# FriendlyShell Documentation

Release 1.0.9

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# CHAPTER 1

friendlyshell

# 1.1 friendlyshell package

## 1.1.1 Submodules

## friendlyshell.base\_shell module

Common shell interaction logic shared between different shells

```
class friendlyshell.base_shell.BaseShell(*args, **kwargs)
     Bases: object
```

Common base class for all Friendly Shells

Defines basic IO and interactive shell logic common to all Friendly Shells

```
static alias_native_shell()
```

Gets the shorthand character for the 'native\_shell' command

```
Return type str
```

```
static debug(message, *args, **_kwargs)
```

Displays an internal-use-only debug message to verbose log file

Default implementation hides all debug output. Use a logging mixin class to customize this behavior.

See friendlyshell.basic\_logger\_mixin.BasicLoggerMixin for examples.

**Parameters** message (str) – text to be displayed

## do\_close()

Terminates the currently running shell

#### do\_exit()

Terminates the command interpreter

### do\_native\_shell(cmd)

Executes a shell command within the Friendly Shell environment

```
static error (message, *args, **_kwargs)
```

Displays a critical error message to the default output stream

Default implementation just directs output to stdout. Use a logging mixin class to customize this behavior.

See friendlyshell.basic\_logger\_mixin.BasicLoggerMixin for examples.

**Parameters** message (str) – text to be displayed

```
static help_close()
```

Extended help for close method

```
static info(message, *args, **_kwargs)
```

Displays an info message to the default output stream

Default implementation just directs output to stdout. Use a logging mixin class to customize this behavior.

See friendlyshell.basic\_logger\_mixin.BasicLoggerMixin for examples.

**Parameters** message (str) – text to be displayed

#### return\_code

error / return code generated by operations run by this shell

```
Return type int
```

```
run (*_args, **kwargs)
```

Main entry point function that launches our command line interpreter

This method will wait for input to be given via the command line, and process each command provided until a request to terminate the shell is given.

#### **Parameters**

- input\_stream optional Python input stream object where commands should be loaded from. Typically this will be a file-like object containing commands to be run, but any input stream object should work. If not provided, input will be read from stdin using input ()
- parent Optional parent shell which owns this shell. If none provided this shell is assumed to be a parent or first level shell session with no ancestry

```
run_subshell (subshell)
```

Launches a child process for another shell under this one

Parameters subshell – the new Friendly Shell to be launched

```
static warning (message, *args, **_kwargs)
```

Displays a non-critical warning message to the default output stream

Default implementation just directs output to stdout. Use a logging mixin class to customize this behavior.

```
See friendlyshell.basic_logger_mixin.BasicLoggerMixin for examples.
```

param str message text to be displayed

### friendlyshell.basic\_logger\_mixin module

Mixin for displaying output from a friendly shell

```
class friendlyshell.basic_logger_mixin.BasicLoggerMixin(*args, **kwargs)
    Bases: object
```

Mixin class, to be combined with a Friendly Shell, to direct log output to a default output stream

The assumption here is that all Friendly Shell derived classes are going to use the print(), warning() and error() methods on this class to interact with the shell, and those methods in turn will use the Python logging API to delegate output to. By default those methods should direct their output to stdout, however if a user has s need to redriect the output elsewhere - like, when running a shell in a non-interactive or headless environment - then they can easily do so by simply re-configuring the default logger for the library

Helpful links relating to logging

https://docs.python.org/2/library/logging.html#logrecord-attributes https://docs.python.org/2/library/logging.html#logging-levels

```
debug (message, *args, **kwargs)
```

Displays an internal-use-only debug message to verbose log file

**Parameters** message(str) – text to be displayed

```
error (message, *args, **kwargs)
```

Displays a critical error message to the default output stream

**Parameters** message (str) – text to be displayed

```
info(message, *args, **kwargs)
```

Displays an info message to the default output stream

**Parameters** message(str) – text to be displayed

```
warning (message, *args, **kwargs)
```

Displays a non-critical warning message to the default output stream

**Parameters message** (str) – text to be displayed

# friendlyshell.basic\_shell module

#### friendlyshell.command complete mixin module

Mixin class that adds command completion to a friendly shell

Mixin to be added to any friendly shell to add command completion

```
do_clear_history()
```

