
Distributing Python Modules

Release 2.7.14

Guido van Rossum
and the Python development team

November 20, 2017

Python Software Foundation
Email: docs@python.org

CONTENTS

1	Key terms	3
2	Open source licensing and collaboration	5
3	Installing the tools	7
4	Reading the guide	9
5	How do I...?	11
5.1	... choose a name for my project?	11
5.2	... create and distribute binary extensions?	11
A	Glossary	13
B	About these documents	23
B.1	Contributors to the Python Documentation	23
C	History and License	25
C.1	History of the software	25
C.2	Terms and conditions for accessing or otherwise using Python	26
C.3	Licenses and Acknowledgements for Incorporated Software	29
D	Copyright	41
	Index	43

Email distutils-sig@python.org

As a popular open source development project, Python has an active supporting community of contributors and users that also make their software available for other Python developers to use under open source license terms.

This allows Python users to share and collaborate effectively, benefiting from the solutions others have already created to common (and sometimes even rare!) problems, as well as potentially contributing their own solutions to the common pool.

This guide covers the distribution part of the process. For a guide to installing other Python projects, refer to the installation guide.

Note: For corporate and other institutional users, be aware that many organisations have their own policies around using and contributing to open source software. Please take such policies into account when making use of the distribution and installation tools provided with Python.

KEY TERMS

- the [Python Packaging Index](#) is a public repository of open source licensed packages made available for use by other Python users
- the [Python Packaging Authority](#) are the group of developers and documentation authors responsible for the maintenance and evolution of the standard packaging tools and the associated metadata and file format standards. They maintain a variety of tools, documentation and issue trackers on both [GitHub](#) and [BitBucket](#).
- `distutils` is the original build and distribution system first added to the Python standard library in 1998. While direct use of `distutils` is being phased out, it still laid the foundation for the current packaging and distribution infrastructure, and it not only remains part of the standard library, but its name lives on in other ways (such as the name of the mailing list used to coordinate Python packaging standards development).
- `setuptools` is a (largely) drop-in replacement for `distutils` first published in 2004. Its most notable addition over the unmodified `distutils` tools was the ability to declare dependencies on other packages. It is currently recommended as a more regularly updated alternative to `distutils` that offers consistent support for more recent packaging standards across a wide range of Python versions.
- `wheel` (in this context) is a project that adds the `bdist_wheel` command to `distutils/setuptools`. This produces a cross platform binary packaging format (called “wheels” or “wheel files” and defined in [PEP 427](#)) that allows Python libraries, even those including binary extensions, to be installed on a system without needing to be built locally.

OPEN SOURCE LICENSING AND COLLABORATION

In most parts of the world, software is automatically covered by copyright. This means that other developers require explicit permission to copy, use, modify and redistribute the software.

Open source licensing is a way of explicitly granting such permission in a relatively consistent way, allowing developers to share and collaborate efficiently by making common solutions to various problems freely available. This leaves many developers free to spend more time focusing on the problems that are relatively unique to their specific situation.

The distribution tools provided with Python are designed to make it reasonably straightforward for developers to make their own contributions back to that common pool of software if they choose to do so.

The same distribution tools can also be used to distribute software within an organisation, regardless of whether that software is published as open source software or not.

INSTALLING THE TOOLS

The standard library does not include build tools that support modern Python packaging standards, as the core development team has found that it is important to have standard tools that work consistently, even on older versions of Python.

The currently recommended build and distribution tools can be installed by invoking the pip module at the command line:

```
python -m pip install setuptools wheel twine
```

Note: For POSIX users (including Mac OS X and Linux users), these instructions assume the use of a [virtual environment](#).

For Windows users, these instructions assume that the option to adjust the system PATH environment variable was selected when installing Python.

The Python Packaging User Guide includes more details on the [currently recommended tools](#).

READING THE GUIDE

The Python Packaging User Guide covers the various key steps and elements involved in creating a project:

- [Project structure](#)
- [Building and packaging the project](#)
- [Uploading the project to the Python Packaging Index](#)

HOW DO I...?

These are quick answers or links for some common tasks.

5.1 ... choose a name for my project?

This isn't an easy topic, but here are a few tips:

- check the [Python Packaging Index](#) to see if the name is already in use
- check popular hosting sites like [GitHub](#), [BitBucket](#), etc to see if there is already a project with that name
- check what comes up in a web search for the name you're considering
- avoid particularly common words, especially ones with multiple meanings, as they can make it difficult for users to find your software when searching for it

5.2 ... create and distribute binary extensions?

This is actually quite a complex topic, with a variety of alternatives available depending on exactly what you're aiming to achieve. See the [Python Packaging User Guide](#) for more information and recommendations.

See also:

[Python Packaging User Guide: Binary Extensions](#)

GLOSSARY

>>> The default Python prompt of the interactive shell. Often seen for code examples which can be executed interactively in the interpreter.

... The default Python prompt of the interactive shell when entering code for an indented code block or within a pair of matching left and right delimiters (parentheses, square brackets or curly braces).

2to3 A tool that tries to convert Python 2.x code to Python 3.x code by handling most of the incompatibilities which can be detected by parsing the source and traversing the parse tree.

2to3 is available in the standard library as `lib2to3`; a standalone entry point is provided as `Tools/scripts/2to3`. See `2to3-reference`.

abstract base class Abstract base classes complement [duck-typing](#) by providing a way to define interfaces when other techniques like `hasattr()` would be clumsy or subtly wrong (for example with magic methods). ABCs introduce virtual subclasses, which are classes that don't inherit from a class but are still recognized by `isinstance()` and `issubclass()`; see the `abc` module documentation. Python comes with many built-in ABCs for data structures (in the `collections` module), numbers (in the `numbers` module), and streams (in the `io` module). You can create your own ABCs with the `abc` module.

argument A value passed to a [function](#) (or [method](#)) when calling the function. There are two types of arguments:

- keyword argument: an argument preceded by an identifier (e.g. `name=`) in a function call or passed as a value in a dictionary preceded by `**`. For example, `3` and `5` are both keyword arguments in the following calls to `complex()`:

```
complex(real=3, imag=5)
complex(**{'real': 3, 'imag': 5})
```

- positional argument: an argument that is not a keyword argument. Positional arguments can appear at the beginning of an argument list and/or be passed as elements of an [iterable](#) preceded by `*`. For example, `3` and `5` are both positional arguments in the following calls:

```
complex(3, 5)
complex(*(3, 5))
```

Arguments are assigned to the named local variables in a function body. See the [calls](#) section for the rules governing this assignment. Syntactically, any expression can be used to represent an argument; the evaluated value is assigned to the local variable.

See also the [parameter](#) glossary entry and the [FAQ](#) question on the difference between arguments and parameters.

attribute A value associated with an object which is referenced by name using dotted expressions. For example, if an object `o` has an attribute `a` it would be referenced as `o.a`.

