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# **chuda Documentation**

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**Chuda** is a very simple Python3 framework to create CLI (Command-Line-Interface) tools.



# CHAPTER 1

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## Features

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- Represent commands and argparse arguments by Python classes
- Handle parsing of a configuration file for you (INI, JSON, or YAML with [pyyaml](#))
- Provide you a configurable logger, and some basic options to quiet/verbose mode
- Provide you a simple interface to run some shell commands
- Signals handling by decorator





## 2.1 Installation of chuda

This part of the documentation covers the installation of chuda. The first step to using any software package is getting it properly installed.

### 2.1.1 \$ pipenv install chuda

To install chuda, simply run this simple command in your terminal of choice:

```
$ pipenv install chuda
```

If you don't have pipenv installed, head over to the [Pipenv website](#) for installation instructions. Or, if you prefer to just use pip and don't have it installed, this [Python installation guide](#) can guide you through the process.

### 2.1.2 Get the Source Code

chuda is developed on GitHub, where the code is always available.

You can either clone the public repository:

```
$ git clone git://github.com/Varkal/chuda.git
```

Or, download the tarball:

```
$ curl -OL https://github.com/Varkal/chuda/tarball/master  
# optionally, zipball is also available (for Windows users).
```

Once you have a copy of the source, you can embed it in your own Python package, or install it into your site-packages easily:

```
$ cd chuda
$ pip install .
```

## 2.2 Quickstart

Eager to get started? This page gives a good introduction in how to get started with chuda.

First, make sure that:

- chuda is *installed*
- chuda is up-to-date

Let's get started with some simple examples.

### 2.2.1 Hello World

Create an app with chuda is very simple

```
from chuda import App, autorun

@autorun() # Equivalent to if __name__ == "__main__"
class HelloWorldApp(App):
    def main(self):
        self.logger.info("Hello Word")
```

### 2.2.2 Parse a config file

Chuda will handle for you the parsing of a configuration file

For example, with this configuration file:

```
# ./config.ini

[hello]
name = John
```

This code will parse it automatically:

```
from chuda import App, autorun

@autorun()
class ConfigApp(App):
    config_path = ["./config.ini", "../config.ini"]

    def main(self):
        self.logger.info("Hello {}".format(self.config["hello"]["name"]))
```

chuda can handle ini (default), json and yaml files (only if `pyyaml` is installed). You must specified which parser will be used with the `config_parser` attribute

As you can see, `config_path` is a list. Chuda will try to load each file in the order in which they have been declared until it find one that exists.

## 2.2.3 Handle arguments

Chuda gives you a declarative interface to add options and parameters to your applications

```
from chuda import App, autorun, Option, Parameter

@autorun()
class ArgumentsApp(App):

    arguments = [
        Option(["--language"], default="en", choices=["en", "fr"]),
        Option(["--polite", "-p"], action="store_true"),
        Parameter("name"),
    ]

    def main(self):
        salutation = ""

        if self.arguments.language == "en":
            salutation = "Hello " if self.arguments.polite else "Hi "
        elif self.arguments.language == "fr":
            salutation = "Bonjour " if self.arguments.polite else "Salut "

        salutation += self.arguments.name

        self.logger.info(salutation)
```

An *Option* represent an UNIX style option (“e.g: git commit **-m** stuff”)

A *Parameter* represent a simple parameter (“e.g: git checkout **stuff**”)

Both takes the same parameters as the `add_argument()` method.

By default, chuda proposes three basic options :

- `-q/--quiet` : The logger stop logging
- `-v/--verbose` : The logging level is lowered to debug
- `--version` : print the content of the *version* attribute and exit

## 2.2.4 Create subcommands

Chuda gives you a very simple way to create subcommands in your application by defining *Command* subclasses

```
from chuda import App, autorun, Command

# Should be split in mutiple files

class FirstCommand(Command):
    command_name = "first"
    description = "this is the first command"

    def main(self):
        self.logger.info("first from {}".format(self.app.app_name))

class SecondCommand(Command):
    command_name = "second"
```

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```

description = "this is the second command"

def main(self):
    self.logger.info("second from {}".format(self.app.app_name))

@autorun()
class SubCommandsApp(App):
    app_name = "my_app"

    subcommands = [
        FirstCommand,
        SecondCommand
    ]

```

`subcommands` is transformed to a dictionary at runtime. So, if you need to call a subcommand from an other subcommand :

```

from chuda import App, autorun, Command

# Should be split in mutiple files

class FirstCommand(Command):
    command_name = "first"
    description = "this is the first command"

    def main(self):
        self.logger.info("first from {}".format(self.app.app_name))

class SecondCommand(Command):
    command_name = "second"
    description = "this is the second command"

    def main(self):
        self.app.subcommands["first"].run()

