size of *S* in memory, in bytes

Overrides: object.\_\_sizeof\_\_

---

**\_\_str\_\_**(*x*)

---

str(*x*)

Overrides: object.\_\_str\_\_

---

**capitalize**(*S*)Return a copy of the string *S* with only its first character capitalized.**Return Value**

string

---

**center**(*S*, *width*, *fillchar*=...)Return *S* centered in a string of length *width*. Padding is done using the specified fill character (default is a space)**Return Value**

string

---

**count**(*S*, *sub*, *start*=..., *end*=...)Return the number of non-overlapping occurrences of substring *sub* in string *S*[*start*:*end*]. Optional arguments *start* and *end* are interpreted as in slice notation.**Return Value**

int

---

**decode**(*S*, *encoding*=..., *errors*=...)

Decodes *S* using the codec registered for encoding. *encoding* defaults to the default encoding. *errors* may be given to set a different error handling scheme. Default is 'strict' meaning that encoding errors raise a `UnicodeDecodeError`. Other possible values are 'ignore' and 'replace' as well as any other name registered with `codecs.register_error` that is able to handle `UnicodeDecodeErrors`.

**Return Value**

object

**encode**(*S*, *encoding*=..., *errors*=...)

Encodes *S* using the codec registered for encoding. *encoding* defaults to the default encoding. *errors* may be given to set a different error handling scheme. Default is 'strict' meaning that encoding errors raise a UnicodeEncodeError. Other possible values are 'ignore', 'replace' and 'xmlcharrefreplace' as well as any other name registered with codecs.register\_error that is able to handle UnicodeEncodeErrors.

**Return Value**

object

**endswith**(*S*, *suffix*, *start*=..., *end*=...)

Return True if *S* ends with the specified suffix, False otherwise. With optional *start*, test *S* beginning at that position. With optional *end*, stop comparing *S* at that position. *suffix* can also be a tuple of strings to try.

**Return Value**

bool

**expandtabs**(*S*, *tabsize*=...)

Return a copy of *S* where all tab characters are expanded using spaces. If *tabsize* is not given, a tab size of 8 characters is assumed.

**Return Value**

string

**find**(*S*, *sub*, *start*=..., *end*=...)

Return the lowest index in *S* where substring *sub* is found, such that *sub* is contained within *S*[*start*:*end*]. Optional arguments *start* and *end* are interpreted as in slice notation.

Return -1 on failure.

**Return Value**

int

**format**(*S*, \**args*, \*\**kwargs*)

Return a formatted version of *S*, using substitutions from *args* and *kwargs*. The substitutions are identified by braces ('{' and '}').

**Return Value**

string

---

**index**(*S*, *sub*, *start*=... , *end*=...)

---

Like *S*.find() but raise ValueError when the substring is not found.

**Return Value**

int

---

**isalnum**(*S*)

---

Return True if all characters in *S* are alphanumeric and there is at least one character in *S*, False otherwise.

**Return Value**

bool

---

**isalpha**(*S*)

---

Return True if all characters in *S* are alphabetic and there is at least one character in *S*, False otherwise.

**Return Value**

bool

---

**isdigit**(*S*)

---

Return True if all characters in *S* are digits and there is at least one character in *S*, False otherwise.

**Return Value**

bool

---

**islower**(*S*)

---

Return True if all cased characters in *S* are lowercase and there is at least one cased character in *S*, False otherwise.

**Return Value**

bool

---

**isspace**(*S*)

---

Return True if all characters in *S* are whitespace and there is at least one character in *S*, False otherwise.

**Return Value**

bool



**istitle**(*S*)

Return True if *S* is a titlecased string and there is at least one character in *S*, i.e. uppercase characters may only follow uncased characters and lowercase characters only cased ones. Return False otherwise.

**Return Value**

bool

**isupper**(*S*)

Return True if all cased characters in *S* are uppercase and there is at least one cased character in *S*, False otherwise.