BDFL Benevolent Dictator For Life, a.k.a. [Guido van Rossum](#), Python's creator.

bytes-like object An object that supports the buffer protocol, like `str`, `bytearray` or `memoryview`. Bytes-like objects can be used for various operations that expect binary data, such as compression, saving to a binary file or sending over a socket. Some operations need the binary data to be mutable, in which case not all bytes-like objects can apply.

bytecode Python source code is compiled into bytecode, the internal representation of a Python program in the CPython interpreter. The bytecode is also cached in `.pyc` and `.pyo` files so that executing the same file is faster the second time (recompilation from source to bytecode can be avoided). This “intermediate language” is said to run on a [virtual machine](#) that executes the machine code corresponding to each bytecode. Do note that bytecodes are not expected to work between different Python virtual machines, nor to be stable between Python releases.

A list of bytecode instructions can be found in the documentation for the `dis` module.

class A template for creating user-defined objects. Class definitions normally contain method definitions which operate on instances of the class.

classic class Any class which does not inherit from `object`. See [new-style class](#). Classic classes have been removed in Python 3.

coercion The implicit conversion of an instance of one type to another during an operation which involves two arguments of the same type. For example, `int(3.15)` converts the floating point number to the integer 3, but in `3+4.5`, each argument is of a different type (one `int`, one `float`), and both must be converted to the same type before they can be added or it will raise a `TypeError`. Coercion between two operands can be performed with the `coerce` built-in function; thus, `3+4.5` is equivalent to calling `operator.add(*coerce(3, 4.5))` and results in `operator.add(3.0, 4.5)`. Without coercion, all arguments of even compatible types would have to be normalized to the same value by the programmer, e.g., `float(3)+4.5` rather than just `3+4.5`.

complex number An extension of the familiar real number system in which all numbers are expressed as a sum of a real part and an imaginary part. Imaginary numbers are real multiples of the imaginary unit (the square root of -1), often written `i` in mathematics or `j` in engineering. Python has built-in support for complex numbers, which are written with this latter notation; the imaginary part is written with a `j` suffix, e.g., `3+1j`. To get access to complex equivalents of the `math` module, use `cmath`. Use of complex numbers is a fairly advanced mathematical feature. If you're not aware of a need for them, it's almost certain you can safely ignore them.

context manager An object which controls the environment seen in a `with` statement by defining `__enter__()` and `__exit__()` methods. See [PEP 343](#).

CPython The canonical implementation of the Python programming language, as distributed on [python.org](#). The term “CPython” is used when necessary to distinguish this implementation from others such as `Jython` or `IronPython`.

decorator A function returning another function, usually applied as a function transformation using the `@wrapper` syntax. Common examples for decorators are `classmethod()` and `staticmethod()`.

The decorator syntax is merely syntactic sugar, the following two function definitions are semantically equivalent:

```
def f(...):
    ...
f = staticmethod(f)

@staticmethod
def f(...):
    ...
```

The same concept exists for classes, but is less commonly used there. See the documentation for function definitions and class definitions for more about decorators.

descriptor Any new-style object which defines the methods `__get__()`, `__set__()`, or `__delete__()`. When a class attribute is a descriptor, its special binding behavior is triggered upon attribute lookup. Normally, using `a.b` to get, set or delete an attribute looks up the object named `b` in the class dictionary for `a`, but if `b` is a descriptor, the respective descriptor method gets called. Understanding descriptors is a key to a deep understanding of Python because they are the basis for many features including functions, methods, properties, class methods, static methods, and reference to super classes.

For more information about descriptors' methods, see `descriptors`.

dictionary An associative array, where arbitrary keys are mapped to values. The keys can be any object with `__hash__()` and `__eq__()` methods. Called a hash in Perl.

dictionary view The objects returned from `dict.viewkeys()`, `dict.viewvalues()`, and `dict.viewitems()` are called dictionary views. They provide a dynamic view on the dictionary's entries, which means that when the dictionary changes, the view reflects these changes. To force the dictionary view to become a full list use `list(dictview)`. See `dict-views`.

docstring A string literal which appears as the first expression in a class, function or module. While ignored when the suite is executed, it is recognized by the compiler and put into the `__doc__` attribute of the enclosing class, function or module. Since it is available via introspection, it is the canonical place for documentation of the object.

duck-typing A programming style which does not look at an object's type to determine if it has the right interface; instead, the method or attribute is simply called or used ("If it looks like a duck and quacks like a duck, it must be a duck.") By emphasizing interfaces rather than specific types, well-designed code improves its flexibility by allowing polymorphic substitution. Duck-typing avoids tests using `type()` or `isinstance()`. (Note, however, that duck-typing can be complemented with `abstract base classes`.) Instead, it typically employs `hasattr()` tests or `EAFP` programming.

EAFP Easier to ask for forgiveness than permission. This common Python coding style assumes the existence of valid keys or attributes and catches exceptions if the assumption proves false. This clean and fast style is characterized by the presence of many `try` and `except` statements. The technique contrasts with the `LBYL` style common to many other languages such as C.

expression A piece of syntax which can be evaluated to some value. In other words, an expression is an accumulation of expression elements like literals, names, attribute access, operators or function calls which all return a value. In contrast to many other languages, not all language constructs are expressions. There are also `statements` which cannot be used as expressions, such as `print` or `if`. Assignments are also statements, not expressions.

extension module A module written in C or C++, using Python's C API to interact with the core and with user code.

file object An object exposing a file-oriented API (with methods such as `read()` or `write()`) to an underlying resource. Depending on the way it was created, a file object can mediate access to a real on-disk file or to another type of storage or communication device (for example standard input/output, in-memory buffers, sockets, pipes, etc.). File objects are also called file-like objects or streams.

There are actually three categories of file objects: raw binary files, buffered binary files and text files. Their interfaces are defined in the `io` module. The canonical way to create a file object is by using the `open()` function.

file-like object A synonym for `file object`.

finder An object that tries to find the `loader` for a module. It must implement a method named `find_module()`. See `PEP 302` for details.

floor division Mathematical division that rounds down to nearest integer. The floor division operator is `//`. For example, the expression `11 // 4` evaluates to 2 in contrast to the 2.75 returned by float true division. Note that `(-11) // 4` is -3 because that is -2.75 rounded downward. See [PEP 238](#).

function A series of statements which returns some value to a caller. It can also be passed zero or more [arguments](#) which may be used in the execution of the body. See also [parameter](#), [method](#), and the [function section](#).

