

- **refresh\_per\_second** (*float*) – Number of times per second to refresh the progress information. Defaults to 10.
- **style** (*StyleType*, *optional*) – Style for the bar background. Defaults to “bar.back”.
- **complete\_style** (*StyleType*, *optional*) – Style for the completed bar. Defaults to “bar.complete”.
- **finished\_style** (*StyleType*, *optional*) – Style for a finished bar. Defaults to “bar.finished”.
- **pulse\_style** (*StyleType*, *optional*) – Style for pulsing bars. Defaults to “bar.pulse”.
- **disable** (*bool*, *optional*) – Disable display of progress.
- **get\_time** (*Optional[Callable[[], float]]*)

**Returns**

A context manager yielding a progress reader.

**Return type**

ContextManager[BinaryIO]

## 23.21 rich.prompt

```
class rich.prompt.Confirm(prompt=" ", *, console=None, password=False, choices=None,
                          case_sensitive=True, show_default=True, show_choices=True)
```

A yes / no confirmation prompt.

**Example**

```
>>> if Confirm.ask("Continue"):
    run_job()
```

**Parameters**

- **prompt** (*str* / *Text*)
- **console** (*Console* / *None*)
- **password** (*bool*)
- **choices** (*List[str]*)
- **case\_sensitive** (*bool*)
- **show\_default** (*bool*)
- **show\_choices** (*bool*)

**process\_response** (*value*)

Convert choices to a bool.

**Parameters**

**value** (*str*)

**Return type**

*bool*