**Return Value**

bool

**join**(*S*, *iterable*)

Return a string which is the concatenation of the strings in the iterable. The separator between elements is *S*.

**Return Value**

string

**ljust**(*S*, *width*, *fillchar*=...)

Return *S* left-justified in a string of length *width*. Padding is done using the specified fill character (default is a space).

**Return Value**

string

**lower**(*S*)

Return a copy of the string *S* converted to lowercase.

**Return Value**

string

**lstrip**(*S*, *chars*=...)

Return a copy of the string *S* with leading whitespace removed. If *chars* is given and not None, remove characters in *chars* instead. If *chars* is unicode, *S* will be converted to unicode before stripping

**Return Value**

string or unicode

**partition**(*S*, *sep*)

Search for the separator *sep* in *S*, and return the part before it, the separator itself, and the part after it. If the separator is not found, return *S* and two empty strings.

**Return Value**

(head, sep, tail)

**replace**(*S*, *old*, *new*, *count*=...)

Return a copy of string *S* with all occurrences of substring *old* replaced by *new*. If the optional argument *count* is given, only the first *count* occurrences are replaced.

**Return Value**

string

**rfind**(*S*, *sub*, *start*=... , *end*=...)

Return the highest index in *S* where substring *sub* is found, such that *sub* is contained within *S*[*start*:*end*]. Optional arguments *start* and *end* are interpreted as in slice notation.

Return -1 on failure.

**Return Value**

int

**rindex**(*S*, *sub*, *start*=... , *end*=...)

Like *S*.*rfind*() but raise *ValueError* when the substring is not found.

**Return Value**

int

**rjust**(*S*, *width*, *fillchar*=...)

Return *S* right-justified in a string of length *width*. Padding is done using the specified fill character (default is a space)

**Return Value**

string

**rpartition**(*S*, *sep*)

Search for the separator *sep* in *S*, starting at the end of *S*, and return the part before it, the separator itself, and the part after it. If the separator is not found, return two empty strings and *S*.

**Return Value**

(head, sep, tail)

**rsplit**(*S*, *sep*=... , *maxsplit*=...)

Return a list of the words in the string *S*, using *sep* as the delimiter string, starting at the end of the string and working to the front. If *maxsplit* is given, at most *maxsplit* splits are done. If *sep* is not specified or is *None*, any whitespace string is a separator.

**Return Value**

list of strings

**rstrip**(*S*, *chars*=...)

Return a copy of the string *S* with trailing whitespace removed. If *chars* is given and not *None*, remove characters in *chars* instead. If *chars* is unicode, *S* will be converted to unicode before stripping

**Return Value**

string or unicode

**split**(*S*, *sep*=... , *maxsplit*=...)

Return a list of the words in the string *S*, using *sep* as the delimiter string. If *maxsplit* is given, at most *maxsplit* splits are done. If *sep* is not specified or is *None*, any whitespace string is a separator and empty strings are removed from the result.

**Return Value**

list of strings

**splitlines**(*S*, *keepends*=**False**)

Return a list of the lines in *S*, breaking at line boundaries. Line breaks are not included in the resulting list unless *keepends* is given and true.

**Return Value**

list of strings

**startswith**(*S*, *prefix*, *start*=..., *end*=...)

Return True if *S* starts with the specified prefix, False otherwise. With optional *start*, test *S* beginning at that position. With optional *end*, stop comparing *S* at that position. *prefix* can also be a tuple of strings to try.

**Return Value**

bool

**strip**(*S*, *chars*=...)

Return a copy of the string *S* with leading and trailing whitespace removed. If *chars* is given and not None, remove characters in *chars* instead. If *chars* is unicode, *S* will be converted to unicode before stripping

**Return Value**

string or unicode

**swapcase**(*S*)

Return a copy of the string *S* with uppercase characters converted to lowercase and vice versa.