`__future__` A pseudo-module which programmers can use to enable new language features which are not compatible with the current interpreter. For example, the expression `11/4` currently evaluates to 2. If the module in which it is executed had enabled true division by executing:

```
from __future__ import division
```

the expression `11/4` would evaluate to 2.75. By importing the `__future__` module and evaluating its variables, you can see when a new feature was first added to the language and when it will become the default:

```
>>> import __future__
>>> __future__.division
_Feature((2, 2, 0, 'alpha', 2), (3, 0, 0, 'alpha', 0), 8192)
```

garbage collection The process of freeing memory when it is not used anymore. Python performs garbage collection via reference counting and a cyclic garbage collector that is able to detect and break reference cycles.

generator A function which returns an iterator. It looks like a normal function except that it contains `yield` statements for producing a series of values usable in a `for`-loop or that can be retrieved one at a time with the `next()` function. Each `yield` temporarily suspends processing, remembering the location execution state (including local variables and pending `try`-statements). When the generator resumes, it picks-up where it left-off (in contrast to functions which start fresh on every invocation).

generator expression An expression that returns an iterator. It looks like a normal expression followed by a `for` expression defining a loop variable, `range`, and an optional `if` expression. The combined expression generates values for an enclosing function:

```
>>> sum(i*i for i in range(10))      # sum of squares 0, 1, 4, ... 81
285
```

GIL See [global interpreter lock](#).

global interpreter lock The mechanism used by the [CPython](#) interpreter to assure that only one thread executes Python [bytecode](#) at a time. This simplifies the [CPython](#) implementation by making the object model (including critical built-in types such as `dict`) implicitly safe against concurrent access. Locking the entire interpreter makes it easier for the interpreter to be multi-threaded, at the expense of much of the parallelism afforded by multi-processor machines.

However, some extension modules, either standard or third-party, are designed so as to release the **GIL** when doing computationally-intensive tasks such as compression or hashing. Also, the **GIL** is always released when doing I/O.

Past efforts to create a “free-threaded” interpreter (one which locks shared data at a much finer granularity) have not been successful because performance suffered in the common single-processor case. It is believed that overcoming this performance issue would make the implementation much more complicated and therefore costlier to maintain.

hashable An object is hashable if it has a hash value which never changes during its lifetime (it needs a `__hash__()` method), and can be compared to other objects (it needs an `__eq__()` or `__cmp__()` method). Hashable objects which compare equal must have the same hash value.

Hashability makes an object usable as a dictionary key and a set member, because these data structures use the hash value internally.

All of Python's immutable built-in objects are hashable, while no mutable containers (such as lists or dictionaries) are. Objects which are instances of user-defined classes are hashable by default; they all compare unequal (except with themselves), and their hash value is derived from their `id()`.

IDLE An Integrated Development Environment for Python. IDLE is a basic editor and interpreter environment which ships with the standard distribution of Python.

immutable An object with a fixed value. Immutable objects include numbers, strings and tuples. Such an object cannot be altered. A new object has to be created if a different value has to be stored. They play an important role in places where a constant hash value is needed, for example as a key in a dictionary.

integer division Mathematical division discarding any remainder. For example, the expression `11/4` currently evaluates to `2` in contrast to the `2.75` returned by float division. Also called floor division. When dividing two integers the outcome will always be another integer (having the floor function applied to it). However, if one of the operands is another numeric type (such as a float), the result will be coerced (see [coercion](#)) to a common type. For example, an integer divided by a float will result in a float value, possibly with a decimal fraction. Integer division can be forced by using the `//` operator instead of the `/` operator. See also `__future__`.

importing The process by which Python code in one module is made available to Python code in another module.

importer An object that both finds and loads a module; both a [finder](#) and [loader](#) object.

interactive Python has an interactive interpreter which means you can enter statements and expressions at the interpreter prompt, immediately execute them and see their results. Just launch python with no arguments (possibly by selecting it from your computer's main menu). It is a very powerful way to test out new ideas or inspect modules and packages (remember `help(x)`).

interpreted Python is an interpreted language, as opposed to a compiled one, though the distinction can be blurry because of the presence of the bytecode compiler. This means that source files can be run directly without explicitly creating an executable which is then run. Interpreted languages typically have a shorter development/debug cycle than compiled ones, though their programs generally also run more slowly. See also [interactive](#).

iterable An object capable of returning its members one at a time. Examples of iterables include all sequence types (such as list, str, and tuple) and some non-sequence types like dict and file and objects of any classes you define with an `__iter__()` or `__getitem__()` method. Iterables can be used in a for loop and in many other places where a sequence is needed (`zip()`, `map()`, ...). When an iterable object is passed as an argument to the built-in function `iter()`, it returns an iterator for the object. This iterator is good for one pass over the set of values. When using iterables, it is usually not necessary to call `iter()` or deal with iterator objects yourself. The for statement does that automatically for you, creating a temporary unnamed variable to hold the iterator for the duration of the loop. See also [iterator](#), [sequence](#), and [generator](#).

iterator An object representing a stream of data. Repeated calls to the iterator's `next()` method return successive items in the stream. When no more data are available a `StopIteration` exception is raised instead. At this point, the iterator object is exhausted and any further calls to its `next()` method just raise `StopIteration` again. Iterators are required to have an `__iter__()` method that returns the iterator object itself so every iterator is also iterable and may be used in most places where other iterables are accepted. One notable exception is code which attempts multiple iteration passes. A container object (such as a list) produces a fresh new iterator each time you pass it to the `iter()` function or use it in a for loop. Attempting this with an iterator will just return the same exhausted iterator object used in the previous iteration pass, making it appear like an empty container.

More information can be found in [typeiter](#).

key function A key function or collation function is a callable that returns a value used for sorting or ordering. For example, `locale.strxfrm()` is used to produce a sort key that is aware of locale specific sort conventions.

A number of tools in Python accept key functions to control how elements are ordered or grouped. They include `min()`, `max()`, `sorted()`, `list.sort()`, `heapq.nsmallest()`, `heapq.nlargest()`, and `itertools.groupby()`.

There are several ways to create a key function. For example, the `str.lower()` method can serve as a key function for case insensitive sorts. Alternatively, an ad-hoc key function can be built from a lambda expression such as `lambda r: (r[0], r[2])`. Also, the operator module provides three key function constructors: `attrgetter()`, `itemgetter()`, and `methodcaller()`. See the [Sorting HOW TO](#) for examples of how to create and use key functions.

keyword argument See [argument](#).

lambda An anonymous inline function consisting of a single [expression](#) which is evaluated when the function is called. The syntax to create a lambda function is `lambda [arguments]: expression`

LBYL Look before you leap. This coding style explicitly tests for pre-conditions before making calls or lookups. This style contrasts with the [EAFP](#) approach and is characterized by the presence of many if statements.

