${\bf Terminal Talk}$ 

Bryan Harper

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# 2 Packages

Here are the packages with brief descriptions (if available):

# client Functions and definitions specific to TerminalTalk client 2 font A collection of functions that style fonts in terminal 2 server Functions and definitions specific to TerminalTalk server 2

## 3 Class Index

## 4 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

font.constants.Colors Contains constants for ANSI color codes	2
Stores information about a connected client	3
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# 5 File Index

## 6 File List

Here is a list of all documented files with brief descriptions:

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# 7 Namespace Documentation

# 8 client Namespace Reference

Functions and definitions specific to TerminalTalk client.

## 8.1 Detailed Description

Functions and definitions specific to TerminalTalk client.

# 9 font Namespace Reference

A collection of functions that style fonts in terminal.

## 9.1 Detailed Description

A collection of functions that style fonts in terminal.

Each function flanks the inputed text with ANSI codes.

# 10 server Namespace Reference

Functions and definitions specific to TerminalTalk server.

## 10.1 Detailed Description

Functions and definitions specific to TerminalTalk server.

## 11 Class Documentation

# 12 font.constants.Colors Class Reference

Contains constants for ANSI color codes.

#### Static Public Attributes

- string  $BLACK = ' \033[30m]'$
- string  $\mathbf{RED} = ' \setminus 033[31m']$
- string  $GREEN = ' \setminus 033[32m']$
- string **YELLOW** =  $' \setminus 033[33m']$
- string  $\mathbf{BLUE} = ' \setminus 033[34m']$
- string  $MAGENTA = ' \setminus 033[35m']$
- string  $\mathbf{CYAN} = ' \setminus 033[36m']$
- string **WHITE** =  $' \setminus 033[37m']$

## 12.1 Detailed Description

Contains constants for ANSI color codes.

Prefix a string with color constant to change subsequent text to the color. Example: print( font.Colors. ← RED + "This text will be red.")

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

• /home/bryan/TerminalTalk/font/constants.py

# 13 server.Orator.Orator Class Reference

Stores information about a connected client.

Public Member Functions

• def \_\_init\_\_ (self, telegraph)

Constructor for Orator class.

## Public Attributes

- telegraph
- moniker
- color

## 13.1 Detailed Description

Stores information about a connected client.

An Orator objects is used to represent a client. Each client has a moniker and color associated with them. The moniker is provided by the client. The color is assigned randomly each time the client connects.

#### 13.2 Constructor & Destructor Documentation

13.2.1 def server.Orator.Orator.\_\_init\_\_ ( self, telegraph )

Constructor for Orator class.

#### Parameters

telegraph   The socket used to connect with client.
---

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

• /home/bryan/TerminalTalk/server/Orator.py

# 14 font.constants.Styles Class Reference

Contains constants for ANSI text style codes.

Static Public Attributes

- string **RESET** =  $' \setminus 033[0m']$
- string  $BOLD = ' \setminus 033[1m']$
- string **BOLD\_OFF** =  $'\033[22m']$
- string ITALIC =  $'\033[3m']$
- string ITALIC OFF =  $' \ 033[23m']$
- string UNDERLINE = '\033[4m'
- string **UNDERLINE OFF** =  $' \setminus 033[24m']$
- string **STRIKETHROUGH** = '\033[9m'
- string **STRIKETHROUHG OFF** =  $' \setminus 033[29m']$
- string INVERSE =  $' \setminus 033[7m]'$
- string INVERSE\_OFF =  $' \setminus 033[27m']$

## 14.1 Detailed Description

Contains constants for ANSI text style codes.

Prefix a string with a style constant to change subsequent text style. Example: print( font.Styles.BOLD + "This text will be bold.")

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

- /home/bryan/TerminalTalk/font/constants.py
- 15 File Documentation
- 16 /home/bryan/TerminalTalk/client/eavesdrop.py File Reference

#### **Functions**

• def client.eavesdrop.eavesdrop ()

Monitors for user input from terminal.

# 17 /home/bryan/TerminalTalk/font/constants.py File Reference

Defines classes contains ANSI constants for formating text.

#### Classes

• class font.constants.Styles

Contains constants for ANSI text style codes.

• class font.constants.Colors

Contains constants for ANSI color codes.

