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# candy Documentation

***Release 1.1.2***

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**candv** stands for *Constants & Values*. It is a little Python library which provides an easy way for creating complex constants.



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## Contents

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### 1.1 Introduction

How often do you need to define names which can be treated as constants? How about grouping them into something integral? What about giving names and descriptions for your constants? Attaching values to them? Do you need to find constants by their names or values? What about combining groups of constants into an hierarchy? And finally, how do you imagine documenting process of this all?

Well, if you have ever asked yourself one of these questions, this library may answer you. Just look:

```
>>> class BAR(Constants):
...     ONE = SimpleConstant()
...     TWO = SimpleConstant()
...     NINE = SimpleConstant()
...
>>> BAR.ONE
<constant 'BAR.ONE'>
>>> BAR.names()
['ONE', 'TWO', 'NINE']
>>> BAR.constants()
[<constant 'BAR.ONE'>, <constant 'BAR.TWO'>, <constant 'BAR.NINE'>]
>>> BAR.items()
[('ONE', <constant 'BAR.ONE'>), ('TWO', <constant 'BAR.TWO'>), ('NINE', <constant 'BAR.NINE'>)]
>>> BAR.contains('NINE')
True
>>> BAR.get_by_name('TWO')
<constant 'BAR.TWO'>
>>> BAR.get_by_name('TWO').name
'TWO'
```

Too simple for you? Watchout:

```
>>> class FOO(Constants):
...     """
...     Some group of constants showing the diversity of the library.
...     """
...     #: just a named constant
...     ONE = SimpleConstant()
...     #: named constant with verbose name
...     BAR = VerboseConstant("bar constant")
...     #: named constant with verbose name and description
...     BAZ = VerboseConstant(verbose_name="baz constant",
...                           help_text="description of baz constant")
```

```
...     #: named constant with value
...     QUX = ValueConstant(4)
...     #: another named constant with another value
...     SOME = ValueConstant(['1', 4, '2'])
...     #: yet another named constant with another value, verbose name and
...     #: description
...     SOME_VERBOSE = VerboseValueConstant("some value",
...                                         "some string",
...                                         "this is just some string")
...     #: subgroup with name
...     SUBGROUP = SimpleConstant().to_group(Values,
...                                         SIX=ValueConstant(6),
...                                         SEVEN=ValueConstant("S373N"),
...                                         )
...     #: subgroup with name, value and verbose name
...     MEGA_SUBGROUP = VerboseValueConstant(100500,
...                                         "mega subgroup").to_group(Values,
...                                         hey=ValueConstant(1),
...                                         #: subgroup inside another subgroup. How deep can you go?
...                                         yay=ValueConstant(2).to_group(Constants,
...                                         OK=SimpleConstant(),
...                                         ERROR=SimpleConstant(),
...                                         ),
...                                         )
...
>>> FOO.names()
['ONE', 'BAR', 'BAZ', 'QUX', 'SOME', 'SOME_VERBOSE', 'SUBGROUP', 'MEGA_SUBGROUP']
>>> FOO.BAR.verbose_name
'bar constant'
>>> FOO.BAZ.help_text
'description of baz constant'
>>> FOO.QUX.value
4
>>> FOO.SOME_VERBOSE.value, FOO.SOME_VERBOSE.verbose_name
('some value', 'some string')
>>> FOO.SUBGROUP
<constant 'FOO.SUBGROUP'>
>>> FOO.SUBGROUP.names()
['SIX', 'SEVEN']
>>> FOO.SUBGROUP.SIX.value
6
>>> FOO.SUBGROUP.get_by_value('S373N')
<constant 'FOO.SUBGROUP.SEVEN'>
>>> FOO.MEGA_SUBGROUP.value
100500
>>> FOO.MEGA_SUBGROUP.name
'MEGA_SUBGROUP'
>>> FOO.MEGA_SUBGROUP.verbose_name
'mega subgroup'
>>> FOO.MEGA_SUBGROUP.names()
['hey', 'yay']
>>> FOO.MEGA_SUBGROUP.get_by_value(2).ERROR
<constant 'FOO.MEGA_SUBGROUP.yay.ERROR'>
```

Okay, this looks like a big mess, but it shows all-in-one. If you need something simple, you can have it.

## 1.2 Installation

Just as easy as:

```
pip install candv
```

## 1.3 Usage

The main idea is that constants are *instances* of `Constant` class (or its subclasses) and they are stored inside *subclasses* of `ConstantsContainer` class which are called `containers`.