In a multi-threaded environment, the LBYL approach can risk introducing a race condition between “the looking” and “the leaping”. For example, the code, `if key in mapping: return mapping[key]` can fail if another thread removes key from mapping after the test, but before the lookup. This issue can be solved with locks or by using the [EAFP](#) approach.

list A built-in Python [sequence](#). Despite its name it is more akin to an array in other languages than to a linked list since access to elements are $O(1)$.

list comprehension A compact way to process all or part of the elements in a sequence and return a list with the results. `result = ["0x%02x" % x for x in range(256) if x % 2 == 0]` generates a list of strings containing even hex numbers (0x..) in the range from 0 to 255. The if clause is optional. If omitted, all elements in `range(256)` are processed.

loader An object that loads a module. It must define a method named `load_module()`. A loader is typically returned by a [finder](#). See [PEP 302](#) for details.

mapping A container object that supports arbitrary key lookups and implements the methods specified in the Mapping or MutableMapping abstract base classes. Examples include `dict`, `collections.defaultdict`, `collections.OrderedDict` and `collections.Counter`.

metaclass The class of a class. Class definitions create a class name, a class dictionary, and a list of base classes. The metaclass is responsible for taking those three arguments and creating the class. Most object oriented programming languages provide a default implementation. What makes Python special is that it is possible to create custom metaclasses. Most users never need this tool, but when the need arises, metaclasses can provide powerful, elegant solutions. They have been used for logging attribute access, adding thread-safety, tracking object creation, implementing singletons, and many other tasks.

More information can be found in [metaclasses](#).

method A function which is defined inside a class body. If called as an attribute of an instance of that class, the method will get the instance object as its first [argument](#) (which is usually called `self`). See [function](#) and [nested scope](#).

method resolution order Method Resolution Order is the order in which base classes are searched for a member during lookup. See [The Python 2.3 Method Resolution Order](#) for details of the algorithm used by the Python interpreter since the 2.3 release.

module An object that serves as an organizational unit of Python code. Modules have a namespace containing arbitrary Python objects. Modules are loaded into Python by the process of [importing](#).

See also [package](#).

MRO See [method resolution order](#).

mutable Mutable objects can change their value but keep their `id()`. See also [immutable](#).

named tuple Any tuple-like class whose indexable elements are also accessible using named attributes (for example, `time.localtime()` returns a tuple-like object where the year is accessible either with an index such as `t[0]` or with a named attribute like `t.tm_year`).

A named tuple can be a built-in type such as `time.struct_time`, or it can be created with a regular class definition. A full featured named tuple can also be created with the factory function `collections.namedtuple()`. The latter approach automatically provides extra features such as a self-documenting representation like `Employee(name='jones', title='programmer')`.

namespace The place where a variable is stored. Namespaces are implemented as dictionaries. There are the local, global and built-in namespaces as well as nested namespaces in objects (in methods). Namespaces support modularity by preventing naming conflicts. For instance, the functions `__builtin__.open()` and `os.open()` are distinguished by their namespaces. Namespaces also aid readability and maintainability by making it clear which module implements a function. For instance, writing `random.seed()` or `itertools.zip()` makes it clear that those functions are implemented by the `random` and `itertools` modules, respectively.

nested scope The ability to refer to a variable in an enclosing definition. For instance, a function defined inside another function can refer to variables in the outer function. Note that nested scopes work only for reference and not for assignment which will always write to the innermost scope. In contrast, local variables both read and write in the innermost scope. Likewise, global variables read and write to the global namespace.

new-style class Any class which inherits from `object`. This includes all built-in types like `list` and `dict`. Only new-style classes can use Python's newer, versatile features like `__slots__`, descriptors, properties, and `__getattr__()`.

More information can be found in [newstyle](#).

object Any data with state (attributes or value) and defined behavior (methods). Also the ultimate base class of any [new-style class](#).

package A Python [module](#) which can contain submodules or recursively, subpackages. Technically, a package is a Python module with an `__path__` attribute.

parameter A named entity in a [function](#) (or method) definition that specifies an [argument](#) (or in some cases, arguments) that the function can accept. There are four types of parameters:

- **positional-or-keyword**: specifies an argument that can be passed either [positionally](#) or as a [keyword argument](#). This is the default kind of parameter, for example `foo` and `bar` in the following:

```
def func(foo, bar=None): ...
```

- **positional-only**: specifies an argument that can be supplied only by position. Python has no syntax for defining positional-only parameters. However, some built-in functions have positional-only parameters (e.g. `abs()`).
- **var-positional**: specifies that an arbitrary sequence of positional arguments can be provided (in addition to any positional arguments already accepted by other parameters). Such a parameter can be defined by prepending the parameter name with `*`, for example `args` in the following:

```
def func(*args, **kwargs): ...
```

- **var-keyword**: specifies that arbitrarily many keyword arguments can be provided (in addition to any keyword arguments already accepted by other parameters). Such a parameter can be defined by prepending the parameter name with `**`, for example `kwargs` in the example above.

Parameters can specify both optional and required arguments, as well as default values for some optional arguments.

See also the [argument](#) glossary entry, the FAQ question on the difference between arguments and parameters, and the function section.

positional argument See [argument](#).

Python 3000 Nickname for the Python 3.x release line (coined long ago when the release of version 3 was something in the distant future.) This is also abbreviated “Py3k”.

Pythonic An idea or piece of code which closely follows the most common idioms of the Python language, rather than implementing code using concepts common to other languages. For example, a common idiom in Python is to loop over all elements of an iterable using a `for` statement. Many other languages don’t have this type of construct, so people unfamiliar with Python sometimes use a numerical counter instead:

```
for i in range(len(food)):
    print food[i]
```

As opposed to the cleaner, Pythonic method:

```
for piece in food:
    print piece
```

reference count The number of references to an object. When the reference count of an object drops to zero, it is deallocated. Reference counting is generally not visible to Python code, but it is a key element of the CPython implementation. The `sys` module defines a `getrefcount()` function that programmers can call to return the reference count for a particular object.

`__slots__` A declaration inside a [new-style class](#) that saves memory by pre-declaring space for instance attributes and eliminating instance dictionaries. Though popular, the technique is somewhat tricky to get right and is best reserved for rare cases where there are large numbers of instances in a memory-critical application.

sequence An [iterable](#) which supports efficient element access using integer indices via the `__getitem__()` special method and defines a `len()` method that returns the length of the sequence. Some built-in sequence types are `list`, `str`, `tuple`, and `unicode`. Note that `dict` also supports `__getitem__()` and `__len__()`, but is considered a mapping rather than a sequence because the lookups use arbitrary [immutable](#) keys rather than integers.

slice An object usually containing a portion of a [sequence](#). A slice is created using the subscript notation, `[]` with colons between numbers when several are given, such as in `variable_name[1:3:5]`. The bracket (subscript) notation uses slice objects internally (or in older versions, `__getslice__()` and `__setslice__()`).

special method A method that is called implicitly by Python to execute a certain operation on a type, such as addition. Such methods have names starting and ending with double underscores. Special methods are documented in `specialnames`.

statement A statement is part of a suite (a “block” of code). A statement is either an [expression](#) or one of several constructs with a keyword, such as `if`, `while` or `for`.

struct sequence A tuple with named elements. Struct sequences expose an interface similar to [named tuple](#) in that elements can either be accessed either by index or as an attribute. However, they do not have any of the named tuple methods like `_make()` or `_asdict()`. Examples of struct sequences include `sys.float_info` and the return value of `os.stat()`.