**Return Value**

string

**title**(*S*)

Return a titlecased version of *S*, i.e. words start with uppercase characters, all remaining cased characters have lowercase.

**Return Value**

string

**translate**(*S*, *table*, *deletechars*=...)

Return a copy of the string *S*, where all characters occurring in the optional argument *deletechars* are removed, and the remaining characters have been mapped through the given translation table, which must be a string of length 256 or None. If the table argument is None, no translation is applied and the operation simply removes the characters in *deletechars*.

**Return Value**

string

**upper(*S*)**

Return a copy of the string *S* converted to uppercase.

**Return Value**

string

**zfill(*S*, *width*)**

Pad a numeric string *S* with zeros on the left, to fill a field of the specified width. The string *S* is never truncated.

**Return Value**

string

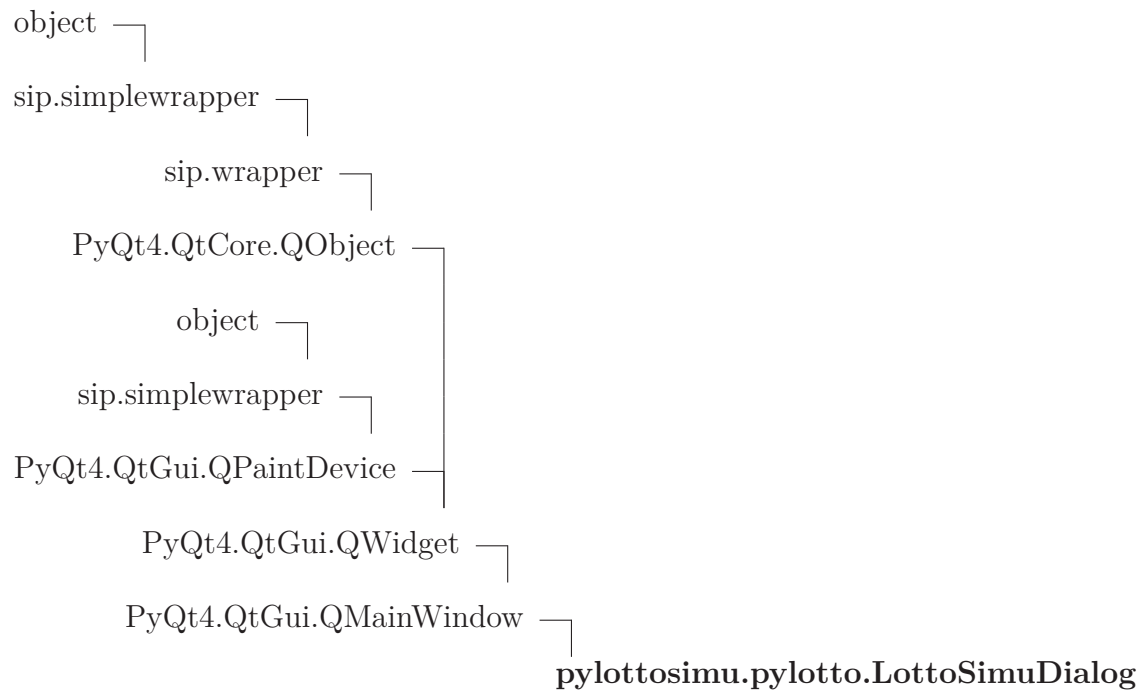
***Inherited from object***

`__delattr__()`, `__init__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`,  
`__subclasshook__()`

**8.3.2 Properties**

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

## 8.4 Class **LottoSimuDialog**



The GUI and programm of the pyLottoSimu.

### 8.4.1 Methods

<b><code>__init__(self)</code></b>
Initial user interface and slots
<b>Return Value</b>
none
Overrides: <code>object.__init__</code>

<b><code>init(self)</code></b>
Initial variable
<b>Return Value</b>
none

**ontimer**(*self*)

Start time to show a number.

**Return Value**

none

**show\_\_next\_\_number**(*self*)

Simulation of the draw and show the next Number on the Screen.