Every constant has its own name which is equal to the name of container's attribute they are assigned to. Every container is a singleton, i.e. you just need to define container's class and use it. You are not permitted to create instances of containers. This is unnecessary. Containers have class methods for accessing constants in different ways.

Constants remember the order they were defined inside container.

Constants may have custom attributes and methods. Containers may have custom class methods. See [customization docs](#).

Constants may be converted into groups of constants providing ability to create different constant hierarchies (see [Hierarchies](#)).

### 1.3.1 Simple constants

Simple constants are really simple. They look like enumerations in Python 3.4:

```
>>> from candv import SimpleConstant, Constants
>>> class STATUS(Constants):
...     SUCCESS = SimpleConstant()
...     FAILURE = SimpleConstant()
...
...
```

And they can be used just like enumerations. Here `STATUS` is a subclass of `candv.Constants`. The latter can contain any instances of `Constant` class or its subclasses. `SimpleConstant` is just an alias to `candv.base.Constant`.

Access some constant:

```
>>> STATUS.SUCCESS
<constant 'STATUS.SUCCESS'>
```

Access its name:

```
>>> STATUS.SUCCESS.name
'SUCCESS'
```

List names of all constants in the container:

```
>>> STATUS.names()
['SUCCESS', 'FAILURE']
```

List all constants in the container:

```
>>> STATUS.constants()
[<constant 'STATUS.SUCCESS'>, <constant 'STATUS.FAILURE'>]
```

---

**Note:** Since 1.1.2 you can list constants and get the same result by calling `values()` and `itervalues()` also. Take into account, those methods are overridden in `Values` (see section below).

---

Check whether the container has constant with a given name:

```
>>> STATUS.contains('SUCCESS')
True
>>> STATUS.contains('XXX')
False
```

Get constant by name or get a `KeyError`:

```
>>> STATUS.get_by_name('FAILURE')
<constant 'STATUS.FAILURE'>
>>> STATUS.get_by_name('XXX')
Traceback (most recent call last):
  File "<input>", line 1, in <module>
    File "candv/base.py", line 316, in get_by_name
      .format(name, cls.__name__))
KeyError: "Constant with name 'XXX' is not present in 'STATUS'"
```

### 1.3.2 Constants with values

Constants with values behave like simple constants, except they can have any object attached to them as a value. It's something like an ordered dictionary:

```
>>> from candv import ValueConstant, Values
>>> class TEAMS(Values):
...     NONE = ValueConstant(0)
...     RED = ValueConstant(1)
...     BLUE = ValueConstant(2)
...
...
```

Here `TEAMS` is a subclass of `Values`, which is a more specialized container than `Constants`. As you may guessed, `ValueConstant` is a more specialized constant class than `SimpleConstant` and its instances have own values. `Values` and its subclasses treat as constants only instances of `ValueConstant` or its subclasses:

```
>>> class INVALID(Values):
...     FOO = SimpleConstant()
...     BAR = SimpleConstant()
...
...
```

Here `INVALID` contains 2 instances of `SimpleConstant`, which is more general than `ValueConstant`. It's not an error, but those 2 constants will be invisible for the container:

```
>>> INVALID.constants()
[]
```

Ok, let's get back to our `TEAMS`. You can access values of constants:

```
>>> TEAMS.RED.value
1
```

Get constant by its value or get `ValueError`:

```
>>> TEAMS.get_by_value(2)
<constant 'TEAMS.BLUE'>
>>> TEAMS.get_by_value(-1)
```

```

Traceback (most recent call last):
  File "<input>", line 1, in <module>
    File "candy/__init__.py", line 146, in get_by_value
      value, cls.__name__)
ValueError: Value '-1' is not present in 'TEAMS'

```

List all values inside the container:

```
>>> TEAMS.values()
[0, 1, 2]
```

---

**Note:** Since 1.1.2 methods `values()` and `itervalues()` from `Values` override methods `values()` and `itervalues()` from `ConstantsContainer` accordingly.

---

If you have different constants with equal values, it's OK anyway:

```

>>> class FOO(Values):
...     ATTR1 = ValueConstant('one')
...     ATTRX = ValueConstant('x')
...     ATTR2 = ValueConstant('two')
...     ATTR1_DUB = ValueConstant('one')
...