triple-quoted string A string which is bound by three instances of either a quotation mark (“) or an apostrophe (‘). While they don’t provide any functionality not available with single-quoted strings, they are useful for a number of reasons. They allow you to include unescaped single and double quotes within a string and they can span multiple lines without the use of the continuation character, making them especially useful when writing docstrings.

type The type of a Python object determines what kind of object it is; every object has a type. An object’s type is accessible as its `__class__` attribute or can be retrieved with `type(obj)`.

universal newlines A manner of interpreting text streams in which all of the following are recognized as ending a line: the Unix end-of-line convention `'\n'`, the Windows convention `'\r\n'`, and the old Macintosh convention `'\r'`. See [PEP 278](#) and [PEP 3116](#), as well as `str.splitlines()` for an additional use.

virtual environment A cooperatively isolated runtime environment that allows Python users and applications to install and upgrade Python distribution packages without interfering with the behaviour of other Python applications running on the same system.

virtual machine A computer defined entirely in software. Python’s virtual machine executes the [bytecode](#) emitted by the bytecode compiler.

Zen of Python Listing of Python design principles and philosophies that are helpful in understanding and using the language. The listing can be found by typing “import this” at the interactive prompt.

ABOUT THESE DOCUMENTS

These documents are generated from [reStructuredText](#) sources by [Sphinx](#), a document processor specifically written for the Python documentation.

Development of the documentation and its toolchain is an entirely volunteer effort, just like Python itself. If you want to contribute, please take a look at the [reporting-bugs](#) page for information on how to do so. New volunteers are always welcome!

Many thanks go to:

- Fred L. Drake, Jr., the creator of the original Python documentation toolset and writer of much of the content;
- the [Docutils](#) project for creating [reStructuredText](#) and the Docutils suite;
- Fredrik Lundh for his [Alternative Python Reference](#) project from which Sphinx got many good ideas.

B.1 Contributors to the Python Documentation

Many people have contributed to the Python language, the Python standard library, and the Python documentation. See [Misc/ACKS](#) in the Python source distribution for a partial list of contributors.

It is only with the input and contributions of the Python community that Python has such wonderful documentation – Thank You!

HISTORY AND LICENSE

C.1 History of the software

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl/>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us/>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation; see <http://www.zope.com/>). In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <https://opensource.org/> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL compatible?
0.9.0 thru 1.2	n/a	1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	no
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

Note: GPL-compatible doesn't mean that we're distributing Python under the GPL. All Python licenses, unlike the GPL, let you distribute a modified version without making your changes open source. The GPL-compatible licenses make it possible to combine Python with other software that is released under the GPL; the others don't.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

C.2 Terms and conditions for accessing or otherwise using Python

C.2.1 PSF LICENSE AGREEMENT FOR PYTHON 2.7.14

1. This LICENSE AGREEMENT is between the Python Software Foundation ("PSF"), and the Individual or Organization ("Licensee") accessing and otherwise using Python 2.7.14 software in source or binary form and its associated documentation.
2. Subject to the terms and conditions of this License Agreement, PSF hereby grants Licensee a nonexclusive, royalty-free, world-wide license to reproduce, analyze, test, perform and/or display publicly, prepare derivative works, distribute, and otherwise use Python 2.7.14 alone or in any derivative version, provided, however, that PSF 's License Agreement and PSF 's notice of copyright, i.e., "Copyright © 2001-2017 Python Software Foundation; All Rights Reserved" are retained in Python 2.7.14 alone or in any derivative version prepared by Licensee.
3. In the event Licensee prepares a derivative work that is based on or incorporates Python 2.7.14 or any part thereof, and wants to make the derivative work available to others as provided herein, then Licensee hereby agrees to include in any such work a brief summary of the changes made to Python 2.7.14.
4. PSF is making Python 2.7.14 available to Licensee on an "AS IS" basis. PSF MAKES NO REPRESENTATIONS OR WARRANTIES, EXPRESS OR IMPLIED. BY WAY OF EXAMPLE, BUT NOT LIMITATION, PSF MAKES NO AND DISCLAIMS ANY
↳ REPRESENTATION OR
WARRANTY OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE OR
↳ THAT THE
USE OF PYTHON 2.7.14 WILL NOT INFRINGE ANY THIRD PARTY RIGHTS.
5. PSF SHALL NOT BE LIABLE TO LICENSEE OR ANY OTHER USERS OF PYTHON 2.7.14 FOR ANY INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES OR LOSS AS A RESULT
↳ OF
MODIFYING, DISTRIBUTING, OR OTHERWISE USING PYTHON 2.7.14, OR ANY DERIVATIVE THEREOF, EVEN IF ADVISED OF THE POSSIBILITY THEREOF.
6. This License Agreement will automatically terminate upon a material breach of its terms and conditions.
7. Nothing in this License Agreement shall be deemed to create any relationship of agency, partnership, or joint venture between PSF and Licensee. This License Agreement does not grant permission to use PSF trademarks or trade name in a trademark sense to endorse or promote products or services of Licensee, or any third party.
8. By copying, installing or otherwise using Python 2.7.14, Licensee agrees to be bound by the terms and conditions of this License Agreement.

C.2.2 BEOPEN.COM LICENSE AGREEMENT FOR PYTHON 2.0

BEOPEN PYTHON OPEN SOURCE LICENSE AGREEMENT VERSION 1

1. This LICENSE AGREEMENT is between BeOpen.com ("BeOpen"), having an office at 160 Saratoga Avenue, Santa Clara, CA 95051, and the Individual or Organization ("Licensee") accessing and otherwise using this software in source or binary form and its associated documentation ("the Software").
2. Subject to the terms and conditions of this BeOpen Python License Agreement, BeOpen hereby grants Licensee a non-exclusive, royalty-free, world-wide license to reproduce, analyze, test, perform and/or display publicly, prepare derivative works, distribute, and otherwise use the Software alone or in any derivative version, provided, however, that the BeOpen Python License is retained in the Software, alone or in any derivative version prepared by Licensee.
3. BeOpen is making the Software available to Licensee on an "AS IS" basis. BEOPEN MAKES NO REPRESENTATIONS OR WARRANTIES, EXPRESS OR IMPLIED. BY WAY OF EXAMPLE, BUT NOT LIMITATION, BEOPEN MAKES NO AND DISCLAIMS ANY REPRESENTATION OR WARRANTY OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE OR THAT THE USE OF THE SOFTWARE WILL NOT INFRINGE ANY THIRD PARTY RIGHTS.
4. BEOPEN SHALL NOT BE LIABLE TO LICENSEE OR ANY OTHER USERS OF THE SOFTWARE FOR ANY INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES OR LOSS AS A RESULT OF USING, MODIFYING OR DISTRIBUTING THE SOFTWARE, OR ANY DERIVATIVE THEREOF, EVEN IF ADVISED OF THE POSSIBILITY THEREOF.
5. This License Agreement will automatically terminate upon a material breach of its terms and conditions.
6. This License Agreement shall be governed by and interpreted in all respects by the law of the State of California, excluding conflict of law provisions. Nothing in this License Agreement shall be deemed to create any relationship of agency, partnership, or joint venture between BeOpen and Licensee. This License Agreement does not grant permission to use BeOpen trademarks or trade names in a trademark sense to endorse or promote products or services of Licensee, or any third party. As an exception, the "BeOpen Python" logos available at <http://www.pythonlabs.com/logos.html> may be used according to the permissions granted on that web page.
7. By copying, installing or otherwise using the software, Licensee agrees to be bound by the terms and conditions of this License Agreement.