**Return Value**

none

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

show dialog of the draw

**Return Value**

none

**onsystem**(*self*)

show dialog of the draw

**Return Value**

none

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

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

**Return Value**

none

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

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

**Return Value**

none

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

Show the output from the random number generator.

**Return Value**

none

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

Clean the output text
-----------------------

<b>Return Value</b>
---------------------

none
------

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

info message box
------------------

<b>Return Value</b>
---------------------

none
------

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

Open website
--------------

<b>Return Value</b>
---------------------

none
------

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

Close the GUI
---------------

<b>Return Value</b>
---------------------

none
------

### ***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(), closeEvent(), contentsMargins(), contentsRect(), contextMenuPolicy(), create(), cursor(), customContextMenuRequested(),



`destroy()`, `devType()`, `dragEnterEvent()`, `dragLeaveEvent()`, `dragMoveEvent()`, `dropEvent()`,  
`effectiveWinId()`, `enabledChange()`, `ensurePolished()`, `enterEvent()`, `find()`, `focusIn-`  
`Event()`, `focusNextChild()`, `focusNextPrevChild()`, `focusOutEvent()`, `focusPolicy()`,  
`focusPreviousChild()`, `focusProxy()`, `focusWidget()`, `font()`, `fontChange()`, `fontInfo()`,  
`fontMetrics()`, `foregroundRole()`, `frameGeometry()`, `frameSize()`, `geometry()`, `get-`  
`ContentsMargins()`, `grabGesture()`, `grabKeyboard()`, `grabMouse()`, `grabShortcut()`,  
`graphicsEffect()`, `graphicsProxyWidget()`, `handle()`, `hasFocus()`, `hasMouseTrack-`  
`ing()`, `height()`, `heightForWidth()`, `hide()`, `hideEvent()`, `inputContext()`, `inputMeth-`  
`odEvent()`, `inputMethodHints()`, `inputMethodQuery()`, `insertAction()`, `insertAc-`  
`tions()`, `isActiveWindow()`, `isAncestorOf()`, `isEnabled()`, `isEnabledTo()`, `isEnabled-`  
`ToTLW()`, `isFullScreen()`, `isHidden()`, `isLeftToRight()`, `isMaximized()`, `isMinimized()`,  
`isModal()`, `isRightToLeft()`, `isTopLevel()`, `isVisible()`, `isVisibleTo()`, `isWindow()`,  
`isWindowModified()`, `keyPressEvent()`, `keyReleaseEvent()`, `keyboardGrabber()`, `lan-`  
`guageChange()`, `layout()`, `layoutDirection()`, `leaveEvent()`, `locale()`, `lower()`, `mapFrom()`,  
`mapFromGlobal()`, `mapFromParent()`, `mapTo()`, `mapToGlobal()`, `mapToParent()`,  
`mask()`, `maximumHeight()`, `maximumSize()`, `maximumWidth()`, `metric()`, `mini-`  
`umHeight()`, `minimumSize()`, `minimumSizeHint()`, `minimumWidth()`, `mouseDou-`  
`bleClickEvent()`, `mouseGrabber()`, `mouseMoveEvent()`, `mousePressEvent()`, `mouseRe-`  
`leaseEvent()`, `move()`, `moveEvent()`, `nativeParentWidget()`, `nextInFocusChain()`,  
`normalGeometry()`, `overrideWindowFlags()`, `overrideWindowState()`, `paintEngine()`,  
`paintEvent()`, `palette()`, `paletteChange()`, `parentWidget()`, `pos()`, `previousInFo-`  
`cusChain()`, `raise_()`, `rect()`, `releaseKeyboard()`, `releaseMouse()`, `releaseShortcut()`,  
`removeAction()`, `render()`, `repaint()`, `resetInputContext()`, `resize()`, `resizeEvent()`,  
`restoreGeometry()`, `saveGeometry()`, `scroll()`, `setAcceptDrops()`, `setAccessibleDescrip-`  
`tion()`, `setAccessibleName()`, `setAttribute()`, `setAutoFillBackground()`, `setBackground-`  
`Role()`, `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()`, `setShortcu-`  
`tAutoRepeat()`, `setShortcutEnabled()`, `setShown()`, `setSizeIncrement()`, `setSizePol-`  
`icy()`, `setStatusTip()`, `setStyle()`, `setStyleSheet()`, `setTabOrder()`, `setToolTip()`, `se-`  
`tUpdatesEnabled()`, `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(), 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\_\_()

