

Returns

String containing console contents.

Return type

`str`

property file: `IO[str]`

Get the file object to write to.

get_style(`name`, *, `default=None`)

Get a Style instance by its theme name or parse a definition.

Parameters

- **name** (`str`) – The name of a style or a style definition.
- **default** (`Style` / `str` / `None`)

Returns

A Style object.

Return type

`Style`

Raises

`MissingStyle` – If no style could be parsed from name.

property height: `int`

Get the height of the console.

Returns

The height (in lines) of the console.

Return type

`int`

input(`prompt=`' ', *, `markup=True`, `emoji=True`, `password=False`, `stream=None`)

Displays a prompt and waits for input from the user. The prompt may contain color / style.

It works in the same way as Python's builtin `input()` function and provides elaborate line editing and history features if Python's builtin `readline` module is previously loaded.

Parameters

- **prompt** (`Union[str, Text]`) – Text to render in the prompt.
- **markup** (`bool`, `optional`) – Enable console markup (requires a str prompt). Defaults to True.
- **emoji** (`bool`, `optional`) – Enable emoji (requires a str prompt). Defaults to True.
- **password** (`bool`) – (bool, optional): Hide typed text. Defaults to False.
- **stream** (`TextIO` / `None`) – (TextIO, optional): Optional file to read input from (rather than stdin). Defaults to None.

Returns

Text read from stdin.

Return type

`str`