C.2.3 CNRI LICENSE AGREEMENT FOR PYTHON 1.6.1

1. This LICENSE AGREEMENT is between the Corporation for National Research Initiatives, having an office at 1895 Preston White Drive, Reston, VA 20191 ("CNRI"), and the Individual or Organization ("Licensee") accessing and otherwise using Python 1.6.1 software in source or binary form and its associated documentation.
2. Subject to the terms and conditions of this License Agreement, CNRI hereby grants Licensee a nonexclusive, royalty-free, world-wide license to reproduce, analyze, test, perform and/or display publicly, prepare derivative works, distribute, and otherwise use Python 1.6.1 alone or in any derivative version, provided, however, that CNRI's License Agreement and CNRI's notice of copyright, i.e., "Copyright © 1995-2001 Corporation for National Research Initiatives; All Rights Reserved" are retained in Python 1.6.1 alone or in any derivative version prepared by Licensee. Alternately, in lieu of CNRI's License Agreement,

Licensee may substitute the following text (omitting the quotes): "Python 1.6.1 is made available subject to the terms and conditions in CNRI's License Agreement. This Agreement together with Python 1.6.1 may be located on the Internet using the following unique, persistent identifier (known as a handle): 1895.22/1013. This Agreement may also be obtained from a proxy server on the Internet using the following URL: <http://hdl.handle.net/1895.22/1013>."

3. In the event Licensee prepares a derivative work that is based on or incorporates Python 1.6.1 or any part thereof, and wants to make the derivative work available to others as provided herein, then Licensee hereby agrees to include in any such work a brief summary of the changes made to Python 1.6.1.
4. CNRI is making Python 1.6.1 available to Licensee on an "AS IS" basis. CNRI MAKES NO REPRESENTATIONS OR WARRANTIES, EXPRESS OR IMPLIED. BY WAY OF EXAMPLE, BUT NOT LIMITATION, CNRI MAKES NO AND DISCLAIMS ANY REPRESENTATION OR WARRANTY OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE OR THAT THE USE OF PYTHON 1.6.1 WILL NOT INFRINGE ANY THIRD PARTY RIGHTS.
5. CNRI SHALL NOT BE LIABLE TO LICENSEE OR ANY OTHER USERS OF PYTHON 1.6.1 FOR ANY INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES OR LOSS AS A RESULT OF MODIFYING, DISTRIBUTING, OR OTHERWISE USING PYTHON 1.6.1, OR ANY DERIVATIVE THEREOF, EVEN IF ADVISED OF THE POSSIBILITY THEREOF.
6. This License Agreement will automatically terminate upon a material breach of its terms and conditions.
7. This License Agreement shall be governed by the federal intellectual property law of the United States, including without limitation the federal copyright law, and, to the extent such U.S. federal law does not apply, by the law of the Commonwealth of Virginia, excluding Virginia's conflict of law provisions. Notwithstanding the foregoing, with regard to derivative works based on Python 1.6.1 that incorporate non-separable material that was previously distributed under the GNU General Public License (GPL), the law of the Commonwealth of Virginia shall govern this License Agreement only as to issues arising under or with respect to Paragraphs 4, 5, and 7 of this License Agreement. Nothing in this License Agreement shall be deemed to create any relationship of agency, partnership, or joint venture between CNRI and Licensee. This License Agreement does not grant permission to use CNRI trademarks or trade name in a trademark sense to endorse or promote products or services of Licensee, or any third party.
8. By clicking on the "ACCEPT" button where indicated, or by copying, installing or otherwise using Python 1.6.1, Licensee agrees to be bound by the terms and conditions of this License Agreement.

C.2.4 CWI LICENSE AGREEMENT FOR PYTHON 0.9.0 THROUGH 1.2

Copyright © 1991 - 1995, Stichting Mathematisch Centrum Amsterdam, The Netherlands. All rights reserved.

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of Stichting Mathematisch Centrum or CWI not be used in advertising or publicity pertaining to distribution of the software without specific, written

prior permission.

STICHTING MATHEMATISCH CENTRUM DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS, IN NO EVENT SHALL STICHTING MATHEMATISCH CENTRUM BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

C.3 Licenses and Acknowledgements for Incorporated Software

This section is an incomplete, but growing list of licenses and acknowledgements for third-party software incorporated in the Python distribution.

C.3.1 Mersenne Twister

The `_random` module includes code based on a download from <http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html>. The following are the verbatim comments from the original code:

A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`
or `init_by_array(init_key, key_length)`.

Copyright (C) 1997 - 2002, Makoto Matsumoto and Takuji Nishimura,
All rights reserved.

Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions
are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. The names of its contributors may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS

SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Any feedback is very welcome.

<http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/emt.html>

email: m-mat @ math.sci.hiroshima-u.ac.jp (remove space)

C.3.2 Sockets

The socket module uses the functions, `getaddrinfo()`, and `getnameinfo()`, which are coded in separate source files from the WIDE Project, <http://www.wide.ad.jp/>.

Copyright (C) 1995, 1996, 1997, and 1998 WIDE Project.
All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. Neither the name of the project nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE PROJECT AND CONTRIBUTORS ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE PROJECT OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

C.3.3 Floating point exception control

The source for the `fpectl` module includes the following notice:

```

-----
/          Copyright (c) 1996.          \
|          The Regents of the University of California.          |
|          All rights reserved.          |
|                                     |
| Permission to use, copy, modify, and distribute this software for |
| any purpose without fee is hereby granted, provided that this en- |
| tire notice is included in all copies of any software which is or |
| includes a copy or modification of this software and in all      |
| copies of the supporting documentation for such software.          |
|                                     |

```

This work was produced at the University of California, Lawrence Livermore National Laboratory under contract no. W-7405-ENG-48 between the U.S. Department of Energy and The Regents of the University of California for the operation of UC LLNL.

DISCLAIMER

This software was prepared as an account of work sponsored by an agency of the United States Government. Neither the United States Government nor the University of California nor any of their employees, makes any warranty, express or implied, or assumes any liability or responsibility for the accuracy, completeness, or usefulness of any information, apparatus, product, or process disclosed, or represents that its use would not infringe privately-owned rights. Reference herein to any specific commercial products, process, or service by trade name, trademark, manufacturer, or otherwise, does not necessarily constitute or imply its endorsement, recommendation, or favoring by the United States Government or the University of California. The views and opinions of authors expressed herein do not necessarily state or reflect those of the United States Government or the University of California, and shall not be used for advertising or product endorsement purposes.

