testbiggui.Wid Class Reference
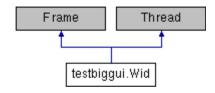
main GUI/client class More...
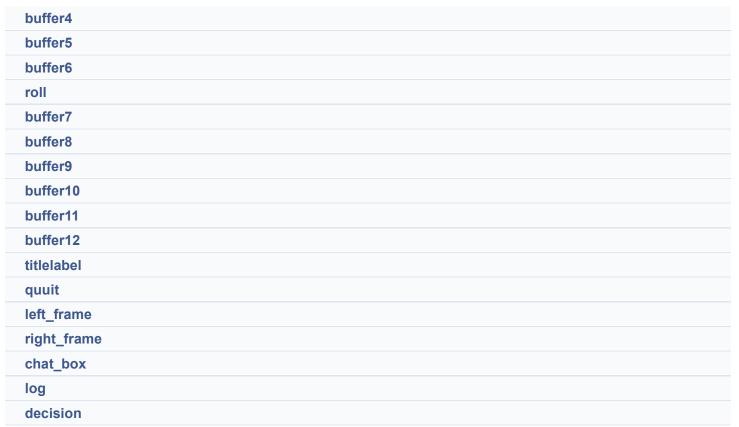
Inheritance diagram for testbiggui.Wid:

Public Member Functions

def	**__init__** (self, parent, **client**, args, kwargs)	
	constructor More...	
def	**run** (self)	
	main GUI creation method More...	
def	**update** (self)	
def	**toLog** (self, args)	
	Adds text onto log. More...	
def	**create_window** (self, i)	
	Self explanatory... More...	
def	**MakeChoice** (self)	
	Method to be called when player lands on unoccupied property. More...	
def	**ChooseYes** (self)	
def	**ChooseNo** (self)	

Public Attributes

colours

buttons

toplevel

marker

client

myParent

board

localplayer

name

main_container

top_frame

bottom_frame

buffer1

buffer2

buffer3

cash

money

buffer4
buffer5
buffer6
roll
buffer7
buffer8
buffer9
buffer10
buffer11
buffer12
titlelabel
quuit
left_frame
right_frame
chat_box
log
decision

Detailed Description

main GUI/client class

Constructor & Destructor Documentation

◆ __init__()

def testbiggui.Wid.__init__ (	self,
	parent,
	client,
	args,
	kwargs
	)

constructor

Member Function Documentation

◆ ChooseNo()

def testbiggui.Wid.ChooseNo (self)

◆ ChooseYes()

def testbiggui.Wid.ChooseYes (self)

◆ create_window()

def testbiggui.Wid.create_window (self,

          i

)

Self explanatory...

◆ MakeChoice()

def testbiggui.Wid.MakeChoice (self)

Method to be called when player lands on unoccupied property.

◆ run()

def testbiggui.Wid.run (self)

main GUI creation method

◆ toLog()

def testbiggui.Wid.toLog (self,

         args

)

Adds text onto log.

◆ update()

def testbiggui.Wid.update (self)

Member Data Documentation

◆ board

testbiggui.Wid.board

◆ bottom_frame

testbiggui.Wid.bottom_frame

◆ buffer1

testbiggui.Wid.buffer1

◆ buffer10

testbiggui.Wid.buffer10

◆ buffer11

testbiggui.Wid.buffer11

◆ buffer12

testbiggui.Wid.buffer12

◆ buffer2

testbiggui.Wid.buffer2

◆ buffer3

testbiggui.Wid.buffer3

◆ buffer4

testbiggui.Wid.buffer4

◆ buffer5

testbiggui.Wid.buffer5

◆ buffer6

testbiggui.Wid.buffer6

◆ buffer7

testbiggui.Wid.buffer7

◆ buffer8

testbiggui.Wid.buffer8

◆ buffer9

testbiggui.Wid.buffer9

◆ buttons

testbiggui.Wid.buttons

◆ cash

testbiggui.Wid.cash

◆ chat_box

testbiggui.Wid.chat_box

◆ client

testbiggui.Wid.client

◆ colours

testbiggui.Wid.colours

◆ decision

testbiggui.Wid.decision

◆ left_frame

testbiggui.Wid.left_frame

◆ localplayer

testbiggui.Wid.localplayer

◆ log

testbiggui.Wid.log

◆ main_container

testbiggui.Wid.main_container

◆ marker

testbiggui.Wid.marker

◆ money

testbiggui.Wid.money

◆ myParent

testbiggui.Wid.myParent

◆ name

testbiggui.Wid.name

◆ quuit

testbiggui.Wid.quuit

◆ right_frame

testbiggui.Wid.right_frame

◆ roll

testbiggui.Wid.roll

◆ titlelabel

testbiggui.Wid.titlelabel

◆ top_frame

testbiggui.Wid.top_frame

◆ toplevel

testbiggui.Wid.toplevel

The documentation for this class was generated from the following file:

- Monopoly-master/Monopoly-master/**testbiggui.py**

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