
Extending and Embedding Python

Release 2.6.1

Guido van Rossum
Fred L. Drake, Jr., editor

April 06, 2009

Python Software Foundation
Email: docs@python.org

CONTENTS

A Glossary	3
B About these documents	11
B.1 Contributors to the Python Documentation	11
C History and License	13
C.1 History of the software	13
C.2 Terms and conditions for accessing or otherwise using Python	14
C.3 Licenses and Acknowledgements for Incorporated Software	17
D Copyright	25
Index	27

Release 2.6

Date April 06, 2009

This document describes how to write modules in C or C++ to extend the Python interpreter with new modules. Those modules can define new functions but also new object types and their methods. The document also describes how to embed the Python interpreter in another application, for use as an extension language. Finally, it shows how to compile and link extension modules so that they can be loaded dynamically (at run time) into the interpreter, if the underlying operating system supports this feature.

This document assumes basic knowledge about Python. For an informal introduction to the language, see *The Python Tutorial* (in *Python Tutorial*). *The Python Language Reference* (in *The Python Language Reference*) gives a more formal definition of the language. *The Python Standard Library* (in *The Python Library Reference*) documents the existing object types, functions and modules (both built-in and written in Python) that give the language its wide application range.

For a detailed description of the whole Python/C API, see the separate *Python/C API Reference Manual* (in *The Python/C API*).

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 - Automated Python 2 to 3 code translation* (in *The Python Library Reference*).

abstract base class Abstract Base Classes (abbreviated ABCs) complement *duck-typing* by providing a way to define interfaces when other techniques like `hasattr()` would be clumsy. Python comes with many builtin ABCs for data structures (in the `collections` module), numbers (in the `numbers` module), and streams (in the `io` module). You can create your own ABC with the `abc` module.

argument A value passed to a function or method, assigned to a named local variable in the function body. A function or method may have both positional arguments and keyword arguments in its definition. Positional and keyword arguments may be variable-length: `*` accepts or passes (if in the function definition or call) several positional arguments in a list, while `**` does the same for keyword arguments in a dictionary.

Any expression may be used within the argument list, and the evaluated value is passed to the local variable.

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.

bytecode Python source code is compiled into bytecode, the internal representation of a Python program in the 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.

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 will be removed in Python 3.0.