C.3.4 MD5 message digest algorithm

The source code for the md5 module contains the following notice:

Copyright (C) 1999, 2002 Aladdin Enterprises. All rights reserved.

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

L. Peter Deutsch
ghost@aladdin.com

Independent implementation of MD5 (RFC 1321).

This code implements the MD5 Algorithm defined in RFC 1321, whose text is available at

<http://www.ietf.org/rfc/rfc1321.txt>

The code is derived from the text of the RFC, including the test suite

(section A.5) but excluding the rest of Appendix A. It does not include any code or documentation that is identified in the RFC as being copyrighted.

The original and principal author of md5.h is L. Peter Deutsch <ghost@aladdin.com>. Other authors are noted in the change history that follows (in reverse chronological order):

2002-04-13 lpd Removed support for non-ANSI compilers; removed references to Ghostscript; clarified derivation from RFC 1321; now handles byte order either statically or dynamically.
1999-11-04 lpd Edited comments slightly for automatic TOC extraction.
1999-10-18 lpd Fixed typo in header comment (ansi2knr rather than md5); added conditionalization for C++ compilation from Martin Purschke <purschke@bnl.gov>.
1999-05-03 lpd Original version.

C.3.5 Asynchronous socket services

The asynchat and asyncore modules contain the following notice:

Copyright 1996 by Sam Rushing

All Rights Reserved

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of Sam Rushing not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.

SAM RUSHING DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS, IN NO EVENT SHALL SAM RUSHING BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

C.3.6 Cookie management

The Cookie module contains the following notice:

Copyright 2000 by Timothy O'Malley <timo@alum.mit.edu>

All Rights Reserved

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of

Timothy O'Malley not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.

Timothy O'Malley DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS, IN NO EVENT SHALL Timothy O'Malley BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

C.3.7 Execution tracing

The trace module contains the following notice:

portions copyright 2001, Autonomous Zones Industries, Inc., all rights...
err... reserved and offered to the public under the terms of the
Python 2.2 license.
Author: Zooko O'Whielacronx
<http://zooko.com/>
<mailto:zooko@zooko.com>

Copyright 2000, Mojam Media, Inc., all rights reserved.
Author: Skip Montanaro

Copyright 1999, Bioreason, Inc., all rights reserved.
Author: Andrew Dalke

Copyright 1995-1997, Automatrix, Inc., all rights reserved.
Author: Skip Montanaro

Copyright 1991-1995, Stichting Mathematisch Centrum, all rights reserved.

Permission to use, copy, modify, and distribute this Python software and its associated documentation for any purpose without fee is hereby granted, provided that the above copyright notice appears in all copies, and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of neither Automatrix, Bioreason or Mojam Media be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.

C.3.8 UUencode and UUdecode functions

The uu module contains the following notice:

Copyright 1994 by Lance Ellinghouse
Cathedral City, California Republic, United States of America.
All Rights Reserved
Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in

supporting documentation, and that the name of Lance Ellinghouse not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.

LANCE ELLINGHOUSE DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS, IN NO EVENT SHALL LANCE ELLINGHOUSE CENTRUM BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

Modified by Jack Jansen, CWI, July 1995:

- Use binascii module to do the actual line-by-line conversion between ascii and binary. This results in a 1000-fold speedup. The C version is still 5 times faster, though.
- Arguments more compliant with Python standard

C.3.9 XML Remote Procedure Calls

The xmlrpclib module contains the following notice:

The XML-RPC client interface is

Copyright (c) 1999-2002 by Secret Labs AB
Copyright (c) 1999-2002 by Fredrik Lundh

By obtaining, using, and/or copying this software and/or its associated documentation, you agree that you have read, understood, and will comply with the following terms and conditions:

Permission to use, copy, modify, and distribute this software and its associated documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appears in all copies, and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of Secret Labs AB or the author not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.

SECRET LABS AB AND THE AUTHOR DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS. IN NO EVENT SHALL SECRET LABS AB OR THE AUTHOR BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

C.3.10 test_epoll

The test_epoll contains the following notice:

Copyright (c) 2001-2006 Twisted Matrix Laboratories.

Permission is hereby granted, free of charge, to any person obtaining

a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

C.3.11 Select kqueue

The select and contains the following notice for the kqueue interface:

Copyright (c) 2000 Doug White, 2006 James Knight, 2007 Christian Heimes
All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

C.3.12 strtod and dtoa

The file Python/dtoa.c, which supplies C functions dtoa and strtod for conversion of C doubles to and from strings, is derived from the file of the same name by David M. Gay, currently available from <http://www.netlib.org/fp/>. The original file, as retrieved on March 16, 2009, contains the following copyright and licensing notice:

```

/*****
 *
 * The author of this software is David M. Gay.
 *
 * Copyright (c) 1991, 2000, 2001 by Lucent Technologies.
 *
 * Permission to use, copy, modify, and distribute this software for any
 * purpose without fee is hereby granted, provided that this entire notice
 * is included in all copies of any software which is or includes a copy
 * or modification of this software and in all copies of the supporting
 * documentation for such software.
 *
 * THIS SOFTWARE IS BEING PROVIDED "AS IS", WITHOUT ANY EXPRESS OR IMPLIED
 * WARRANTY. IN PARTICULAR, NEITHER THE AUTHOR NOR LUCENT MAKES ANY
 * REPRESENTATION OR WARRANTY OF ANY KIND CONCERNING THE MERCHANTABILITY
 * OF THIS SOFTWARE OR ITS FITNESS FOR ANY PARTICULAR PURPOSE.
 *
 *****/

```

C.3.13 OpenSSL

The modules hashlib, posix, ssl, crypt use the OpenSSL library for added performance if made available by the operating system. Additionally, the Windows and Mac OS X installers for Python may include a copy of the OpenSSL libraries, so we include a copy of the OpenSSL license here:

LICENSE ISSUES

=====

The OpenSSL toolkit stays under a dual license, i.e. both the conditions of the OpenSSL License and the original SSLeay license apply to the toolkit. See below for the actual license texts. Actually both licenses are BSD-style Open Source licenses. In case of any license issues related to OpenSSL please contact openssl-core@openssl.org.

