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```
#! /usr/bin/eps python3 "" "command line interface at diflib.py that provides defs in four formats: * ndiff: list each line and highlights interlinated changes. * Context: highlights changes clusters in a first format / later. * Unified: highlights changes clusters in an online format. * HTML: generates the comparison on the side with the comparison with the modification of the salient points. "" "Import sys, OS, diflib, argparse from Datetime Import DateTime, Timezone def file_mtime: t = datetime.fromtimestamp (os.stat (route) .st_mtime, timezone.utc) returns t.astimezone (). ISOFORMAT () DEF MAIN (): parser = argparse.ArgumentParser () parser.add_argument ('-c', action = 'store true', default = false, help = 'produces a deflay context format (default)') parser.add_argument ('-u', action = 'store true', default = false, help = 'produces a unified format parser.add_argument ('-M', action = 'store true', default = false, help = 'Produces HTML Side Side diff' (can use -be -l in conjunction) ) parser.add_argument ('-n', action = 'store true', default = false, help = 'produces an ndiff format diff') parser.add_argument ('-l', '-lines', type = int, default = 3, help = 'set number of context lines (default 3)') parser.add_argument ('FROMFILE') parser.add_argument ('TOFILE') options = parser.parse_args (n = options.lines fromfile = options.fromfile tofile = options.tofile Dadate = file_mtime (fromfile) todate = file_mtime (tofile) with Open (fromfile) as FF: Dalines = FF.readlines () with open (tofile) As TF: Tolines = TF.readlines () if options.u: diff = diflib.unified_diff (fromes, tooles, fromfile, toofile, regulations, todate, n = n) elif options: diff = diflib.ndiff (from Frome, tooles) options elif m: diff = diflib.htmldiff (). Make File (Dalines, As TF: Tolines, Flate, Tofile, Context = Options, C, NUMLINES = n) Else: diff = diflib.conText_diff (from fromline, todate, fromfile, toofile, Fromdate, todate, n = n) sys.stdout.wretelines (diff) If __Name__ == '__main__': Page () 2 The IO module offers the main Python structures to address various types of I / O. There are three main types of I / O: 1 / O text, I / O raw binary and I / O. These are generic categories and various support stores can be used for each of them. A concrete object belonging to one of these categories is called a file object. Other common terms are stream and similar to file. Regardless of its category, each concrete streaming object will also have various functionality: it can be read only, only writing or reading-writing. They can also allow arbitrary access to random (forward or backward search to any position) or only sequential access (for example in the case of a socket or pipe). All flows are attentive to the type of data from them. For example, giving a STR object to the Write () method of a binary flow will raise a TypeError. Then give a byte object to the writing method () of a text stream. I / O text expects and produces str. Objects. This means that whenever the support store has been natively made of byte (as in the case of a file), the data coding and decoding are made transparently and the optional translation of the specific newline characters of the platform. The simplest way to create a text flow is open (), optionally specifying a coding: F = Open ("myfile.txt", "R", encoding = "UTF-8") The text streams in memory are Also available as StringIO Objects: F = StringIO ("Some initial text data) The text flow API is described in detail in the Textiobase documentation. I / O Binary (also called I / O buffered) includes objects similar to bytes and produces byte objects, no translation of coding, decoding or newline is performed. This category of flows can be used for all types of Not text and even when the text data management manual is desired. The easiest way to create a binary flow is open () with 'B' in the string of the mode: F = Open ("myfile.jpg", "RB") The binary streams in memory are also available as bytestium objects: f = Lbytesio (b "some initial binary data: x00x01") The binary flow bee is described in detail in Bufferbase documents. Other library modules can provide additional ways to create text or binary flows. See the socket, Socket, makefile () For example. I / O Raw (also called I / Obuffered) is generally used as a low-level building block for binary and text flows; It is rarely useful to directly manipulate a raw flow from the user code. However, you can create a raw flow by opening a file in binary mode with buffering disabled: f = open ("myfile.jpg", "rb", buffering = 0) the RAW Stream API is described in detail in the documents of Rawiobase. I.default_buffer_size an int containing the default buffer size used by the module's I / O classes. Open () Use the BLKIZE file (as obtained from OS.STAT ()) if possible. io.Open (file, mode = "R", buffering = -1, encoding = none, errors = no one, newline = none, closefd = true, can opener = none) A ¶ This is an alias for the function Builden Open (). This function raises an open auditing event with the path, the modality