
Python Tutorial

Release 2.6.1

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April 06, 2009

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Date April 06, 2009

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms.

The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, <http://www.python.org/>, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation.

The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications.

This tutorial introduces the reader informally to the basic concepts and features of the Python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self-contained, so the tutorial can be read off-line as well.

For a description of standard objects and modules, see the Python Library Reference document. The Python Reference Manual gives a more formal definition of the language. To write extensions in C or C++, read *Extending and Embedding the Python Interpreter* and *Python/C API Reference*. There are also several books covering Python in depth.

This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in the Python Library Reference.

The *Glossary* is also worth going through.

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

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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

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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).
```

```
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<http://www.math.keio.ac.jp/matumoto/emt.html>
email: matumoto@math.keio.ac.jp

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/>.

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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

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```

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

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