## **8.4.2 Properties**

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

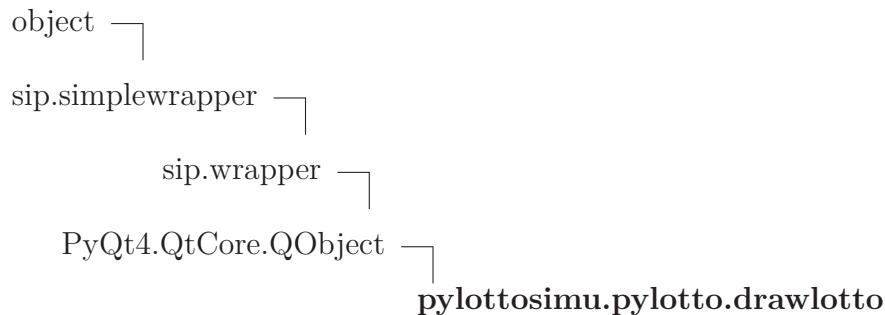
## **8.4.3 Class Variables**

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>	

*continued on next page*

Name	Description
staticMetaObject	
<i>Inherited from PyQt4.QtGui.QPaintDevice</i>	
PdmDepth, PdmDpiX, PdmDpiY, PdmHeight, PdmHeightMM, PdmNumColors, PdmPhysicalDpiX, PdmPhysicalDpiY, PdmWidth, PdmWidthMM	

## 8.5 Class drawlotto



### 8.5.1 Methods

<b>__init__</b> ( <i>self</i> , name='Lotto DE', max_draw=49, draw_numbers=6, with_addit=False, addit_numbers=0, sep_addit_numbers=False, max_addit=0)
simutate a lotto draw
Overrides: object.__init__
<b>draw</b> ( <i>self</i> )
draw of the lotto numbers
<b>picknumber</b> ( <i>self</i> , turn)
pick of a lotto number
<b>Return Value</b>
pick

*Inherited from PyQt4.QtCore.QObject*

\_\_getattr\_\_(), blockSignals(), childEvent(), children(), connect(), connectNotify(), customEvent(), deleteLater(), destroyed(), disconnect(), disconnectNotify(), dumpObjectInfo(), dumpObjectTree(), dynamicPropertyNames(), emit(), event(),

eventFilter(), findChild(), findChildren(), inherits(), installEventFilter(), isWidgetType(), killTimer(), metaObject(), moveToThread(), objectName(), parent(), property(), pyqtConfigure(), receivers(), removeEventFilter(), sender(), senderSignalIndex(), setObjectName(), setParent(), setProperty(), signalsBlocked(), startTimer(), thread(), timerEvent(), tr(), trUtf8()

***Inherited from sip.simplewrapper***

\_\_new\_\_()

***Inherited from object***

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_reduce\_\_(), \_\_reduce\_ex\_\_(), \_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_subclasshook\_\_()

