
console_widgets

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console_widgets is a Python package for displaying terminal based widgets.

- Github repo: <https://github.com/bornagojsic/console-widgets>
- Documentation: <https://console-widgets.readthedocs.io>.
- Free software: MIT license

INSTALLATION

Download the package using pip:

```
pip install console-widgets
```


USAGE

To use console-widgets in a project:

```
import console_widgets
```

2.1 Glossary

2.1.1 ConsoleWidget()

ConsoleWidget is the root object from which all others widgets are derived.

ConsoleWidget(parameter=value, ...)

Table 1: Parameters

Parameter	Default	Description
title	""	The title of the widget.
subtitle	""	The subtitle of the widget.
body	""	The body of the widget.

2.1.2 ConsoleBox()

ConsoleBox is a basic widget which is surrounded by a box.

ConsoleBox(parameter=value, ...)

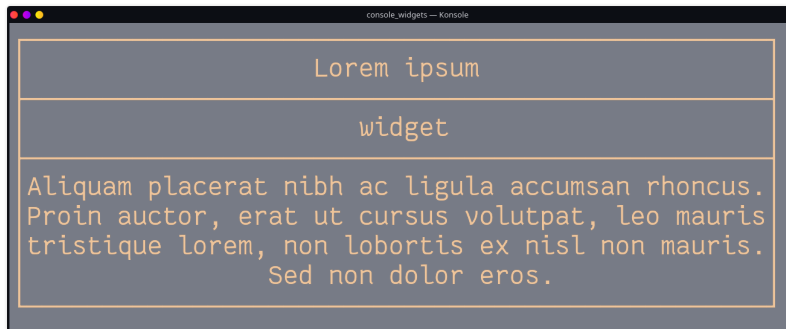
Table 2: Parameters

Parameter	Default	Description
title	""	The title of the widget.
subtitle	""	The subtitle of the widget.
body	""	The body of the widget.
theme	"default"	The box theme. There are the default, double, wide and <i>many more</i> .
horizontal_margin	0	The horizontal margin of the box.
vertical_margin	0	The vertical margin of the box.
allignment	"CENTER"	Alignment of the text in the box

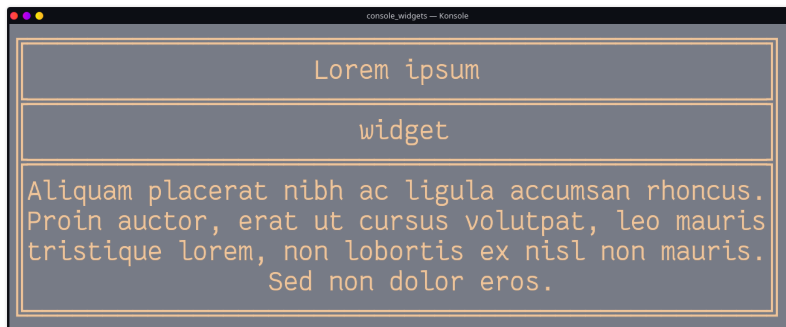
2.2 Themes

2.2.1 Box themes

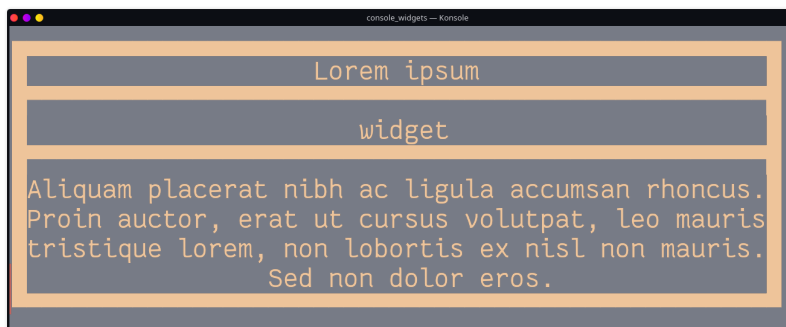
Default:



Double:



Wide:



Dots:

```

.....
.                Lorem ipsum                .
.....
.                widget                      .
.....
.Aliquam placerat nibh ac ligula accumsan rhoncus..
.Proin auctor, erat ut cursus volutpat, leo mauris.
.tristique lorem, non lobortis ex nisl non mauris..
.                Sed non dolor eros.          .
.....

```

Pluses:

```

+++++
+                Lorem ipsum                +
+++++
+                widget                      +
+++++
+Aliquam placerat nibh ac ligula accumsan rhoncus.+
+Proin auctor, erat ut cursus volutpat, leo mauris+
+tristique lorem, non lobortis ex nisl non mauris.+
+                Sed non dolor eros.          +
+++++

```

Asterisks:

```

*****
*                Lorem ipsum                *
*****
*                widget                      *
*****
*Aliquam placerat nibh ac ligula accumsan rhoncus.*
*Proin auctor, erat ut cursus volutpat, leo mauris*
*tristique lorem, non lobortis ex nisl non mauris.*
*                Sed non dolor eros.          *
*****

```

2.3 Need some help?

Contact username@example.domain

2.3.1 Need further help?

Sample text

2.4 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:

2.4.1 Types of Contributions

Report Bugs

Report bugs at <https://github.com/bornagojsic/console-widgets/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” and “help wanted” is open to whoever wants to implement it.

Implement Features

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

Write Documentation

console-widgets could always use more documentation, whether as part of the official console-widgets 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/bornagojsic/console-widgets/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 :)

2.4.2 Get Started!

Ready to contribute? Here's how to set up console-widgets for local development.

1. Fork the console-widgets repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:bornagojsic/console-widgets.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv console_widgets  
$ cd console_widgets/  
$ python setup.py develop
```

4. Create a branch for local development:

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

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass all the tests:
 - a) On Windows:

```
> test.bat
```

- b) On Linux:

```
$ bash test.sh
```

6. 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
```

7. Submit a pull request through the GitHub website.

2.4.3 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 3.5, 3.6, 3.7 and 3.8, and for PyPy. Check https://travis-ci.com/bornagojsic/console_widgets/pull_requests and make sure that the tests pass for all supported Python versions.

2.4.4 Tips

To run a subset of tests:

```
$ pytest tests.test\_console-widgets
```

2.4.5 Deploying

A reminder for the maintainers on how to deploy. Make sure all your changes are committed (including an entry in HISTORY.rst). Then run:

```
$ bump2version patch # possible: major / minor / patch
$ git push
$ git push --tags
```

Travis will then deploy to PyPI if tests pass.

2.5 Credits

2.5.1 Development Lead

- [Borna Gojšić](#)

2.5.2 Contributors

None yet. Why not be the first?

INDICES AND TABLES

- `genindex`
- `search`