```

Here `FOO.ATTR1` and `FOO.ATTR1_DUB` have identical values. In this case method `get_by_value()` will return first constant with given value:

```
>>> FOO.get_by_value('one')
<constant 'FOO.ATTR1'>
```

If you need to get all constants with same value, use `filter_by_value()` method instead:

```
>>> FOO.filter_by_value('one')
[<constant 'FOO.ATTR1'>, <constant 'FOO.ATTR1_DUB'>]
```

### 1.3.3 Verbose constants

How often do you do things like below?

```

>>> TYPE_FOO = 'foo'
>>> TYPE_BAR = 'bar'
>>> TYPES = (
...     (TYPE_FOO, "Some foo constant"),
...     (TYPE_BAR, "Some bar constant"),
... )

```

This is usually done to add verbose names to constants which you can use somewhere, e.g in HTML template:

```

<select>
{%
  for code, name in TYPES %
    <option value='{{ code }}'>{{ name }}</option>
%
%}
</select>

```

Okay. How about adding help text? Extend tuples? Or maybe create some `TYPES_DESCRIPTIONS` tuple? How far can you go and how ugly can you make it? Well, spare yourself from headache and use verbose constants `VerboseConstant` and `VerboseValueConstant`:

```
>>> from candv import VerboseConstant, Constants
>>> class TYPES(Constants):
...     foo = VerboseConstant("Some foo constant", "help")
...     bar = VerboseConstant(verbose_name="Some bar constant",
...                           help_text="some help")
```

Here you can access verbose\_name and help\_text as attributes of constants:

```
>>> TYPES.foo.verbose_name
'Some foo constant'
>>> TYPES.foo.help_text
'help'
```

Now you can rewrite your code:

```
<select>
{%
  for constant in TYPES.constants() %
    <option value='{{ constant.name }}' title='{{ constant.help_text }}'>{{ constant.verbose_name }}%
  %endfor %
}</select>
```

Same thing with values, just use VerboseValueConstant:

```
>>> from candv import VerboseValueConstant, Values
>>> class TYPES(Values):
...     FOO = VerboseValueConstant('foo', "Some foo constant", "help")
...     BAR = VerboseValueConstant('bar', verbose_name="Some bar constant",
...                               help_text="some help")
...
>>> TYPES.FOO.value
'foo'
>>> TYPES.FOO.verbose_name
'Some foo constant'
>>> TYPES.FOO.help_text
'help'
```

Our sample HTML block will look almost the same, except value attribute:

```
<select>
{%
  for constant in TYPES.constants() %
    <option value='{{ constant.value }}' title='{{ constant.help_text }}'>{{ constant.verbose_name }}%
  %endfor %
}</select>
```

### 1.3.4 Hierarchies

candv library supports direct attaching of a group of constants to another constant to create hierarchies. A group can be created from any constant and any container can be used to store children. You may already saw this in [introduction](#), but let's examine simple example:

```
>>> from candv import Constants, SimpleConstant
>>> class TREE(Constants):
...     LEFT = SimpleConstant().to_group(Constants,
...                                       LEFT=SimpleConstant(),
...                                       RIGHT=SimpleConstant(),
...                                       )
...     RIGHT = SimpleConstant().to_group(Constants,
...                                       LEFT=SimpleConstant(),
```

```

...
        RIGHT=SimpleConstant(),
...
)
...

```

Here the key point is `to_group()` method which is available for every constant. It accepts class that will be used to construct new container and any number of constant instances passed as keywords. You can access any group as any usual constant and use it as any usual container at the same time:

```

>>> TREE.LEFT.LEFT
<constant 'TREE.LEFT.LEFT'>
>>> TREE.RIGHT.names()
['LEFT', 'RIGHT']

```

## 1.4 Customization

If all you've seen before is not enough for you, then you can create your own constants and containers for them. Let's see some examples.

### 1.4.1 Custom constants

Imagine you need to create some constant class. For example, you need to define some operation codes and have ability to create some commands with arguments:

```

>>> from candy import ValueConstant
>>> class Opcode(ValueConstant):
...     def compose(self, *args):
...         chunks = [self.value, ]
...         chunks.extend(args)
...         return '/'.join(map(str, chunks))
...

