Code Report - Amanda Shack

Short Project and Mandate Description

Automated Jet Tracking to steer a laser beam into a flow of liquid containing biological crystals.

- Has multiple simultaneous data inputs
- Must show live data feed on graphs
- Must be reliable and maintainable on the long term (Research Center)

Amanda requires help for the following topics:

- High Refresh rate of the plots crashes the plots.
- Help with the structure of the code
- General guidance for PyQt Application Development

What we should talk about

- Wrote a report with general comments and code that you could use
- Talk about workflow / QtDesigner / IDE
- Talk about the compartmentalization in PyQt and applications in general.
- Go over the code I did to compartmentalize the code

•

General comments on the project:

- Project not easy to set up (Problem!)
 - o Iran pip install . to use the setup.py =>
 - 1 | ERROR: Could not build wheels for cf-units which use PEP 517 and cannot be installed directly
 - o Iran python setup.py
 - Iran pip install -r requirements.txt and pip install -r requirements-dev.txt
 - Whatever I did, I always had missing packages.
 - o At the end:
 - python testscreen.py => missing zmq (which is not even used)
 - python jettracking.py => no module named MySQLdb
 - Had to comment the zmq and import IMS for the application to start
- Removing unnecessary files and imports statements
 - e.g context.py /psana jet_tracking (argparser)
 - Or at least put them in a sketch folder
- Python Package Format?

- From what I understood, you wanted this to be a PyPi package, so the people using this can just run pip install jet-tracking and then python -m jet-tracking and be presented with the UI?
- o If that's the case:
 - I'd create a __main__.py where I would launch the main.py
- Put the documentation link inside the README.rst: http://pswww.slac.stanford.edu/swdo
 c/releases/jet tracking/
- Project Structure Redesign
 - Adding folders structure (suggestion)

```
1
2
   ├─ .github
3
4
  - conda-receipe
5
7
     ├─ conf.py
      └─ index.rst
8
9
10 ├─ jet_tracking
      — __init__.py
11
      ├─ __main.__.py
12
13
      ├─ gui
14
        - windows
15
             ——mainWindow.ui
             —mainWindow.py
16
        ├─ views
17
      18
             └─jetSteering.py
19
        └── widgets
20
        21
              └─jetSteering.py
22
         ├─ tools
23
24
        ├─ num_gen.py
25
         └─ signals.py
26
      ├─ logs
27
      28
        └─ log1.log
29
      ├─ _data
        └─ data1.yml
30
31

    index.html

32
33
34 └── setup.py
36 └── requirements.txt
37 L— README.rst
```

Setup a proper logging system (rather than prints)

In your main.py you would usually add

```
import logging.config
 2
   from logging.handlers import RotatingFileHandler
 3
   import os
 4
 5
   log = logging.getLogger(__name__)
 6
 7
 8
   @staticmethod
    def init_logging():
 9
10
        logger = logging.getLogger()
        logger.setLevel(logging.NOTSET)
11
12
        # Console Handler
13
14
        handler = logging.StreamHandler()
15
        handler.setLevel(logging.INFO)
        formatter = logging.Formatter(
16
17
            "%(asctime)s\t (%(name)-25.25s) (thread:%(thread)d) (line:%
    (lineno)5d)\t[%(levelname)-5.5s] %(message)s")
        handler.setFormatter(formatter)
18
19
        logger.addHandler(handler)
20
        # Log Error File Handler
21
        os.makedirs(application_path + "{0}log".format(os.sep),
22
    exist ok=True)
23
        handler = RotatingFileHandler(application_path + "{0}log{0}opt-
    id.log".format(os.sep), maxBytes=2.3 * 1024 * 1024, backupCount=5)
24
        handler.setLevel(logging.ERROR)
        formatter = logging.Formatter("%(asctime)s\t (%(name)-30.30s)
25
    (thread:%(thread)d) (line:%(lineno)5d)\t[%(levelname)-5.5s] %
    (message)s")
26
        handler.setFormatter(formatter)
27
        logger.addHandler(handler)
28
29
    @staticmethod
30
    def handle_exception(exc_type, exc_value, exc_traceback):
        if issubclass(exc_type, KeyboardInterrupt):
31
32
            sys.__excepthook__(exc_type, exc_value, exc_traceback)
33
            return
34
35
        log.error("Uncaught exception", exc_info=(exc_type, exc_value,
    exc_traceback))
```

