

# resourceSet module

`resourceSet.RS_from_xml(tree)`

function for xml parsing which return a ResourceSet

**Parameters:** *tree* (*ElementTree*) – tree is a node of a resourceSet

**Returns:** Resource creatinf

**Return type:** [ResourceSet](#)

`resourceSet.R_toxml(r)`

function for parsing node into a xml

**Parameters:** *r* ([Resource](#)) – Resource

**Returns:** a node from Element tree

**Return type:** Element tree

`class resourceSet.Resource(typ=None, prop=None, name=None, host=None)`

Bases: [object](#)

Class Resource

Attributes:

type type of the resource of type string properties properties of the resources of type dict

`__dict__ = dict_proxy({'gw': <function gateway at 0x7fde24e10b18>, 'make_taktuk_command': <function`

```
make_taktuk_command at 0x7fde24e10c80>, '__module__': 'resourceSet', '__str__': <function __str__ at 0x7fde24e10758>, 'corresponds': <function corresponds at 0x7fde24e10938>, 'name_equal': <function name_equal at 0x7fde24e107d0>, 'job': <function job at 0x7fde24e10c08>, 'gw_ssh_user': <function gw_ssh_user at 0x7fde24e108c0>, 'gateway_equal': <function gateway_equal at 0x7fde24e10b90>, '__dict__': <attribute '__dict__' of 'Resource' objects>, 'copy': <function copy at 0x7fde24e109b0>, '__eq__': <function __eq__ at 0x7fde24e10a28>, 'gateway': <function gateway at 0x7fde24e10b18>, '__init__': <function __init__ at 0x7fde24e93c80>, 'name': <function name at 0x7fde24eae050>, '__weakref__': <attribute '__weakref__' of 'Resource' objects>, 'host': <function host at 0x7fde24e10cf8>, 'ssh_user': <function ssh_user at 0x7fde24e10848>, 'eql': <function eql at 0x7fde24e10aa0>, '__doc__': '\n Class Resource \n\n Attributes:\n type type of the resource of type string\n properties properties of the resources of type dict\n\n }')¶
```

`__eq__(res)`[¶](#)

Equality, Two Resource objects are equal if they have the same type and the same properties as well.

**Returns:** result of the test

**Return type:** boolean

`__init__(typ=None, prop=None, name=None, host=None)`[¶](#)

Creates a new Resource Object.

**Parameters:**

- **typ** ([string](#)) – the type of the object could be “node” or “Resource\_set”
- **prop** ([dict](#)) – object property
- **name** ([string](#)) – String name
- **host** (*execo.host*) – Host to convert

**Returns:**

Resource Object

**Return type:**

[Resource](#)

**Example:**

```
>>> r = Resource("node",name="toto")  
<resourceSet.Resource object at .... >
```

[\\_\\_module\\_\\_ = 'resourceSet'](#)

[\\_\\_str\\_\\_\(\)](#)

Return the name of the resource.

**Returns:** the name of the resource

**Return type:** [str](#)

call with `str(obj)`

**Example:**

```
>>> str(r)  
toto
```

[\\_\\_weakref\\_\\_](#)

list of weak references to the object (if defined)

[copy\(\)](#)

Creates a copy of the resource object.

**Returns:** copy of the resource

**Return type:** Resource object

`corresponds(props)`

check if a resource corresponds to the props

Also test whenever a value of the properties are callable: test the callable value with key as an argument

**Parameters:** `prop` (*dict*) – object property

**Returns:** True if the resource have the same properties than the parameters

**Return type:** Bool

`eq1(res)`

Equality, Two Resource objects are equal if they have the same type and the same properties as well.

**Returns:** true if self and other are the same object.

**Return type:** boolean

`gateway()`

Returns the name of the gateway

**Returns:** Returns the name of the gateway

**Return type:** [string](#)

`gateway_equal(host)`

set the getaway

**Parameters:** `host` ([string](#)) – host to be set

`gw()`

Returns the name of the gateway

**Returns:** Returns the name of the gateway

**Return type:** [string](#)

`gw_ssh_user()`

Return propertie `gw_ssh_user`.

**Returns:** properties `gw_ssh_user`.

`host()`

try to convert the ressource as an execo host use the properties : gateway, user, keyfile and port default gateway is localhost.

**Returns:** an execo Host

**Return type:** `execo.Host`

`job()`

get the id of the resource

**Returns:** Returns id

**Return type:** [int](#)

`make_taktuk_command(cmd)`

Use to make the list of machines for

**Returns:** the taktuk command

**Return type:** [string](#)

`name()`

Return the name of the resource.

**Returns:** the name of the resource

**Return type:** [str](#)

`name_equal(name)`

Sets the name of the resource.

**Parameters:** **name** ([string](#)) – String name

`ssh_user()`

Return propertie ssh\_user.

**Returns:** propertie ssh\_user.

`class resourceSet.ResourceSet(name=None)`

Bases: [resourceSet.Resource](#)

Class ResourceSet heret from Resource

## Attributes:

type (inherit from Resource) type of the resource of type string properties (inherit from Resource)  
properties of the resources of type dict Resource list of the resources resources\_files

## `__eq__(set)`

test if current set are equal with parameter

**Parameters:** `set (ResourceSet or Resource)` –

**Returns:** result of the test

**Return type:** boolean

Note

can be called the python way with `==`

## `__getitem__(index)`

Returns a subset of the ResourceSet.

