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# **grinderpy Documentation**

***Release 0.0.1***

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Python client for TheGrinder REST API.



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## Features

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- TODO

## 1.1 Contents:

### 1.1.1 Installation

At the command line either via `easy_install` or `pip`:

```
$ easy_install grinderpy  
$ pip install grinderpy
```

Or, if you have `virtualenvwrapper` installed:

```
$ mkvirtualenv grinderpy  
$ pip install grinderpy
```

### 1.1.2 Usage

To use `grinderpy` in a project:

```
import grinderpy
```

### 1.1.3 Contributing

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given.

You can contribute in many ways:

#### Types of Contributions

##### Report Bugs

Report bugs at <https://github.com/qba73/grinderpy/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.

- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

### Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” is open to whoever wants to implement it.

### Implement Features

Look through the GitHub issues for features. Anything tagged with “feature” is open to whoever wants to implement it.

### Write Documentation

grinderpy could always use more documentation, whether as part of the official grinderpy docs, in docstrings, or even on the web in blog posts, articles, and such.

### Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/qba73/grinderpy/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

### Get Started!

Ready to contribute? Here’s how to set up *grinderpy* for local development.

1. Fork the *grinderpy* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/grinderpy.git
```

3. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

4. When you’re done making changes, check that your changes pass style and unit tests, including testing other Python versions with tox:

```
$ tox
```

To get tox, just pip install it.

5. Commit your changes and push your branch to GitHub:



```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

6. Submit a pull request through the GitHub website.

## Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 2.6, 2.7, and 3.3, and for PyPy. Check <https://travis-ci.org/qba73/grinderpy> under pull requests for active pull requests or run the `tox` command and make sure that the tests pass for all supported Python versions.

## Tips

To run a subset of tests:

```
$ py.test test/test_grinderpy.py
```

## 1.1.4 Credits

### Development Lead

- Jakub Jarosz <[qba73@postpro.net](mailto:qba73@postpro.net)>

### Contributors

None yet. Why not be the first?

## 1.1.5 History

### 0.0.1 (2015-05-01)

- First release on PyPI.

## 1.2 Feedback

If you have any suggestions or questions about **grinderpy** feel free to email me at [qba73@postpro.net](mailto:qba73@postpro.net).

If you encounter any errors or problems with **grinderpy**, please let me know! Open an Issue at the GitHub <http://github.com/qba73/grinderpy> main repository.