### 8.5.2 Properties

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

### 8.5.3 Class Variables

Name	Description
<i>Inherited from PyQt4.QtCore.QObject</i>	
staticMetaObject	

## Index

- pylottosimu (*package*), 3
  - pylottosimu.dialog (*package*), 4
    - pylottosimu.dialog.lottosystem (*module*), 5–18
    - pylottosimu.dialog.show\_drawing (*module*), 19–23
  - pylottosimu.gui (*function*), 3
  - pylottosimu.lottokugeln\_rc (*module*), 24
    - pylottosimu.lottokugeln\_rc.qCleanupResources (*function*), 24
    - pylottosimu.lottokugeln\_rc.qInitResources (*function*), 24
  - pylottosimu.lottokugeln\_rc3 (*module*), 25
    - pylottosimu.lottokugeln\_rc3.qCleanupResources (*function*), 25
    - pylottosimu.lottokugeln\_rc3.qInitResources (*function*), 25
  - pylottosimu.lottokugeln\_rc3\_qt5 (*module*), 26
    - pylottosimu.lottokugeln\_rc3\_qt5.qCleanupResources (*function*), 26
    - pylottosimu.lottokugeln\_rc3\_qt5.qInitResources (*function*), 26
  - pylottosimu.pylotto (*module*), 27–44
    - pylottosimu.pylotto.drawlotto (*class*), 43–44
    - pylottosimu.pylotto.gui (*function*), 27
    - pylottosimu.pylotto.LottoSimuDialog (*class*), 37–43
- str (*class*), 5–14, 27–37
  - str.\_\_add\_\_ (*function*), 6, 27
  - str.\_\_contains\_\_ (*function*), 6, 27
  - str.\_\_eq\_\_ (*function*), 6, 28
  - str.\_\_ge\_\_ (*function*), 6, 28
  - str.\_\_getitem\_\_ (*function*), 6, 28
  - str.\_\_getnewargs\_\_ (*function*), 6, 28
  - str.\_\_getslice\_\_ (*function*), 6, 28
  - str.\_\_gt\_\_ (*function*), 6, 28
  - str.\_\_le\_\_ (*function*), 6, 28
  - str.\_\_len\_\_ (*function*), 7, 29
  - str.\_\_lt\_\_ (*function*), 7, 29
  - str.\_\_mod\_\_ (*function*), 7, 29
  - str.\_\_mul\_\_ (*function*), 7, 29
  - str.\_\_ne\_\_ (*function*), 7, 29
  - str.\_\_rmod\_\_ (*function*), 7, 29
  - str.\_\_rmul\_\_ (*function*), 7, 29
  - str.capitalize (*function*), 8, 30
  - str.center (*function*), 8, 30
  - str.count (*function*), 8, 30
  - str.decode (*function*), 8, 30
  - str.encode (*function*), 8, 30
  - str.endswith (*function*), 8, 31
  - str.expandtabs (*function*), 9, 31
  - str.find (*function*), 9, 31
  - str.format (*function*), 9, 31
  - str.index (*function*), 9, 31
  - str.isalnum (*function*), 9, 32
  - str.isalpha (*function*), 9, 32
  - str.isdigit (*function*), 9, 32
  - str.islower (*function*), 10, 32
  - str.isspace (*function*), 10, 32
  - str.islower (*function*), 10, 32
  - str.isupper (*function*), 10, 33
  - str.join (*function*), 10, 33
  - str.ljust (*function*), 10, 33
  - str.lower (*function*), 10, 33
  - str.lstrip (*function*), 11, 33
  - str.partition (*function*), 11, 33
  - str.replace (*function*), 11, 34
  - str.rfind (*function*), 11, 34
  - str.rindex (*function*), 11, 34
  - str.rjust (*function*), 11, 34
  - str.rpartition (*function*), 11, 34
  - str.rsplit (*function*), 12, 35
  - str.rstrip (*function*), 12, 35
  - str.split (*function*), 12, 35
  - str.splitlines (*function*), 12, 35
  - str.startswith (*function*), 12, 35
  - str.strip (*function*), 12, 36
  - str.swapcase (*function*), 13, 36
  - str.title (*function*), 13, 36
  - str.translate (*function*), 13, 36
  - str.upper (*function*), 13, 36
  - str.zfill (*function*), 13, 37