**Parameters:** `index` – [Range] Returns a subset specified by the range, [String] index Returns a subset which is belongs to the same cluster, [Integer] Returns just one resource .

**Returns:** a ResourceSet object

**Return** [ResourceSet](#)

**type:**

**Example:**

```
>>> all[range(1,6)] #extract resources from 1 to 5
>>> all["lyon"] #extract the resources form lyon cluster
>>> all[0] #return just one resource.
```

## Note

It can be used with a range(or int list) as a parameter or a string .

## Warning

Raise StopIteration if call with a wrong parameter or looking for an inexistant resource.

`__init__(name=None)`

Creates a new ResourceSet Object.

**Parameters:** `name` (*string*) – String name

**Returns:** ResourceSet Object

**Return type:** [ResourceSet](#)

**Example:**

```
>>> r = ResourceSet("node",name="toto")
<resourceSet.ResourceSet object at .... >
```

`__len__()`

Returns the number of node in the ResourceSet

can be called the python way : `len(resourceSet)`

**Returns:** the number of resources

**Return type:** Integer

`__module__ = 'resourceSet'`

`__ne__(set)`



test if current set are non equal with parameter

**Parameters:** *set (ResourceSet or Resource)* –

**Returns:** result of the test

**Return type:** boolean

Note

can be call the python way with !=

`append(resource)`

Add a Resource object to the ResourceSet

**Parameters:** *resource* – the resource or ResourceSet to add to the attributes resources of the current resourceSet

:type resource : Objet ( can be Resource or ResourceSet ) named append to stick with the use python function

`copy()`

Creates a copy of the ResourceSet Object :return: ResourceSet Object :rtype: ResourceSet

`delete(resource)`

delete all resources equal to the parameters resource return None if it has failed to found one

**Parameters:** *resource (ResourceSet or Resource)* – the resource which have to be deleted

**Returns:** the last resource deleted or None if none found

**Return type:** [Resource](#)

`delete_first(resource)`

delete the first resource equal to the parameters resource return None if it has failed to found the resource

**Parameters:** **resource** (*ResourceSet or Resource*) – the resource which have to be deleted

**Returns:** the resource or None if none found

**Return type:** [Resource](#)

`delete_first_if(block=None)`

delete the first resource which return True with the given function in the block parameter return None if it has failed to found the resource

**Parameters:** **block** (*callable object*) – function or lambda function which take a resource in parameter and return Boolean

**Returns:** the resource or None if none found

**Return type:** [Resource](#)

`delete_if(block=None)`

delete all resource which return True with the given function in the block parameter return None if it has failed to found the resource

**Parameters:** **block** (*callable object*) – function or lambda function which take a resource in parameter and return Boolean

**Returns:** the last resource or None if none found

**Return** [Resource](#)  
**type:**

`each(type=None, block=None)`[¶](#)

Browse the resourceSet .

This goes until the size of the ResourceSet.

**Parameters:**

- **type** ([string](#)) – the type of the object could be either “node” or “Resource\_set”
- **block** (*callable object*) – function or lambda function which will be call on every resource

Note

this kind of resource browsing stick more with ruby functionality than python one because Bloc are limited in python prefer a “for resource in ResourceSetIterator(self, “node”) ” to browse every node

`each_slice(type=None, slice_step=1, block=None)`[¶](#)

Creates groups of increasing size based on the slice\_step paramater.

This goes until the size of the ResourceSet.

**Parameters:**

- **type** ([string](#)) – the type of the object could be either “node” or “Resource\_set”
- **slice\_step** (*int or function*) – int or function or lambda function which explicit the way how resources are browsed
- **block** (*callable object*) – function or lambda function which will be call on every resource

## Note

this kind of resource browsing stick more with ruby fonctionnality than python one because Bloc are limited in python

```
each_slice_array(slices=1, block=None)¶
```

```
each_slice_double(type=None, block=None)¶
```

Browse the resourceSet two per two .

This goes until the size of the ResourceSet.

### Parameters:

- **type** (*string*) – the type of the object could be either “node” or “Resource\_set”
- **block** (*callable object*) – function or lambda function which will be call on every resource

## Note

this kind of resource browsing stick more with ruby fonctionnality than python one because Bloc are limited in python

```
each_slice_power2(type=None, block=None)¶
```

Browse the resourceSet exponentialy .

This goes until the size of the ResourceSet.

### Parameters:

- **type** (*string*) – the type of the object could be either “node” or “Resource\_set”
- **block** (*callable object*) – function or lambda function which will be call on every

## resource

### Note

this kind of resource browsing stick more with ruby fonctionnality than python one because Bloc are limited in python

`eq1(set)`

Equality between to resoruce sets.

