

APP

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PYTHON PROJECT STRUCTURE

ARGPARSE (ARGUMENT PARSING COMMANDS)

```
parser = argparse.ArgumentParser(description='example')
```

* Flags options

```
parser.add_argument('--argname', '-a', *)
```

```
parser.add_argument('--argname', '-a', *)
```

```
parser.add_argument('--argname', '-a', *)
```

```
args = parser.parse_args()
```

- [action] > Action to be taken
- [nargs] > number of arguments
- [const] > A const value required
- [default] > Value produced if absent
- [type] > Type to be converted in
- [choices] > Allowable values
- [requires] > Optional or not
- [help] > A brief description of the arg.

FILES AND FOLDERS

- README.md > Description / Installation / Usage / Troubleshooting / Disclaimer / Help wanted / Links
- requirements.txt > All external packages.
- license.txt > Permissions and copyright. Example: MIT license or X11
- config.json > json file with all the external variables. It works as an interface.
- config_test.json > Same json file as before but with testing variables.
- __init__.py > Initialize file for the python files.
- APP.py > Main APP component, this code calls and manage all modules.
- modules.py > Other Python modules needed for the app.
- exception.py > Controlled errors or exits from the execution.
- app_test.py > Paralell file to APP.py but for testing.

APP.py

```
if __name__ == "__main__":
    # Initialize argument parser
    parser = argparse.ArgumentParser()
    parser.add_argument(arg)
    args = parser.parse_args()

    # Declare global variables from parser

    app = App(arg_01, arg_02, arg_03)
    app.run()
```

from Modules import Modules

```
class AppName
    __init__(self, flags...):
        # load config file
        # declare global variables
        self.module_one = ModuleOne(vars)
        self.module_two = ModuleTwo(vars)

    run():
        # execute all methods needed
        self.module_one.method()
        self.module_two.method()
```

module.py

```
class ModuleOne
    __init__(self, flags...):
        # Declare global variables

    method_one():
        # Declare local variables
        # Script

    method_two
        # Declare local variables
        # Script
```