```

So, just a class with a method. Nothing special. You can use it right now:

```

>>> from candy import Constants
>>> class OPERATIONS(Constants):
...     REQ = Opcode(100)
...     ACK = Opcode(200)
...
>>> OPERATIONS.REQ.compose(1, 9, 3, 2, 0)
'100/1/9/3/2/0'

```

### 1.4.2 Providing groups support

Well, everything looks fine. But what about creating a group from our new constants? First, let's create some constant:

```

>>> class FOO(Constants):
...     BAR = Opcode(300).to_group(Constants,
...         BAZ = Opcode(301),
...     )

```

And now let's check it:

```
>>> FOO.BAR.compose(1, 2, 3)
Traceback (most recent call last):
  File "<input>", line 1, in <module>
AttributeError: 'FOO.BAR' object has no attribute 'compose'
>>> FOO.BAR.BAZ.compose(4, 5, 6)
'301/4/5/6'
```

Oops! Our newborn group does not have a `compose` method. Don't give up! We will add it easily, but in a special manner. Let's redefine our `Opcode` class:

```
>>> class Opcode(ValueConstant):
...     def compose(self, *args):
...         chunks = [self.value, ]
...         chunks.extend(args)
...         return '/'.join(map(str, chunks))
...     def merge_into_group(self, group):
...         super(Opcode, self).merge_into_group(group)
...         group.compose = self.compose
...
>>> class FOO(Constants):
...     BAR = Opcode(300).to_group(Constants,
...         BAZ = Opcode(301),
...     )
...
>>> FOO.BAR.compose(1, 2, 3)
'300/1/2/3'
```

Here the key point is `merge_into_group` method, which redefines `candy.base.Constant.merge_into_group()`. Firstly, it calls method of the base class, so that internal mechanisms can be initialized. Then it sets a new attribute `compose` which is a reference to `compose` method of our `Opcode` class.

---

**Note:** Be careful with attaching methods of existing objects to another objects. Maybe it will be better for you to use some lambda or define some method within `merge_into_group`.

---

### 1.4.3 Adding verbosity

If you need to add verbosity to your constants, just use `VerboseMixin` mixin as the first base of your own class:

```
>>> from candy import VerboseMixin, SimpleConstant
>>> class SomeConstant(VerboseMixin, SimpleConstant):
...     def __init__(self, arg1, arg2, verbose_name=None, help_text=None):
...         super(SomeConstant, self).__init__(verbose_name=verbose_name,
...                                             help_text=help_text)
...         self.arg1 = arg1
...         self.arg2 = arg2
...
```

---

**Note:** Here note, that during call of `__init__` method of the super class, you need to pass `verbose_name` and `help_text` as keyword arguments.

---

### 1.4.4 Custom containers

To define own container, just derive new class from existing containers, e.g. from `Constants` or `Values`:

```
>>> class FOO(Values):
...     constant_class = Opcode
...     @classmethod
...     def compose_all(cls, *args):
...         return '!'.join(map(lambda x: x.compose(*args), cls.constants()))
...
...
```

Here `constant_class` attribute defines top-level class of constants. Instances whose class is more general than `constant_class` will be invisible to container (see `constant_class`). Our new method `compose_all` just joins compositions of all its opcodes.

Now it's time to use new container:

```
>>> class BAR(FOO):
...     REQ = Opcode(1)
...     ACK = Opcode(2)
...     @classmethod
...     def decompose(cls, value):
...         chunks = value.split('/')
...         opcode = int(chunks.pop(0))
...         constant = cls.get_by_value(opcode)
...         return constant, chunks
```

Here we add new method `decompose` which takes a string and decomposes it into tuple of opcode constant and its arguments. Let's test our container:

```
>>> BAR.compose_all(1, 9, 30)
'1/1/9/30!2/1/9/30'
>>> BAR.decompose('1/100/200')
(<constant 'BAR.REQ'>, ['100', '200'])
```

Seems to be OK.

## 1.5 Misc

This chapter covers miscellaneous things which are not related to the library usage.

### 1.5.1 Tests

See the output of tests execution at [Travis CI](#).

If you need to run tests locally, you need to have `nose` installed. Then just run:

```
$ nosetests
```

to run all tests inside the project.

Visit [Coveralls](#) to see the tests coverage online.

If you need to see coverage locally, install `coverage` additionally. Then run:

```
$ coverage run `which nosetests` --nocapture && coverage report -m
```

### 1.5.2 Building docs

If you need to have a local copy of this docs, you will need to install `Sphinx` and `make`. Then:

```
$ cd docs  
$ make html
```

This will render docs in HTML format to `docs/_build/html` directory.

To see all available output formats, run:

```
$ make help
```

## **Sources**

---

Feel free to explore, fork or contribute:

<https://github.com/oblalex/candv>



### Authors

---

Alexander Oblovatniy (@oblalex) created `candv` and `these fine people` have contributed.



### Changelog

---

You can click a version name to see a diff with the previous one.