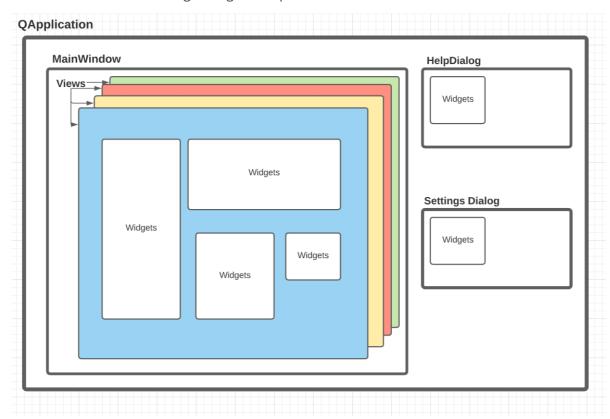
• In the following files, if you want to access your magnificent logger

```
1 | import logging
2 | log = logging.getLogger(__name__)
```

 More consistent PEP8 check and consistent naming convention will help a lot. (more on the pyqt convention when showing QtDesigner)

PyQt Specific Analysis

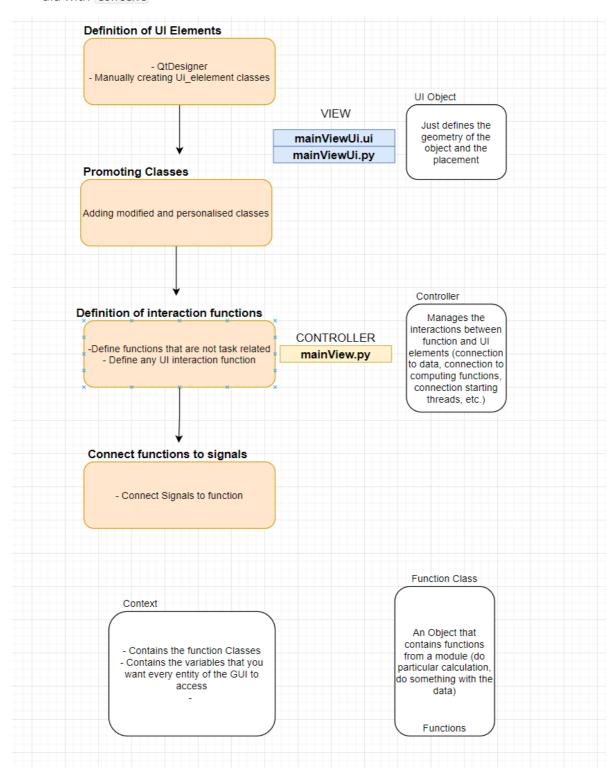
• Usual structure of a long lasting Desktop Software



- You want to separate the UI elements from the controller elements
- Setup a QApplication class and renaming jettracking.py to main.py (convention)

```
1
    class App(QApplication):
2
        def __init__(self, sys_argv):
            super(App, self).__init__(sys_argv)
 3
 4
            log.debug("This is the mainThread")
 5
 6
            self.setAttribute(Qt.AA_EnableHighDpiScaling)
 7
            self.setStyle("Fusion")
8
            self.mainModel = MainModel()
9
            self.mainWindow = MainWindow(model=self.mainModel)
10
            self.mainWindow.setWindowTitle("jet-tracker")
            self.mainWindow.show()
11
12
13
    def main():
        # Makes the icon in the taskbar as well.
14
15
        appID = "opt-id" # arbitrary string
        if os.name == 'nt':
16
17
     ctypes.windll.shell32.SetCurrentProcessExplicitAppUserModelID(appID)
18
        elif os.name == 'posix':
19
            pass
20
21
        app = App(sys.argv)
        app.setWindowIcon(QIcon(application_path + "
22
    {0}gui{0}misc{0}logo{0}logo3.ico".format(os.sep)))
23
        sys.exit(app.exec_())
24
25
    if __name__ == "__main__":
```

Use a "model" that will contain your objects, and pass your model to your instances. Like you
did with Context



• If you're to start using QtDesigner, th emost efficient way to convert .ui to .py, so that changes are loaded automatically, is this:

```
simulationViewUiPath = os.path.dirname(os.path.realpath(__file__)) +
    "\\simulationViewUi.ui"
Ui_simulationView, QtBaseClass = uic.loadUiType(simulationViewUiPath)
```

This will use the pyuic5 from PyQt and convert .ui filetypes to .py (like your are doing).

• No execute all the connection function in the <u>__init__()</u>, I'd try to compartmentalize!:

```
class SimulationView(QWidget, Ui_simulationView):
    SIGNAL_toggled_plot_indicator = "indicator"

def __init__(self, context=None, controller=None):
    super(SimulationView, self).__init__()
    self.model = model
    self.allPlotsDict = {}
    self.setupUi(self)
    self.connect_buttons()
    self.connect_signals()
    self.connect_checkbox()
    self.create_plots()
    self.initialize_view()
```