**Parameters:** `set` (*ResourceSet* or *Resource*) –

**Returns:** result of the test

**Return type:** boolean

`first(type=None)`

Return the first element which is an object of the Resource Class

**Parameters:** `type` (*string*) – the type of the object could be “node” or “Resource\_set”

**Returns:**

**Return type:** [Resource](#)

`flatten(type=None)`

Puts all the resource hierarchy into one ResourceSet.

**Parameters:** `type` (*string*) – the type of the object could be either “node” or “Resource\_set”

**Returns:** the ResourceSet with all resource faltened

**Return type:** [ResourceSet](#)

`flatten_not(type=None)`[¶](#)

flatten the current resourceSet

**Parameters:** `type` ([string](#)) – the type of the object could be either “node” or “Resource\_set”

See also

`flatten`

`hosts()`[¶](#)

try to convert the resourceSet as a list of execo host use the properties : gateway, user, keyfile and port default gateway is localhost.

**Returns:** a list of execo Host

**Return type:** list of execo.Host

`make_taktuk_command(cmd)`[¶](#)

Creates the taktuk command

Creates the taktuk command to execute on the ResourceSet It takes into account if the resources are grouped under different gatways in order to perform this execution more efficiently.

..todo:: verify this function

`select(type=None, props=None, block=None)`[¶](#)

select every resource of the given type which correspond to the props or the block ( see warnings ) and wrap it in a ResourceSet

### Parameters:

- **type** ([string](#)) – the type of the object could be “node” or “Resource\_set”
- **props** ([dict](#)) – props which the resource should correspond to
- **block** (*function or lambda function which return boolean*) – function or lambda function which return boolean

### Returns:

return a ResourceSet with all the resources which are selected

### Return

type: [Resource](#)

### Example:

```
>>> r2 = r.select('node',block = (lambda x : x.name()=='tutu'))
>>> r1 = r.select('node',({'name': 'tutu'}))
r1 = r2
```

See also

correspond

Warning

if both parameters props and block are given only props will be treated

`select_resource(props)`[¶](#)

Return the first element which correspond to the properties given in parameters

**Parameters:** **props** ([string](#)) – props which the resource should correspond to

**Returns:** return the selected Resource Object

**Return type:** [Resource](#)

`to_resource()`

Returns a resource or an array of resources.

**Returns:** a resource or array of resources

**Return type:** [Resource](#)

`uniq()`

Returns a ResourceSet with unique elements.

**Returns:** ResourceSet with unique elements

**Return type:** [ResourceSet](#)

`uniq_aux()`

Returns same ResourceSet with unique elements.

**Returns:** same ResourceSet with unique elements

**Return type:** [ResourceSet](#)

`class resourceSet.ResourceSetIterator(resource_set, type=None)`

Bases: [object](#)

Class ResourceSet heret from Resource



it will look in every resourceSet contained in the initial resourceSet usefull to make a resourceSet iterable see example

#### Attributes:

current : index for the '( <current element iterator : a resourceSet element to browsset element from a sub resourceSet resource\_set: initial resoureSet type : type of the init resourceSet

#### Example:

```
>>> from resourceSet import *
>>> resource_set = parser_xml("resourceSet.xml")
>>> for i in ResourceSetIterator(resource_set :
>>>     print i
node1
node2
node3
node4
```

`__init__(resource_set, type=None)`

Creates a new Resource Object.

#### Parameters:

- **resource\_set** (*dict*) – resourceset on which the iterator will be created
- **typ** (*string*) – the type of the object could be “node” or “Resource\_set”

#### Returns:

Resource Object

#### Return type:

[Resource](#)

Note

if no type are given it will give every kind of object contained

`__iter__()`

method to make ResourceSetIterator iterable

`__module__ = 'resourceSet'`

`next()`

place the index current on the next element and return it

**Returns:** the next resource

**Return type:** resource of the same type as the attributes type

**Example:**

```
it = ResourceSetIterator(resource_set,"node") try : it.next() except StopIteration : ...
```

Warning

Raise a Stopiteration at the end

`resource()`

Give the current resource

**Returns:** the current resource

**Return type:** resource of the same type as the attributes type

`resourceSet.Rs_toxml(rs)`

function for parsing node into a xml

**Parameters:** `r` ([ResourceSet](#)) – ResourceSet

**Returns:** a node from Element tree

**Return type:** Element tree

`resourceSet.parser_xml(path)`

function to creat a ResrouceSet from an xml file

**Parameters:** `path` ([string](#)) – the path of the xml file

**Returns:** the ResourceSet created

**Return type:** [ResourceSet](#)

**Example:**

```
>>> parser_xml('xml/rs1.xml')
<resourceSet.Resource object at .... >
```

`resourceSet.prettify(elem)`

Return a pretty-printed XML string for the Element. function taken from the site :

<https://pymotw.com/2/xml/etree/ElementTree/create.html>

`resourceSet.res_from_xml(tree)`

function for xml parsing which return a Resource

**Parameters:** `tree` ([ElementTree](#)) – tree created with element tree

**Returns:** Resource creatinf

**Return type:** [Resource](#)

`resourceSet.xml_writer(r)`

function to create xml data from a node

**Parameters:** `r` (*ResrouceSEt*) – ResrouceSet

**Returns:** the xml created

## Related Topics

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