## 17.1 Detailed Description

Defines classes contains ANSI constants for formating text.

# 18 /home/bryan/TerminalTalk/font/functions.py File Reference

Defines functions for surronding strings with ANSI codes for formating text.

#### **Functions**

• def font.functions.blue (txt)

Makes inputed string blue.

• def font.functions.cyan (txt)

Makes inputed string cyan.

• def font.functions.green (txt)

Makes inputed string green.

• def font.functions.magenta (txt)

Makes inputed string magenta.

• def font.functions.red (txt)

Makes inputed string red.

• def font.functions.yellow (txt)

 $Makes\ inputed\ string\ red.$ 

• def font.functions.underline (txt)

Makes inputed string underline.

• def font.functions.bold (txt)

Makes inputed string bold.

• def font.functions.italic (txt)

 $Makes\ inputed\ string\ italic.$ 

• def font.functions.default (txt)

Gives inputed string default formatting.

• def font.functions.highlight (txt)

Highlights inputed string.

## 18.1 Detailed Description

Defines functions for surronding strings with ANSI codes for formating text.

#### 18.2 Function Documentation

```
18.2.1 def font.functions.blue (txt)
```

Makes inputed string blue.

Returns with inputed string with the prefix '\033[34m' and suffix '\033[0m'. The prefix is the ANSI code for blue foreground. The suffix is the ANSI code for reset (white forground, black background).

#### Parameters

```
txt A string. Will be displayed as blue.
```

```
18.2.2 def font.functions.bold (txt)
```

Makes inputed string bold.

Returns with inputed string with the prefix '\033[1m' and suffix '\033[22m'. The prefix is the ANSI code for bold font on. The suffix is the ANSI code for bold font off.

## Parameters

```
txt | A string. Will be made bold.
```

```
18.2.3 def font.functions.cyan ( txt )
```

Makes inputed string cyan.

Returns with inputed string with the prefix '\033[36m' and suffix '\033[0m'. The prefix is the ANSI code for cyan foreground. The suffix is the ANSI code for reset (white forground, black background).

#### Parameters

```
txt A string. Will be displayed as cyan.
```

18.2.4 def font.functions.default (txt)

Gives inputed string default formatting.

Returns with inputed string with the prefix '\033[0m'. The prefix is the ANSI code for reset (white foreground, black background).

#### Parameters

txt A string. Will be formatted as default.

18.2.5 def font.functions.green (txt)

Makes inputed string green.

Returns with inputed string with the prefix '\033[32m' and suffix '\033[0m'. The prefix is the ANSI code for green foreground. The suffix is the ANSI code for reset (white forground, black background).

#### Parameters

txt A string. Will be displayed as green.

18.2.6 def font.functions.highlight (txt)

Highlights inputed string.

Returns with inputed string with the prefixes '\033[47m', '\033[30m', and'\033[3m', and with the suffix '\033[0m'. The prefix is the ANSI code for italic, white background, and black foreground. The suffix is the ANSI code for reset (white forground, black background).

## Parameters

txt | A string. Will be highlighted.

18.2.7 def font.functions.italic (txt)

Makes inputed string italic.

Returns with inputed string with the prefix '\033[3m' and suffix '\033[23m'. The prefix is the ANSI code for italic on. The suffix is the ANSI code for italic off.

#### Parameters

txt | A string. Will be displayed as italic.

18.2.8 def font.functions.magenta ( txt )

Makes inputed string magenta.

Returns with inputed string with the prefix ' $\033[35m']$  and suffix ' $\033[0m']$ . The prefix is the ANSI code for magenta foreground. The suffix is the ANSI code for reset (white forground, black background).

#### Parameters

txt | A string. Will be displayed as magenta.

18.2.9 def font.functions.red (txt)

Makes inputed string red.

Returns with inputed string with the prefix '\033[31m' and suffix '\033[0m'. The prefix is the ANSI code for red foreground. The suffix is the ANSI code for reset (white forground, black background).

#### Parameters

txt | A string. Will be displayed as red.

18.2.10 def font.functions.underline (txt)

Makes inputed string underline.

Returns with inputed string with the prefix '\033[4m' and suffix '\033[24m'. The prefix is the ANSI code for underline on. The suffix is the ANSI code for underline off.