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` builtin 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 builtin 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. The term “CPython” is used in contexts 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(...):
    ...
```

See *the documentation for function definition* (in *The Python Language Reference*) 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 *Implementing Descriptors* (in *The Python Language Reference*).

dictionary An associative array, where arbitrary keys are mapped to values. The use of `dict` closely resembles that for `list`, but the keys can be any object with a `__hash__()` function, not just integers. Called a hash in Perl.

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 pythonic programming style which determines an object's type by inspection of its method or attribute signature rather than by explicit relationship to some type object (“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.

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.

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 *argument* and *method*.

`__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 values are returned to the caller using a `yield` statement instead of a `return` statement. Generator functions often contain one or more `for` or `while` loops which `yield` elements back to the caller. The function execution is stopped at the `yield` keyword (returning the result) and is resumed there when the next element is requested by calling the `next()` method of the returned iterator.

generator expression An expression that returns a generator. 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 lock used by Python threads to assure that only one thread executes in the *CPython virtual machine* at a time. This simplifies the CPython implementation by assuring that no two processes can access the same memory at the same time. 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. Efforts have been made in the past to create a “free-threaded” interpreter (one which locks shared data at a much finer granularity), but so far none have been successful because performance suffered in the common single-processor case.

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, and their hash value is 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. Good for beginners, it also serves as clear example code for those wanting to implement a moderately sophisticated, multi-platform GUI application.

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__`.

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 A container 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 builtin 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 *Iterator Types* (in *The Python Library Reference*).

keyword argument Arguments which are preceded with a `variable_name=` in the call. The variable name designates the local name in the function to which the value is assigned. `**` is used to accept or pass a dictionary of keyword arguments. 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.

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 (such as `dict`) which supports arbitrary key lookups using the special method `__getitem__()`.

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 *Customizing class creation* (in *The Python Language Reference*).

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*.

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 builtin 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.izip()` 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 *New-style and classic classes* (in *The Python Language Reference*).

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

positional argument The arguments assigned to local names inside a function or method, determined by the order in which they were given in the call. `*` is used to either accept multiple positional arguments (when in the definition), or pass several arguments as a list to a function. See *argument*.

Python 3000 Nickname for the next major Python version, 3.0 (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 *Special method names* (in *The Python Language Reference*).

statement A statement is part of a suite (a "block" of code). A statement is either an *expression* or a one of several constructs with a keyword, such as `if`, `while` or `print`.

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)`.

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.

In the online version of these documents, you can submit comments and suggest changes directly on the documentation pages.

Development of the documentation and its toolchain takes place on the docs@python.org mailing list. We're always looking for volunteers wanting to help with the docs, so feel free to send a mail there!

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.

See *Reporting Bugs in Python* for information how to report bugs in Python itself.

B.1 Contributors to the Python Documentation

This section lists people who have contributed in some way to the Python documentation. It is probably not complete – if you feel that you or anyone else should be on this list, please let us know (send email to docs@python.org), and we'll be glad to correct the problem.

Aahz, Michael Abbott, Steve Alexander, Jim Ahlstrom, Fred Allen, Amoroso, Pehr Anderson, Oliver Andrich, Heidi Annexstad, Jesús Cea Avi3n, Daniel Barclay, Chris Barker, Don Bashford, Anthony Baxter, Alexander Belopolsky, Bennett Benson, Jonathan Black, Robin Boerdijk, Michal Bozon, Aaron Brancotti, Georg Brandl, Keith Briggs, Ian Bruntlett, Lee Busby, Lorenzo M. Catucci, Carl Cerecke, Mauro Cicognini, Gilles Civario, Mike Clarkson, Steve Clift, Dave Cole, Matthew Cowles, Jeremy Craven, Andrew Dalke, Ben Darnell, Peter Deutsch, Robert Donohue, Fred L. Drake, Jr., Josip Dzolong, Jeff Epler, Michael Ernst, Blame Andy Eskilsson, Carey Evans, Martijn Faassen, Carl Feynman, Dan Finnie, Hern3n Mart3nez Foffani, Stefan Franke, Jim Fulton, Peter Funk, Lele Gaifax, Matthew Gallagher, Gabriel Genellina, Ben Gertzfield, Nadim Ghaznavi, Jonathan Giddy, Shelley Gooch, Nathaniel Gray, Grant Griffin, Thomas Guettler, Anders Hammarquist, Mark Hammond, Harald Hanche-Olsen, Manus Hand, Gerhard H3ring, Travis B. Hartwell, Tim Hatch, Janko Hauser, Thomas Heller, Bernhard Herzog, Magnus L. Hetland, Konrad Hins, Stefan Hoffmeister, Albert Hofkamp, Gregor Hoffleit, Steve Holden, Thomas Holenstein, Gerrit Holl, Rob Hooft, Brian Hooper, Randall Hopper, Michael Hudson, Eric Huss, Jeremy Hylton, Roger Irwin, Jack Jansen, Philip H. Jensen, Pedro Diaz Jimenez, Kent Johnson, Lucas de Jonge, Andreas Jung, Robert Kern, Jim Kerr, Jan Kim, Greg Kochanski, Guido Kollerie, Peter A. Koren, Daniel Kozan, Andrew M. Kuchling, Dave Kuhlman, Erno Kuusela, Thomas Lamb, Detlef Lannert, Piers Lauder, Glyph Lefkowitz, Robert Lehmann, Marc-Andr3 Lemburg, Ross Light, Ulf A. Lindgren, Everett Lipman, Mirko Liss, Martin von L3wis, Fredrik Lundh, Jeff MacDonald, John

Machin, Andrew MacIntyre, Vladimir Marangozov, Vincent Marchetti, Laura Matson, Daniel May, Rebecca McCreary, Doug Mennella, Paolo Milani, Skip Montanaro, Paul Moore, Ross Moore, Sjoerd Mullender, Dale Nagata, Ng Pheng Siong, Koray Oner, Tomas Oppelstrup, Denis S. Otkidach, Zooko O'Whielacronx, Shriphani Palakodety, William Park, Joonas Paalasmaa, Harri Pasanen, Bo Peng, Tim Peters, Benjamin Peterson, Christopher Petrilli, Justin D. Pettit, Chris Phoenix, François Pinard, Paul Prescod, Eric S. Raymond, Edward K. Ream, Sean Reifschneider, Bernhard Reiter, Armin Rigo, Wes Rishel, Armin Ronacher, Jim Roskind, Guido van Rossum, Donald Wallace Rouse II, Mark Russell, Nick Russo, Chris Ryland, Constantina S., Hugh Sasse, Bob Savage, Scott Schram, Neil Schemenauer, Barry Scott, Joakim Sernbrant, Justin Sheehy, Charlie Shepherd, Michael Simcich, Ionel Simionescu, Michael Sloan, Gregory P. Smith, Roy Smith, Clay Spence, Nicholas Spies, Tage Stabell-Kulo, Frank Stajano, Anthony Starks, Greg Stein, Peter Stoehr, Mark Summerfield, Reuben Sumner, Kalle Svensson, Jim Tittsler, David Turner, Ville Vainio, Martijn Vries, Charles G. Waldman, Greg Ward, Barry Warsaw, Corran Webster, Glyn Webster, Bob Weiner, Eddy Welbourne, Jeff Wheeler, Mats Wichmann, Gerry Wiener, Timothy Wild, Collin Winter, Blake Winton, Dan Wolfe, Steven Work, Thomas Wouters, Ka-Ping Yee, Rory Yorke, Moshe Zadka, Milan Zamazal, Cheng Zhang.

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 <http://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 <http://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 <http://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 <http://www.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
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2002-2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2003	PSF	yes
2.3.3	2.3.2	2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	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

PSF LICENSE AGREEMENT FOR PYTHON 2.6.1

1. This LICENSE AGREEMENT is between the Python Software Foundation ("PSF"), and the Individual or Organization ("Licensee") accessing and otherwise using Python 2.6.1 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 2.6.1 alone or in any derivative version, provided, however, that PSF's License Agreement and PSF's notice of copyright, i.e., "Copyright © 2001-2009 Python Software Foundation; All Rights Reserved" are retained in Python 2.6.1 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 2.6.1 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 2.6.1.
4. PSF is making Python 2.6.1 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 2.6.1 WILL NOT INFRINGE ANY THIRD PARTY RIGHTS.
5. PSF SHALL NOT BE LIABLE TO LICENSEE OR ANY OTHER USERS OF PYTHON 2.6.1 FOR ANY INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES OR LOSS AS A RESULT OF MODIFYING, DISTRIBUTING, OR OTHERWISE USING PYTHON 2.6.1, 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. 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 2.6.1, Licensee agrees to be bound by the terms and conditions of this License Agreement.

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.

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.

ACCEPT 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.keio.ac.jp/matumoto/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
```


