$\mathbf{state}_{m}achine_{d}bDocumentation$

Release 0.1

Jonatan Dellagostin

Apr 13, 2017

Contents

CHAPTER 1

state_machine_db

state_machine_db provides the implementation of a recoverable (sqlite3) state machine

Example

```
>>> import logging
>>> loggin.basicConfig()
>>> from state_machine_db import StateMachine
>>> st = StateMachine('/tmp/db.sqlite', 'first')
>>> st.logger.setLevel('DEBUG')
>>> st.start()
>>> st.update_flag = True
```

Installation

To install state_machine, simply run:

```
$ pip install state_machine_db
```

state_machine_db is compatible with Python 2.6+ and python 3

Documentation

https://state_machine_db.readthedocs.io

Source Code

Feel free to fork, evaluate and contribute to this project.

Source: https://github.com/jonDel/state_machine_db

License

GPLv3 licensed.

CHAPTER 2

state_machine_db package contents:

state_machine_db package

Submodules

state_machine_db.state_machine module

This module implements a state machine that waits for flags to jump from state to state until it is finished

class state_machine_db.state_machine.**StateMachine**(*sm_database_path*, *activity_id*)
Bases: threading.Thread

Implements a totally configurable state machine

Parameters

- **sm_database_path** (str) – path to the sqlite database
- **activity_id** (str) – identifier for the current state machine instance

static check_if_thread_alive(*activity_id*)
Checks if there is a thread related to activity_id

Parameters **activity_id** (str) – identifier for the current state machine instance

Returns True if there is a thread, False otherwise

static get_sm_alive_threads()
Get info about all running threads related to state machine

Returns A dictionary containing the name of each running thread and its thread object

get_updated_states()
This method must be implemented in the child class and return, after an update in the update_flag, a list of updated states

run()
Initiates the thread that effectivelly implements the state machine. A change of state must be sinalized by a flag (update, must be True) The final state must be sinalized by a flag (is_finished, must be True)

Module contents

CHAPTER 3

Indices and tables

- genindex
- modindex
- search

Python Module Index

S

Index