Clears the history of previously used commands from this shell

```
friendlyshell.command_complete_mixin.auto_complete_manager(*args, **kwds)
```

Context manager for enabling command line auto-completion

This context manager can be used to ensure that command completion for a Friendly Shell runner can have it's own self-defined auto-completion and command history while not affecting the global completion sub-system that may already be configured prior to running the Friendly Shell. Through the use of a context manager, we ensure the state of the command completion subsystem will be restored regardless of how the context manager was terminated.

#### **Parameters**

- **key** (str) descriptor for keyboard key to use for auto completion trigger
- callback method point for the callback to run when completion key is pressed
- **history\_file** (*str*) optional path to the history file to use for storing previous commands run by this shell. If not provided, history will not be saved.

## friendlyshell.command\_parsers module

Pre-defined command line parsers supported by Friendly Shell APIs

All Friendly Shell command lines are expected to begin with a command name, followed by 0 or more input parameters as shown below:

```
<command_token>[<parameter_tokens>]
```

The command portion of each line must map command names to Python class methods that are prefixed with the characters "do\_" (ie: "do\_exit()"). Because of this commands must meet the same naming restrictions as Python class methods. Thus most Friendly Shells line parsers will want to leverage the meth default\_command\_parser function to parse the first token of their command lines. Also, for convenience all command token parsers are expected to return a named token with the label 'command' associated with it.

The optional list of parameter tokens may satisfy whatever restrictions are desired by a particular command. Since they need not be mapped to Python class methods they do not need to be bound by the same naming rules as the command token. Finally, the list of input parameters - when provided - are expected to return a named token with the label 'params', which will define a list of 1 or more input parameters to be provided to the command.

Below you will find some helper functions that provide pre-built grammars for some common command and parameter token styles so users of the library need not always write their own.

```
friendlyshell.command_parsers.default_command_token()
    token parser that satisfies the requirements of the FShell interpreter
```

Meets the default naming requirements of the Friendly Shell interpreter, ensuring that command names may be safely mapped to Python class methods. The resulting token will be labelled 'command' as required by the Friendly Shell APIs.

```
Return type pyparsing.Parser
```

```
friendlyshell.command_parsers.default_line_parser()
Gets the default command line parser used by the Friendly Shell APIs
```

```
Return type pyparsing.Parser
```

```
friendlyshell.command_parsers.quoted_space_sep_params_token()
   Gets a token parser that supports
```

This parser expects all commands to take the following form: <command\_name>[ <optional\_param1> <optional\_param2>...]<eol>

The <command\_name> maps to a method of this class or a descendent of it with the same name but with a prefix of "do\_". As a result tokens for commands must adhere to the same restrictions as a typical Python class method.

Commands may optionally accept parameters if desired. Parameters are provided on the same line as the command and are separated by spaces. Each parameter may use any printable character since they are translated to Python strings during translation and thus need not be restricted to the same criteria as commands. Also, if a parameter needs to contain embedded spaces then it must be wrapped in quotation marks. Single or double quotes will work. Further, if you need to embed quotation marks within your string simply wrap the inner quotes with outer quotes of the opposite style.

The command token can be accessed by named attribute 'command', and the list of any parameters provided on the line can be accessed by the named attribute 'params'.

TODO: Add support for escaping quote characters when embedded in strings delimited with the same quote style, as in "hello" world"

```
Return type pyparsing.Parser
```

friendlyshell.shell\_help\_mixin module

friendlyshell.version module

# 1.1.2 Module contents

Package initialization...

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Overview

Framework for writing interactive Python command line interfaces, similar to the 'cmd' built in class.

# $\mathsf{CHAPTER}\,3$

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