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 Profiling

The profile and pstats modules contain the following notice:

Copyright 1994, by InfoSeek Corporation, all rights reserved.
Written by James Roskind

Permission to use, copy, modify, and distribute this Python software and its associated documentation for any purpose (subject to the restriction in the following sentence) 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 InfoSeek not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission. This permission is explicitly restricted to the copying and modification of the software to remain in Python, compiled Python, or other languages (such as C) wherein the modified or derived code is exclusively imported into a Python module.

INFOSEEK CORPORATION DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS. IN NO EVENT SHALL INFOSEEK CORPORATION 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.3.8 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.3.9 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.3.10 XML Remote Procedure Calls

The xmlrpc.lib 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.3.11 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.3.12 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.

COPYRIGHT

Python and this documentation is:

Copyright © 2001-2008 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.

INDEX

Symbols

..., 3
__future__, 5
__slots__, 8
>>>, 3
2to3, 3

A

abstract base class, 3
argument, 3
attribute, 3

B

BDFL, 3
bytecode, 3

C

class, 3
classic class, 3
coercion, 3
complex number, 4
context manager, 4
CPython, 4

D

decorator, 4
descriptor, 4
dictionary, 4
docstring, 4
duck-typing, 4

E

EAFP, 4
expression, 5
extension module, 5

F

finder, 5
function, 5

G

garbage collection, 5
generator, 5
generator expression, 5
GIL, 5
global interpreter lock, 5

H

hashable, 5

I

IDLE, 6
immutable, 6
importer, 6
integer division, 6
interactive, 6
interpreted, 6
iterable, 6
iterator, 6

K

keyword argument, 6

L

lambda, 7
LBYL, 7
list, 7
list comprehension, 7
loader, 7

M

mapping, 7
metaclass, 7
method, 7
mutable, 7

N

named tuple, 7
namespace, 7
nested scope, 7
new-style class, 7

O

object, 8

P

positional argument, 8

Python 3000, 8

Python Enhancement Proposals

 PEP 302, 5, 7

 PEP 343, 4

Pythonic, 8

R

reference count, 8

S

sequence, 8

slice, 8

special method, 8

statement, 8

T

triple-quoted string, 8

type, 9

V

virtual machine, 9

Z

Zen of Python, 9