#### Parameters

txt A string. Will be underlined.

18.2.11 def font.functions.yellow (txt)

Makes inputed string red.

Returns with inputed string with the prefix '\033[33m' and suffix '\033[0m'. The prefix is the ANSI code for red foreground. The suffix is the ANSI code for reset (white forground, black background).

## Parameters

txt A string. Will be displayed as red.

19 /home/bryan/TerminalTalk/server/Orator.py File Reference

#### Classes

• class server.Orator.Orator

Stores information about a connected client.

# 20 /home/bryan/TerminalTalk/server/pontification.py File Reference

## Functions

- def server.pontification.megaphone (verbiage, connections, ear\_trumpet, orators)

  \*Make announcements from server to everyone connected.
- def server.pontification.pontificate (orator, verbiage, connections, ear\_trumpet, orators)

  Transmit a clients message to all other connected users.

## 20.1 Function Documentation

20.1.1 def server.pontification.megaphone (verbiage, connections, ear trumpet, orators)

Make announcements from server to everyone connected.

The message will be formatted (see font.highlight ) so as to stick out from all other text. Every connected user will see the message.

#### Parameters

verbiage	The message displayed.
connections	A list of all current connections (sockets).
ear_trumpet	The server's socket. Used to ensure message isn't sent to server itself (this would break pipe).
orators	A list of Orator objects for currently connected clients. If a disconnection is discovered while function is being run, it is necessary to remove the object from the list.

20.1.2 def server.pontification.pontificate (  $\,$  orator,  $\,$  verbiage,  $\,$  connections,  $\,$  ear\_trumpet,  $\,$  orators  $\,$  )

Transmit a clients message to all other connected users.

#### Parameters

orator	The sending client's Orator object.
verbiage	The message displayed.
connections	A list of all current connections (sockets).
ear_trumpet	The server's socket. Used to ensure message isn't sent to server itself (this would break pipe).
orators	A list of Orator objects for currently connected clients. If a disconnection is discovered while function is being run, it is necessary to remove the object from the list.

# 21 /home/bryan/TerminalTalk/TerminalTalk.py File Reference

Main code for TerminalTalk client.

#### Variables

- string **TerminalTalk.moniker** = "Anonymous"
- int TerminalTalk.buffer size = 2
- int TerminalTalk.server port = 7777
- string **TerminalTalk.server** ip = "192.168.1.77"
- tuple **TerminalTalk.server** address = ( server ip, server port )
- TerminalTalk.megaphone = socket.socket(socket.AF INET, socket.SOCK STREAM)
- **TerminalTalk.request** = megaphone.recv(buffer size)
- list **TerminalTalk.connections** = [megaphone, sys.stdin]
- TerminalTalk.readables
- TerminalTalk.writables
- TerminalTalk.errors
- **TerminalTalk.missive** = telegraph i.recv(buffer size)
- **TerminalTalk.verbiage** = sys.stdin.readline()

## 21.1 Detailed Description

Main code for TerminalTalk client.

Run this file to use as client.

# 22 /home/bryan/TerminalTalk/TerminalTalk server.py File Reference

Main code for TerminalTalk server.

#### Variables

- int TerminalTalk server.port = 7777
- int TerminalTalk server.buffer size = 2
- tuple TerminalTalk server.server address = ( "", port )
- list  $TerminalTalk\_server.connections = []$
- list  $TerminalTalk\_server.orators = []$
- TerminalTalk\_server.ear\_trumpet = socket.socket(socket.AF\_INET, socket.SOCK\_STR 
  EAM)
- TerminalTalk server.readables
- TerminalTalk server.writables
- TerminalTalk server.errors
- TerminalTalk server.file descriptor
- TerminalTalk server.address
- TerminalTalk server.moniker = file descriptor.recv(buffer size)
- string TerminalTalk server.entrance message = moniker+" has entered."
- int TerminalTalk server.orator index = 0
- **TerminalTalk server.verbiage** = telegraph\_i.recv(buffer\_size)
- string TerminalTalk server.missive = orators[orator index].moniker+" has exited."

#### 22.1 Detailed Description

Main code for TerminalTalk server.

Run this file to start server.