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console-menu 0.5.1

`pip install console-menu` 📋

✓ Latest version

Last released: Nov 19, 2018

A simple console menu system

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Project description

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console-menu

A simple Python menu-based UI system for terminal applications. Perfect for those times when you need a menu-driven program, but don't want the overhead or learning curve of a full-fledged GUI framework.

Derived from the curses-menu project, but with curses dependency removed.

http://console-menu.readthedocs.org/en/latest/

🖼 ./images/console-menu_screenshot1.png
🖼 ./images/console-menu_screenshot2.png

Installation

View statistics for this project via Libraries.io, or by using Google BigQuery

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Meta

License: MIT License (MIT)

Author: Aegir Hall

Maintainers

aegirhall

Classifiers

Development Status
  3 - Alpha

Environment
  Console :: Curses

Intended Audience
  Developers

License
  OSI Approved :: MIT License

Operating System
  OS Independent

Programming Language
  Python
  Python :: 2
  Python :: 2.6

Tested on Python 2.7, 3.4, 3.5, and 3.6, as well as pypy and pypy 3.

Installation can be performed by running pip

```
pip install console-menu
```

Usage

It's designed to be pretty simple to use. Here's an example

```python
# Import the necessary packages
from consolemenu import *
from consolemenu.items import *

# Create the menu
menu = ConsoleMenu("Title", "Subtitle")

# Create some items

# MenuItem is the base class for all items, it does
menu_item = MenuItem("Menu Item")

# A FunctionItem runs a Python function when select
function_item = FunctionItem("Call a Python functio

# A CommandItem runs a console command
command_item = CommandItem("Run a console command",

# A SelectionMenu constructs a menu from a list of
selection_menu = SelectionMenu(["item1", "item2", "

# A SubmenuItem lets you add a menu (the selection_
# as a submenu of another menu
submenu_item = SubmenuItem("Submenu item", selectio

# Once we're done creating them, we just add the it
menu.append_item(menu_item)
menu.append_item(function_item)
menu.append_item(command_item)
menu.append_item(submenu_item)

# Finally, we call show to show the menu and allow
menu.show()
```