

## u2d\_msa\_sdk Module

**.admin.utils.choices**

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### Attributes

**\_\_all\_\_** module-attribute

```
__all__ = [  
    "MSAChoices",  
    "MSAIntegerChoices",  
    "MSATextChoices",  
]
```

### Classes

#### MSAChoices

Bases: enum.Enum

Class for creating enumerated choices.

##### Functions

**\_\_str\_\_**

```
__str__()
```

Use value when cast to str, so that MSAChoices set as model instance attributes are rendered as expected in templates and similar contexts.

#### MSAChoicesMeta

Bases: enum.EnumMeta

A metaclass for creating a enum choices.

## Functions

### `__contains__`

```
__contains__(member)
```

### `__new__`

```
__new__(metacls, classname, bases, classdict, **kwds)
```

### `choices` property

```
choices()
```

### `labels` property

```
labels()
```

### `names` property

```
names()
```

### `values` property

```
values()
```

## MSAIntegerChoices

Bases: `int`, `MSAChoices`

Class for creating enumerated integer choices.

## MSATextChoices

Bases: `str`, `MSAChoices`

Class for creating enumerated string choices.

## Promise

Base class for the proxy class created in the closure of the lazy function. It's used to recognize promises in code.

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