在python环境下操作mongodb的第三方库

先安装setuptools

sudo apt-get install python-setuptools

解压pymongo-3.4.0.tar.gz 后执行

sudo python setup.py install

环境安装完毕

例子test.py：

# -\*- coding: UTF-8 -\*-

import pymongo

import time

#测试例子,修正竞技积分<1000,强制设为1000

#player->base\_info->score

def Start():

print("Start mongodb")

cobj = pymongo.MongoClient("127.0.0.1",27017)

db=cobj.game

player = db.player

f = open("fixlog","w+")

f.write("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*%s\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\n"%time.ctime())

# 1和2效果一样,添加查询条件,效果更好

"""

#1

for doc in player.find({},{"pid":True,"name":True,"base\_info":True}):

dBase = doc["base\_info"]

iScore = dBase["score"]

if "score" in dBase and dBase["score"] < 1000:

sLog="find target : %s %d %d \n"%(doc["name"],doc["pid"],dBase["score"])

print(sLog)

f.write(sLog.encode("gbk"))

dBase["score"] = 1000

player.update\_one({"pid":doc["pid"]},{"$set":{"base\_info":dBase}})

"""

#2

for doc in player.find({"base\_info.score":{"$lt":1000}},{"pid":True,"name":True,"base\_info":True}):

dBase = doc["base\_info"]

sLog="out target : %s %d %d \n"%(doc["name"],doc["pid"],dBase["score"])

print(sLog)

f.write(sLog.encode("gbk"))

dBase["score"] = 1000

player.update\_one({"pid":doc["pid"]},{"$set":{"base\_info":dBase}})

f.close()

cobj.close()

print("end mongodb")

if \_\_name\_\_ == "\_\_main\_\_":

Start()