- [1.1.2](#) (Jul 6, 2014)
  - add `values` and `itervalues` attributes to `ConstantsContainer`.
- [1.1.1](#) (Jun 21, 2014)
  - switch license from GPLv2 to LGPLv3.
- [1.1.0](#) (Jun 21, 2014)
  - remove `Choices` container, move it to `django-candy-choices` library;
  - update docs and fix typos;
  - strip `utils` from requirements.
- **1.0.0 (Apr 15, 2014)** Initial version.



---

## Modules

---

## 5.1 candv

### 5.1.1 candv package

#### candv.base module

This module defines base constant and base container for constants. All other stuff must be derived from them.

Each container has `constant_class` attribute. It specifies class of constants which will be defined within container.

`class candv.base.Constant`  
Bases: `object`

Base class for all constants. Can be merged into a container instance.

**Variables** `name` (`str`) – constant's name. Is set up automatically and is equal to the name of container's attribute

`merge_into_group(group)`  
Called automatically by container after group construction.

---

**Note:** Redefine this method in all derived classes. Attach all custom attributes and methods to the group here.

---

**Parameters** `group` – an instance of `ConstantsContainer` or it's subclass this constant will be merged into

**Returns** `None`

`to_group(group_class, **group_members)`  
Convert a constant into a constants group.

**Parameters**

- `group_class` (`class`) – a class of group container which will be created
- `group_members` – unpacked dict which defines group members.

**Returns** a lazy constants group which will be evaluated by container. During group evaluation `merge_into_group()` will be called.

**Example:**

```
from candy import Constants, SimpleConstant

class FOO(Constants):
    A = SimpleConstant()
    B = SimpleConstant().to_group(Constants,
        B2=SimpleConstant(),
        B0=SimpleConstant(),
        B1=SimpleConstant(),
    )
    class candy.base.ConstantsContainer
Bases: object
```

Base class for creating constants containers. Each constant defined within container will remember it's creation order. See an example in `constants()`.

**Variables** `constant_class` – stores a class of constants which can be stored by container. This attribute **MUST** be set up manually when you define a new container type. Otherwise container will not be initialized. Default: `None`

**Raises** `TypeError` if you try to create an instance of container. Containers are singletons and they cannot be instantiated. Their attributes must be used directly.

**constant\_class = None**

Defines a top-level class of constants which can be stored by container

**classmethod constants()**

List all constants in container.

**Returns** list of constants in order they were defined

**Return type** `list`

**Example:**

```
>>> from candy import Constants, SimpleConstant
>>> class FOO(Constants):
...     foo = SimpleConstant()
...     bar = SimpleConstant()
...
>>> [x.name for x in FOO.constants()]
['foo', 'bar']
```

**classmethod contains(name)**

Check if container has a constant with a given name.

**Parameters** `name (str)` – a constant's name to check

**Returns** True if given name belongs to container, False otherwise

**Return type** `bool`

**classmethod get\_by\_name(name)**

Try to get constant by it's name.

**Parameters** `name (str)` – name of constant to search for

**Returns** a constant

**Return type** a class specified by `constant_class` which is `Constant` or it's subclass

**Raises** `KeyError` if constant name `name` is not present in container

**Example:**

```
>>> from candv import Constants, SimpleConstant
>>> class FOO(Constants):
...     foo = SimpleConstant()
...     bar = SimpleConstant()
...
>>> FOO.get_by_name('foo')
<constant 'FOO.foo'>
```

**classmethod items()**

Get list of constants with their names.

**Returns** list of constants with their names in order they were defined. Each element in list is a tuple in format (name, constant).

**Return type** list

**Example:**

```
>>> from candv import Constants, SimpleConstant
>>> class FOO(Constants):
...     foo = SimpleConstant()
...     bar = SimpleConstant()
...
>>> FOO.items()
[('foo', <constant 'FOO.foo'>), ('bar', <constant 'FOO.bar'>)]
```

**classmethod iterconstants()**

Same as `constants()` but returns an interator.

**classmethod iteritems()**

Same as `items()` but returns an interator.

**classmethod iternames()**

Same as `names()` but returns an interator.

**classmethod itervalues()**

*New since 1.1.2.*

Alias for `iterconstants()`. Added for consistency with dictionaries. Use `Values` and `itervalues()` if you need to have constants with real values.

**classmethod names()**

List all names of constants within container.