@autorun()
class SubCommandsApp(App):
    app_name = "my_app"

    subcommands = [
        FirstCommand,
        SecondCommand
    ]

```

## 2.2.5 Add plugins

Chuda apps encourage separation of concerns with a system of plugins

A plugin is created by extend the `Plugin` class

```

from chuda import App, autorun, Plugin
import requests

```

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```
class HttpPlugin(Plugin):
    base_url = None

    def on_create(self):
        self.enrich_app("http", self)

    def on_config_read(self):
        try:
            self.base_url = self.app.config["base_url"]
        except KeyError:
            self.base_url = "http://www.example.com"

    def get_root(self):
        return requests.get(self.base_url)

@autorun()
class HttpApp(App):
    http = None

    plugins = [
        HttpPlugin()
    ]

    def main(self):
        response = self.http.get_root()
        self.logger.info(response.text)
```

Plugins provides mutiple methods to execute code at key points in the lifecycle of the application. See [Plugin](#) documentation for more informations



## 3.1 Developer Interface

### 3.1.1 Application and Commands

```
class chuda.app.App
    Base class for create an application in chuda

    app_name = ''
        Name of the application, show in the help and version strings

    arguments = []
        List of Argument objects. Replace with the argparse.Namespace at runtime

    arguments_declaration = []
        arguments will be copied here of before it be replaced with namespace

    config = {}
        The configuration file will be loaded here

    config_parser = 'ini'
        The parser used to parse the configuration file. Possible values are: ini, json, yaml

    config_path = []
        Acceptable paths to find the configuration file. Stop searching on the first one exists

    description = ''
        Description of the command. Print in help

    logger = None
        Instance of Logger

    override_default_arguments = False
        Should arguments override default provided arguments ?

    merge_arguments_in_subcommands = True
        Should arguments be merged in subcommands instead of being accesible globally ?
```

**parser = None**  
Instance of `ArgumentParser`

**plugins = []**  
List of Plugins

**shell = <chuda.shell.Runner object>**  
Instance of `Runner`

**subcommands = []**  
List of Command

**version = '0.0.1'**  
version of your application. Display with the `-version` flag

**call\_plugins (step)**  
For each plugin, check if a “step” method exist on it, and call it

**Parameters** **step** (*str*) – The method to search and call on each plugin

**run ()**  
Run the application

**main ()**  
Main method of the application when the program is started without any subcommand selected. If this is not overridden, it will print the help

**class chuda.commands.Command**  
A subcommand for multicommands cli tool

**command\_name = None**  
    Name of the command, use on the command-line (like “add”, in “git add”)

**use\_subconfig = False**  
    Should use `config_parser` and `config_path` to generate a config for this command

**config = {}**  
    The configuration file will be loaded here

**config\_parser = 'ini'**  
    The parser used to parse the configuration file. Possible values are: ini, json, yaml

**config\_path = []**  
    Acceptable paths to find the configuration file. Stop searching on the first one exists

**app = None**  
    Contains a reference to the `App` instance who contains this Command

**merge\_parent\_arguments = True**  
    Should parent arguments be merge with local arguments ? True by default.

**arguments = []**  
    List of `Argument` objects. Replace with the `argparse.Namespace` at runtime

**arguments\_declaration = None**

*arguments* will be copied here of before it be replaced with namespace

**Warning:** This will contains **only** local arguments declarations

**logger = None**  
    Instance of `Logger`



**shell** = <chuda.shell.Runner object>  
 Instance of *Runner*

**run()**  
 Run the command

**setup(app)**  
 Setup properties from parent app on the command

### 3.1.2 Arguments

**class** chuda.arguments.**Argument** (name=None, action='store', nargs=None, const=None, default=None, type=None, choices=None, required=None, help=None, metavar=None, dest=None)

Abstract parent class for *Option* and *Parameter*.

For attributes who are not documented here, please see `add_argument()` documentation

**convert\_to\_argument()**  
 Convert the Argument object to a tuple use in `add_argument()` calls on the parser

**class** chuda.arguments.**Option** (name=None, action='store', nargs=None, const=None, default=None, type=None, choices=None, required=None, help=None, metavar=None, dest=None)

Represent an option on the command-line (mycommand --whatever)

**name**  
 Options can have multiple names, so name **must** be a list or a tuple

**Type** *list*

**get\_default\_name()**  
 Return the default generated name to store value on the parser for this option.  
 eg. An option ['-s', '-use-ssl'] will generate the *use\_ssl* name

