
pyanywhere Documentation

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Contents

1	Get Started	1
1.1	Introduction	1
1.2	Consoles	2
2	API Reference	3
2.1	API Reference	3
3	Links	5
	Python Module Index	7
	Index	9

CHAPTER 1

Get Started

These pages contain a brief overview of how this module works.

1.1 Introduction

This module is a wrapper of the PythonAnywhere API. Like the `Discord.py` library, it defines classes for everything, such as users and consoles.

The `User` class is very important because you have to use it to access anything else. If you are running this module on PythonAnywhere, you can use the `get_current_user` to create a `User` object that represents your user:

```
>>> from pyanywhere.users import get_current_user
>>> user = get_current_user()
>>> user.name
'joe_mama'
```

Every `User` object needs an API token. When you call `get_current_user`, it gets the token using the `API_TOKEN` environment variable. If you are running this module outside of PythonAnywhere, or you want to access the API through a different user, you can manually create a `User` object. The constructor accepts two arguments: the username and the API token:

```
>>> from pyanywhere.users import User
>>> user = User('username', 'XXXXXXX')
```

Like I said earlier, this object is necessary to access other things. For example, this is how you print the names of all your consoles:

```
>>> for console in user.get_consoles():
...     print(console.name)
...
Bash console 14000012
Bash console 14042069
```

1.2 Consoles

This module has a `Console` class for dealing with consoles. It allows you to read from and write to consoles, as well as kill and start them. The `get_consoles` method in the `User` object is a generator that yields `Console` objects representing all of the consoles the user owns.

Every console on PythonAnywhere is started with an executable name, arguments, and working directory:

- The executable name is the command used to start the console, and when this executable stops running, the console is closed. For example, Bash console have `bash` set as the executable.
- The arguments specify the command line arguments passed to the executable. For example, if you want to start a Bash console with verbose mode enabled, you can set arguments to `'--verbose'`.
- The working directory specifies the initial working directory the console runs in. When you start a console using the PythonAnywhere website, this is always set to your home directory.

1.2.1 Reading from and writing to consoles

`Console` objects have two methods for I/O: `get_latest_output` and `send_input`. According to the official [API help page](#), `get_latest_output` gives you approximately the 500 most recent characters of the console's output. It accepts a boolean argument named `replace_newlines` which tells whether or not to replace `\r\n` with `\n`. It is `False` by default. This code plays back the most recent output from a console:

```
>>> import time
>>> for char in console.get_latest_output(replace_newlines=True):
...     print(char, end='')
...     time.sleep(0.1)
...
(console output will slowly appear)
```

2.1 API Reference

2.1.1 Users

class `pyanywhere.users.User` (*name*, *token=None*)

The `User` class represents a PythonAnywhere user. It is the central object because it has to be used in order to access anything else. When running this module from PythonAnywhere, the `pyanywhere.users.get_current_user()` function can be used to automatically generate this object.

Parameters

- **name** – The username.
- **token** – The API token that is associated with the user.

get_consoles ()

This method gets the consoles that are running on the user.

Returns A generator yielding `pyanywhere.consoles.Console` objects.

get_shared_consoles ()

A variant of `get_consoles()` that yields consoles shared with the user.

start_console (*exec_name*, *args*, *working_dir*)

This method starts a new console.

Parameters

- **exec_name** – The name of the executable used for the console. For example, you can set this to 'bash' to start a Bash console.
- **args** – The command line arguments passed to `exec_name`. This must be a string.
- **working_dir** – The initial working directory of the console.

Returns A `pyanywhere.consoles.Console` object.

`pyanywhere.users.get_current_user()`

This function can be used to return a `pyanywhere.users.User` object if this module is running on PythonAnywere. It gets your username by getting your Linux username, and it gets your API token from the `API_TOKEN` environment variable.

2.1.2 Consoles

class `pyanywhere.consoles.Console` (*id, owner, executable, arguments, working_dir, name, url, frame_url*)

Represents a console. Can be retrieved from the `pyanywhere.users.User` class.

get_latest_output (*replace_newlines=False*)

Gets the latest output from the console. This will contain CRLF (Windows, `\r\n`) newlines. According to the API's help page, this will return approximately 500 characters.

Parameters `replace_newlines` – Replace `\r\n` with `\n`.

Returns A string

kill ()

Kills the console.

send_input (*data*)

Sends a string to the console's stdin (types into the console).

Parameters `data` – The string to send to the console.

CHAPTER 3

Links

- [GitHub repository](#)

p

`pyanywhere.consoles`, 4

`pyanywhere.users`, 3

C

Console (*class in pyanywhere.consoles*), 4

G

get_consoles() (*pyanywhere.users.User method*), 3

get_current_user() (*in module pyanywhere.users*), 3

get_latest_output() (*pyanywhere.consoles.Console method*), 4

get_shared_consoles() (*pyanywhere.users.User method*), 3

K

kill() (*pyanywhere.consoles.Console method*), 4

P

pyanywhere.consoles (*module*), 4

pyanywhere.users (*module*), 3

S

send_input() (*pyanywhere.consoles.Console method*), 4

start_console() (*pyanywhere.users.User method*), 3

U

User (*class in pyanywhere.users*), 3