**Returns** a list of constant names in order constants were defined

**Return type** list of strings

**Example:**

```
>>> from candv import Constants, SimpleConstant
>>> class FOO(Constants):
...     foo = SimpleConstant()
...     bar = SimpleConstant()
...
>>> FOO.names()
['foo', 'bar']
```

**classmethod values()**

*New since 1.1.2.*

Alias for `constants()`. Added for consistency with dictionaries. Use `Values` and `values()` if you need to have constants with real values.

## Module contents

This module provides ready-to-use classes for constructing custom constants.

### class `candv.Constants`

Bases: `candv.base.ConstantsContainer`

Simple container for any `Constant` or its subclass. This container can be used as enumeration.

#### Example:

```
>>> from candv import Constants, SimpleConstant
>>> class USER_ROLES(Constants):
...     ADMIN = SimpleConstant()
...     ANONYMOUS = SimpleConstant()
...
>>> USER_ROLES.ADMIN
<constant 'USER_ROLES.ADMIN'>
>>> USER_ROLES.get_by_name('ANONYMOUS')
<constant 'USER_ROLES.ANONYMOUS'>
```

#### `constant_class`

Set `Constant` as top-level class for this container. See `constant_class`.

alias of `Constant`

### class `candv.ValueConstant(value)`

Bases: `candv.base.Constant`

Extended version of `SimpleConstant` which provides support for storing values of constants.

**Parameters** `value` – a value to attach to constant

**Variables** `value` – constant's value

#### `merge_into_group(group)`

Redefines `merge_into_group()` and adds `value` attribute to the target group.

### class `candv.Values`

Bases: `candv.base.ConstantsContainer`

Constants container which supports getting and filtering constants by their values, listing values of all constants in container.

#### `constant_class`

Set `ValueConstant` as top-level class for this container. See `constant_class`.

alias of `ValueConstant`

#### `classmethod filter_by_value(value)`

Get all constants which have given value.

**Parameters** `value` – value of the constants to look for

**Returns** list of all found constants with given value

#### `classmethod get_by_value(value)`

Get constant by its value.

**Parameters** `value` – value of the constant to look for

**Returns** first found constant with given value

**Raises ValueError** if no constant in container has given value

**classmethod `itervalues()`**

Same as `values()` but returns an iterator.

---

**Note:** Overrides `itervalues()` since 1.1.2.

---

**classmethod `values()`**

List values of all constants in the order they were defined.

**Returns** `list` of values

**Example:**

```
>>> from candv import Values, ValueConstant
>>> class FOO(Values):
...     TWO = ValueConstant(2)
...     ONE = ValueConstant(1)
...     SOME = ValueConstant("some string")
...
>>> FOO.values()
[2, 1, 'some string']
```

---

**Note:** Overrides `values()` since 1.1.2.

---

**class `candv.VerboseConstant` (`verbose_name=None, help_text=None`)**

Bases: `candv.VerboseMixin, candv.base.Constant`

Constant with optional verbose name and optional description.

**Parameters**

- `verbose_name` (`str`) – optional verbose name of the constant
- `help_text` (`str`) – optional description of the constant

**Variables**

- `verbose_name` (`str`) – verbose name of the constant. Default: `None`
- `help_text` (`str`) – verbose description of the constant. Default: `None`

**class `candv.VerboseMixin` (\*args, \*\*kwargs)**

Bases: `object`

Provides support of verbose names and help texts. Must be placed at the left side of non-mixin base classes due to Python's MRO. Arguments must be passed as kwargs.

**Parameters**

- `verbose_name` (`str`) – optional verbose name
- `help_text` (`str`) – optional description

**Example:**

```
class Foo(object):

    def __init__(self, arg1, arg2, kwarg1=None):
        pass
```

```
class Bar(VerboseMixin, Foo):  
  
    def __init__(self, arg1, arg2, verbose_name=None, help_text=None, kwarg1=None):  
        super(Bar, self).__init__(arg1, arg2, verbose_name=verbose_name, help_text=help_text, kwarg1=kwarg1)
```

### merge\_into\_group(group)

Redefines `merge_into_group()` and adds `verbose_name` and `help_text` attributes to the target group.

**class** `candv.VerboseValueConstant(value, verbose_name=None, help_text=None)`

Bases: `candv.VerboseMixin, candv.ValueConstant`

A constant which can have both verbose name, help text and a value.

#### Parameters

- `value` – a value to attach to the constant
- `verbose_name (str)` – optional verbose name of the constant
- `help_text (str)` – optional description of the constant

#### Variables

- `value` – constant's value
- `verbose_name (str)` – verbose name of the constant. Default: None
- `help_text (str)` – verbose description of the constant. Default: None

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