

:mod:`codeop` --- Compile Python code

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library) codeop.rst, line 1); [backlink](#)

Unknown interpreted text role "mod".

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library) codeop.rst, line 4)

Unknown directive type "module".

```
.. module:: codeop
   :synopsis: Compile (possibly incomplete) Python code.
```

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Unknown directive type "sectionauthor".

```
.. sectionauthor:: Moshe Zadka <moshez@zadka.site.co.il>
```

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Unknown directive type "sectionauthor".

```
.. sectionauthor:: Michael Hudson <mwh@python.net>
```

Source code: :source:`Lib/codeop.py`

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Unknown interpreted text role "source".

The :mod:`codeop` module provides utilities upon which the Python read-eval-print loop can be emulated, as is done in the :mod:`code` module. As a result, you probably don't want to use the module directly; if you want to include such a loop in your program you probably want to use the :mod:`code` module instead.

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There are two parts to this job:

1. Being able to tell if a line of input completes a Python statement: in short, telling whether to print '>>>' or '...' next.
2. Remembering which future statements the user has entered, so subsequent input can be compiled with these in effect.

The :mod:`codeop` module provides a way of doing each of these things, and a way of doing them both.

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main\Doc\library\ (cpython-main) (Doc) (library)codeop.rst, line 28); [backlink](#)

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To do just the former:

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```
.. function:: compile_command(source, filename="<input>", symbol="single")
```

Tries to compile *source*, which should be a string of Python code and return a code object if *source* is valid Python code. In that case, the filename attribute of the code object will be *filename*, which defaults to `<input>`. Returns `None` if *source* is *not* valid Python code, but is a prefix of valid Python code.

If there is a problem with *source*, an exception will be raised.
:exc:`SyntaxError` is raised if there is invalid Python syntax, and
:exc:`OverflowError` or :exc:`ValueError` if there is an invalid literal.

The *symbol* argument determines whether *source* is compiled as a statement (`'single'`, the default), as a sequence of statements (`'exec'`) or as an *term*: `'expression'` (`'eval'`). Any other value will cause :exc:`ValueError` to be raised.

```
.. note::
```

It is possible (but not likely) that the parser stops parsing with a successful outcome before reaching the end of the source; in this case, trailing symbols may be ignored instead of causing an error. For example, a backslash followed by two newlines may be followed by arbitrary garbage. This will be fixed once the API for the parser is better.

Instances of this class have `meth: '__call__'` methods identical in signature to the built-in function `func: 'compile'`, but with the difference that if the instance compiles program text containing a `mod: '__future__'` statement, the instance 'remembers' and compiles all subsequent program texts with the statement in force.

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Instances of this class have `meth: '__call__'` methods identical in signature to `func: 'compile_command'`; the difference is that if the instance compiles program text containing a `__future__` statement, the instance 'remembers' and compiles all subsequent program texts with the statement in force.

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