**Returns** the default name of the option

**Return type** *str*

**convert\_to\_argument()**  
 Convert the Argument object to a tuple use in `add_argument()` calls on the parser

**class** chuda.arguments.**Parameter** (name=None, action='store', nargs=None, const=None, default=None, type=None, choices=None, required=None, help=None, metavar=None, dest=None)

Represent a parameter on the command-line (mycommand whatever)

**name**  
 Parameter can have only one name, so it **must** be a string

**Type** *str*

**convert\_to\_argument()**  
 Convert the Argument object to a tuple use in `add_argument()` calls on the parser

### 3.1.3 Plugins

**class** chuda.plugins.**Plugin**

Class represent a Plugin for a Chuda application A plugin can register hooks for steps in the application lifecycle or enrich the app with new properties

**setup** (*app*)

Setup the app on the plugin

**enrich\_app** (*name*, *value*)

Add a new property to the app (with setattr)

**Parameters**

- **name** (*str*) – the name of the new property
- **value** (*any*) – the value of the new property

**on\_create** ()

Called at the app creation

**on\_arguments\_parsed** ()

Called after arguments have been parsed

**on\_config\_read** ()

Called after configurations files have been read

**on\_signals\_handled** ()

Called after signals handlers have been setuped

**on\_logger\_created** ()

Called after logger have been created

**on\_run** ()

Called just before run the app

**on\_end** ()

Called after all steps and code have been executed

### 3.1.4 Decorators

`chuda.decorators.autorun` ()

Call the run method of the decorated class if the current file is the main file

`chuda.decorators.signal_handler` (*sig*)

Flag a method to be used as a signal handler

**Parameters** **sig** (*signal*) – The signal, from the `signal` module

### 3.1.5 Shell

**class** `chuda.shell.Runner` (*logger=None*, *cwd=None*)

Factory for `ShellCommand`

**cwd**

the current working directory

**Type** `str`

**logger**

Instance of `Logger`

**Type** `Logger`

**run** (*command*, *block=True*, *cwd=None*, *stdin=-1*, *stdout=-1*, *stderr=-1*)

Create an instance of `ShellCommand` and run it

**Parameters**

- **command** (*str*) – *ShellCommand*
- **block** (*bool*) – See *ShellCommand*
- **cwd** (*str*) – Override the runner cwd. Use by the *ShellCommand* instance

**class** chuda.shell.**ShellCommand** (*command, logger, cwd=None, block=True, stdin=-1, stdout=-1, stderr=-1*)

DEPRECATED: Please use *sh.py* instead

Abstraction layer for shell subprocess

You can disable stdout, stdin, stderr

**block**

if false, the command will be run asynchronously

**Type** *bool*

**command**

the shell command to run

**Type** *str*

**cwd**

the current working directory

**Type** *str*

**error**

everything the command will write on stderr will be here

**Type** *strlist*

**logger**

Instance of *Logger*

**Type** *Logger*

**output**

everything the command will write on stdout will be here

**Type** *strlist*

**process**

the *Popen* instance use to run the command

**Type** *Popen*

**return\_code**

the return code of the shell command

**Type** *int*

**thread**

the *Thread* instance use if the command is run in non blocking mode

**Type** *Thread*

**writer**

Instance of *TextIOWrapper* plugged on stdin

**Type** *TextIOWrapper*

**run** ()

Run the shell command

**Returns** return this *ShellCommand* instance for chaining

**Return type** *ShellCommand*

**send** (*value*)

Send text to stdin. Can only be used on non blocking commands

**Parameters** **value** (*str*) – the text to write on stdin

**Raises** *TypeError* – If command is blocking

**Returns** return this ShellCommand instance for chaining

**Return type** *ShellCommand*

**poll\_output** ()

Append lines from stdout to self.output.

**Returns** The lines added since last call

**Return type** *list*

**poll\_error** ()

Append lines from stderr to self.errors.

**Returns** The lines added since last call

**Return type** *list*

**kill** ()

Kill the current non blocking command

**Raises** *TypeError* – If command is blocking

**wait\_for** (*pattern, timeout=None*)

Block until a pattern have been found in stdout and stderr

**Parameters**

- **pattern** (*Pattern*) – The pattern to search
- **timeout** (*int*) – Maximum number of second to wait. If None, wait infinitely

**Raises** *TimeoutError* – When timeout is reach

**is\_running** ()

Check if the command is currently running

**Returns** True if running, else False

**Return type** *bool*

**wait** ()

Block until the end of the process

**print\_live\_output** ()

Block and print the output of the command

**Raises** *TypeError* – If command is blocking

## 4.1 Release and Version History

### 4.1.1 0.0.21 (2018-06-13)

First “public” version



## CHAPTER 5

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### Indices and tables

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