

U5VGKQ2SY : in `reservations = ec.describe_instances`, Where is ec defined?
 U0PKTUWKH : <@U5VGKQ2SY> `ec = boto3.client('ec2')`
 U5VGKQ2SY : nevermind
 U5VGKQ2SY : <<https://gist.github.com/ryansb/c5807c6785f326e9510d>> <-- no brackets around tag-key
 U0PKTUWKH : <@U5VGKQ2SY> THANKS! ur example helped me to realize i was useing `tag-key` instead of
 `tag-value`
 U0PKTUWKH : and this is why things were failing
 U5VGKQ2SY : full disclosure, NOT MY EXAMPLE hahaha
 U0PKTUWKH : well not ur example but whatever u provided as an example
 U0PKTUWKH : :stuck_out_tongue_winking_eye:
 U5VGKQ2SY : glad it worked hahaha cheers
 U5GJVTRGB : Hi Guys...
 ```application.add\_url\_rule(  
 apipath + "/apis/  
 view\_func=api\_view,  
 methods=[ 'GET', 'PUT', 'PATCH', 'DELETE' ])  
 ...

This is how i'm adding rules to my flask-app  
 but for ONLY patch request it's giving error as

```

...
<html><title>405: Method Not Allowed</title><body>405: Method Not
Allowed</body></html>[
...

```

Even if the method is there for PATCH, why PATCH isn't getting routed ?

any mistakes or something to add up ?

U5CRANMFV : how do I make `01` to `Jan`.  
 ?

U5U4MSHC1 : have a dictionary mapping which would pretty much do the trick  
 U5CRANMFV : it's complicated. the standard library won't help me?  
 U5S8CNULD : `data = {01: 'Jan'}`  
 U5U4MSHC1 : you can use `datetime` though  
 U5S8CNULD : our use `datetime`  
 U5CRANMFV : `calendar.month\_abbrev`  
 U5U4MSHC1 : yeah, i was looking at the same <@U5CRANMFV>  
 U5U4MSHC1 : <@U5CRANMFV> but it starts with empty item  
 U5CRANMFV : can't understand how to pass a number to return the month  
 U5CRANMFV : ```In [99]: calendar.month\_abbrev[3]Out[99]: 'Mar'```

U5U4MSHC1 : ```In[14]: calendar.month\_abbrev[int("03")]Out[14]: 'Mar'```

U582KCWUB : eh I have a stupid issue with imports, what I am trying to do:  
 <<https://www.dropbox.com/s/oajyhncno1xz5p4/Screenshot%202017-06-29%2012.17.07.png?dl=0>>  
 what I get: `ModuleNotFoundError: No module named 'exercises`  
 the `playground` dir in the project root is a virtualenv dir, all worked fine until I added extra directory structure (the  
 `python-mega-course-udemy` dir) any help please?

U5NMSURQA : `.exercises`?  
 U582KCWUB : <@U5NMSURQA> hmm doesnt seem to work  
 U61FDK1EE : import pygame  
 pygame.init()  
 screen = pygame.display.set\_mode((600,480))

done = False

```
font = pygame.font.SysFont("comicsansms", 72)

text = font.render("Hello, World", True, (0, 40, 0))

while not done:
 for event in pygame.event.get():
 if event.type == pygame.QUIT:
 done = True
 if event.type == pygame.KEYDOWN and event.key == pygame.K_ESCAPE:
 done = True

 screen.fill((255, 255, 255))
 screen.blit(text,
 (320 - text.get_width() // 2, 240 - text.get_height() // 2))

 pygame.display.flip()
```

U61FDK1EE : I WANT ONLY THE TEXT AND NOT THE CONTAINING PYGAME WINDOW

U5LNXQHN3 : No all-capitals please... if you're hoping to just draw the text on top of your desktop background, then unfortunately that's not (practically) possible

U5LNXQHN3 : That would require that you create a transparent window, which is beyond the scope of what pygame is for

U61FDK1EE : so is there a way to add text which can be moved anywhere on screen