OpenSSL License

```

-----
/*
-----
 * Copyright (c) 1998-2008 The OpenSSL Project. All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following conditions
 * are met:
 *
 * 1. Redistributions of source code must retain the above copyright
 * notice, this list of conditions and the following disclaimer.
 *
 * 2. Redistributions in binary form must reproduce the above copyright
 * notice, this list of conditions and the following disclaimer in
 * the documentation and/or other materials provided with the
 * distribution.
 *
 * 3. All advertising materials mentioning features or use of this
 * software must display the following acknowledgment:
 * "This product includes software developed by the OpenSSL Project

```

```

*   for use in the OpenSSL Toolkit. (http://www.openssl.org/)"
*
* 4. The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to
*   endorse or promote products derived from this software without
*   prior written permission. For written permission, please contact
*   openssl-core@openssl.org.
*
* 5. Products derived from this software may not be called "OpenSSL"
*   nor may "OpenSSL" appear in their names without prior written
*   permission of the OpenSSL Project.
*
* 6. Redistributions of any form whatsoever must retain the following
*   acknowledgment:
*   "This product includes software developed by the OpenSSL Project
*   for use in the OpenSSL Toolkit (http://www.openssl.org/)"
*
* THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT ``AS IS'' AND ANY
* EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
* IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR
* PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OpenSSL PROJECT OR
* ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
* SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT
* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES;
* LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
* HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT,
* STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
* ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED
* OF THE POSSIBILITY OF SUCH DAMAGE.

```

```

-----
*
* This product includes cryptographic software written by Eric Young
* (eay@cryptsoft.com). This product includes software written by Tim
* Hudson (tjh@cryptsoft.com).
*
*/

```

Original SSLeay License

```

-----
/* Copyright (C) 1995-1998 Eric Young (eay@cryptsoft.com)
* All rights reserved.
*
* This package is an SSL implementation written
* by Eric Young (eay@cryptsoft.com).
* The implementation was written so as to conform with Netscapes SSL.
*
* This library is free for commercial and non-commercial use as long as
* the following conditions are aheared to. The following conditions
* apply to all code found in this distribution, be it the RC4, RSA,
* lhash, DES, etc., code; not just the SSL code. The SSL documentation
* included with this distribution is covered by the same copyright terms
* except that the holder is Tim Hudson (tjh@cryptsoft.com).
*
* Copyright remains Eric Young 's, and as such any Copyright notices in
* the code are not to be removed.
* If this package is used in a product, Eric Young should be given attribution
* as the author of the parts of the library used.

```

```

* This can be in the form of a textual message at program startup or
* in documentation (online or textual) provided with the package.
*
* Redistribution and use in source and binary forms, with or without
* modification, are permitted provided that the following conditions
* are met:
* 1. Redistributions of source code must retain the copyright
* notice, this list of conditions and the following disclaimer.
* 2. Redistributions in binary form must reproduce the above copyright
* notice, this list of conditions and the following disclaimer in the
* documentation and/or other materials provided with the distribution.
* 3. All advertising materials mentioning features or use of this software
* must display the following acknowledgement:
* "This product includes cryptographic software written by
* Eric Young (eay@cryptsoft.com)"
* The word 'cryptographic' can be left out if the routines from the library
* being used are not cryptographic related :-).
* 4. If you include any Windows specific code (or a derivative thereof) from
* the apps directory (application code) you must include an acknowledgement:
* "This product includes software written by Tim Hudson (tjh@cryptsoft.com)"
*
* THIS SOFTWARE IS PROVIDED BY ERIC YOUNG ``AS IS'' AND
* ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
* IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
* ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE
* FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL
* DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS
* OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
* HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT
* LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
* OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
* SUCH DAMAGE.
*
* The licence and distribution terms for any publically available version or
* derivative of this code cannot be changed. i.e. this code cannot simply be
* copied and put under another distribution licence
* [including the GNU Public Licence.]
*/

```

C.3.14 expat

The pyexpat extension is built using an included copy of the expat sources unless the build is configured `--with-system-expat`:

```

Copyright (c) 1998, 1999, 2000 Thai Open Source Software Center Ltd
and Clark Cooper

```

```

Permission is hereby granted, free of charge, to any person obtaining
a copy of this software and associated documentation files (the
"Software"), to deal in the Software without restriction, including
without limitation the rights to use, copy, modify, merge, publish,
distribute, sublicense, and/or sell copies of the Software, and to
permit persons to whom the Software is furnished to do so, subject to
the following conditions:

```

```

The above copyright notice and this permission notice shall be included

```

in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

C.3.15 libffi

The `_ctypes` extension is built using an included copy of the libffi sources unless the build is configured `--with-system-libffi`:

Copyright (c) 1996-2008 Red Hat, Inc and others.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the ``Software''), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED ``AS IS'', WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

C.3.16 zlib

The `zlib` extension is built using an included copy of the `zlib` sources if the `zlib` version found on the system is too old to be used for the build:

Copyright (C) 1995-2010 Jean-loup Gailly and Mark Adler

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software

in a product, an acknowledgment in the product documentation would be appreciated but is not required.

2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

Jean-loup Gailly
jloup@gzip.org

Mark Adler
madler@alumni.caltech.edu

COPYRIGHT

Python and this documentation is:

Copyright © 2001-2016 Python Software Foundation. All rights reserved.

Copyright © 2000 BeOpen.com. All rights reserved.

Copyright © 1995-2000 Corporation for National Research Initiatives. All rights reserved.

Copyright © 1991-1995 Stichting Mathematisch Centrum. All rights reserved.

See [History and License](#) for complete license and permissions information.

Symbols

..., 13

`--future--`, 16

`--slots--`, 20

`>>>`, 13

`2to3`, 13

A

abstract base class, 13

argument, 13

attribute, 13

B

BDFL, 14

bytecode, 14

bytes-like object, 14

C

class, 14

classic class, 14

coercion, 14

complex number, 14

context manager, 14

CPython, 14

D

decorator, 14

descriptor, 15

dictionary, 15

dictionary view, 15

docstring, 15

duck-typing, 15

E

EAFP, 15

expression, 15

extension module, 15

F

file object, 15

file-like object, 15

finder, 15

floor division, 16

function, 16

G

garbage collection, 16

generator, 16, 16

generator expression, 16, 16

GIL, 16

global interpreter lock, 16

H

hashable, 16

I

IDLE, 17

immutable, 17

importer, 17

importing, 17

integer division, 17

interactive, 17

interpreted, 17

iterable, 17

iterator, 17

K

key function, 18

keyword argument, 18

L

lambda, 18

LBYL, 18

list, 18

list comprehension, 18

loader, 18

M

mapping, 18

metaclass, 18

method, 18

method resolution order, 18

module, 19

MRO, 19

mutable, 19

N

named tuple, 19

namespace, 19

nested scope, 19

new-style class, 19

O

object, 19

P

package, 19

parameter, 19

positional argument, 20

Python 3000, 20

Python Enhancement Proposals

 PEP 238, 16

 PEP 278, 21

 PEP 302, 15, 18

 PEP 3116, 21

 PEP 343, 14

 PEP 427, 3

Pythonic, 20

R

reference count, 20

S

sequence, 20

slice, 20

special method, 20

statement, 20

struct sequence, 21

T

triple-quoted string, 21

type, 21

U

universal newlines, 21

V

virtual environment, 21

virtual machine, 21

Z

Zen of Python, 21