

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\_abbr`  
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\_abbr[3]Out[99]: 'Mar'``

U5U4MSHC1 : ``In[14]: calendar.month\_abbr[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("comicansms", 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

U5LNXQHN3 : yes, but probably not with Pygame, and implementation depends on the platform

U61FDK1EE : python 2.7

U5LNXQHN3 : no, the actual operating system platform

U61FDK1EE : ubuntu

U5LNXQHN3 : because transparent windows depend on the underlying window manager

U61FDK1EE : pygame is not necessary

U5LNXQHN3 : unfortunately I can't help you

U61FDK1EE : ?

U13L8J76J : <@U61FDK1EE> have you tried to google before asking here?

U13L8J76J : <[https://www.pygame.org/docs/ref/display.html#pygame.display.set\\_mode](https://www.pygame.org/docs/ref/display.html#pygame.display.set_mode)>

U61FDK1EE : i google but can't find anything good  
 U5LNXQH3 : Pygame is a wrapper for SDL, and SDL doesn't support this natively. There are per-platform ways to do transparent windows, but I don't know what they are, so I can't recommend anything  
 U5LNXQH3 : You will probably want to find some platform-level documentation for this task, and then look for a Python library or package that encapsulates that  
 U13L8J76J : Oh, you \_actually\_ want a fully transparent window  
 U5VGKQ2SY : <@U582KCWUB> did you get it figured out?  
 U582KCWUB : <@U5VGKQ2SY> I just did, I added an init file into the wrapping dir and renamed it to have underscores not hyphens, I had no idea python would ignore hyphenated dir names  
 U29163YQH : dir names must follow the same rules as variables :slightly\_smiling\_face:  
 U5VGKQ2SY : nice  
 U1BP42MRS : Give the man a :taco:!  
 U5VGKQ2SY : better yet:burrito::coffee: <@U582KCWUB>

U582KCWUB : hehe, the :taco: should go to PyCharm, the hint this would be the issue was a tiny wheel in the project file explorer that appeared with the correct dir name :smile:

U1BP42MRS : Haha, woot jetbrains!

U5NMSURAQ : more like JetBros!

U4BMZ90T0 : I've got a dockerfile I'm creating for initializing a test database. I have the `.sql` and everything for it. Should I use a shell script to run the `.sql`?

U1BP42MRS : With python typehinting, what's the right way to show a generator return value?

U1BP42MRS : :facepalm: `typing.Generator`

U5NT83K1C : I'm using python. I have a column of time series in format of ( ``pattern = '%Y-%m-%d %H:%M:%S' ``  
 The datatype is Series and I need to convert it to string. I searched and I found out I need to use ``Data.astype(str)`` to convert it to String. I used it but still that column is Series and not string. .astype() didn't convert. What's the solution. How may I do it?

U60KNBMPX : for example. You can find innumerable examples if you search "stringify python" on google

U1BP42MRS : Knit pick, you should probably consider `from \_\_future\_\_ import print\_function` to be writing code that's compatible with the future of the language if you're writing python2

U0PKTUWKH : can somebody help me to understand where is the problem in the following statement``

```
ec.create_tags(
    Resources=to_tag[retention_days],
    Tags=[
        {'Key': 'DeleteOn', 'Value': del_snap },
        {'Key': 'Created', 'Value': today },
    ]
)
```

U0PKTUWKH : this is the error I am getting``

```
{
  "stackTrace": [
    [
      "/var/task/lambda_function.py",
      76,
      "lambda_handler",
      "{ 'Key': 'Created', 'Value': today },",
    ],
    [
      "/var/runtime/botocore/client.py",
      253,

```

U0PKTUWKH : i have a variable `today = datetime.date.today()`

U1BP42MRS : I would presume it needs to be a string

U5VGKQ2SY : comma after `today` }

U5VGKQ2SY : ?

U1BP42MRS : That's valid