and the flags of the topics. The arguments of the mode and flags may have been modified or deducted from the original call. io.Open Code (route) A¶¶ Opens the file supplied with the 'RB' mode. This function should be used when the intent is to treat content as an executable code. The path should be a str and an absolute path. The behavior of this function can be overwritten by a previous call to Pyfile.Setopencodehook (). However, assuming that the path is a string path and an absolute path, open_code (path) should always behave the same as open (path, "RB"). Prevail the behavior is intended for additional validation or pre-processing of the file. Exception I.BlockingIOErrorA¶¶ This is a compatibility alias for the built-in blockingioerror exception. Exception I.UnsupportedOperation A hereditary exception that inherits OSERROR and VALUEERROR which is raised when an unsupported operation is called on a flow. The implementation of I / O flows is organized as a hierarchy of lessons. The first abstract basic classes (ABCS), which are used to specify the various categories of flows, thus concrete classes that provide standard flow implementations. Note The abstract base classes also provide predefined implementations of some methods in order to help the implementation of concrete streaming classes. For example, bufferiobase provides unqualified reading () and Readline () implementations. At the top of the I / O hierarchy is the abstract base class IOBASE. Defines the basic interface to a stream. Note, however, that there is no separation between reading and writing to flows. Implementations are authorized to raise a non-support work if they do not support a given operation. The Rawiobase ABC extends Iobase. This is reading and writing by byte to a stream. Rawiobase Subclasses file to provide a file interface in the machine file system. The ABC BufferioBase extends Iobase. He deals with buffering on a raw binary flow (Rawiobase). Its subclasses, bufferedWriter, bufferedreader and raw buffer buffer buffer and bufferedrdwpair flows that are legible, writing and be readable and written, respectively. Bufferedrandom provides a buffered interface for search flows. Another Bufferibase subclass, bytestium, is a stream of in-memory bytes. The TextureSobase ABC extends Iobase. It deals with flows whose bytes represent the text and handles the encoding and decoding it and for the strings. Textiowrapper, which extends Textiobase, is a buffered text interface on a buffered raw stream (bufferedibaase). Finally, tightening is a stream in memory for the text. The names of the topics do not make of the specification, and only the opening arguments () are intended to be used as keyword topics. The following table summarizes the ABCS provided by the IO module: ABC Inherited Methods Stub Mixin Methods and properties Iobase File, Search and Truncated Close, Closed, __enter__, __Exit__, Flush, Isatty, __iter__, __Next__, Readable, Readline, Readlines, Seedible, DÃ¬, writing and written Iobase Iobase Rawiobase and write inherited IOBASE methods, read EE Detach, reading, reading1 Iobase, reading, reading1 and writing Iobase Iobase methods inherited, reading and reading1 textiobase Iobase detail, read, readline and writing Iobase Iobase methods, coding, errors and newlines class Iobase "for raw binary flows. The abstract base class for the whole O lessons, acting on byte flows. There is no public manufacturer. This class provides empty abstract implementations for many methods; The derived classes can selectively ignore; The default implementations represent a file that cannot be read, written or sought. Although Iobase does not declare law () or write () because their signatures will vary, implemētations and clients should consider those methods part of the interface. In addition, implementations can increase a ValueError (or unsupported operation) when operations do not support are called. The basic type used for read or written binary data on a file is byte. Other objects similar to bytes are also accepted as method topics. The I / O lessons of text work with data str. Note that calling any method (even investigations) on a closed flow is not defined. Implementations can increase the ValueError in this case. IOBASE (and its subclasses) supports the iterator protocol, which means that an IOBASE object can be hyperalized for the transfer of lines into a stream. The lines are slightly defined differently depending on whether the flow is a binary flow (yield bytes) or a text stream (shifting strings). See Readline () below. IOBASE is also a context manager and therefore supports the declaration with the declaration. In this example, the file is closed after the declaration suite is over ... even if an exception occurs: with open ("spam.txt", "W") as a file: file.write ("Spam and eggs!") IOBASE provides these attributes and data methods: Close () A¶¶ Wash and close this flow. This method has no effect if the file is already closed. Once the file has been closed, any operation on the file (for example reading or writing) will raise a ValueError. For comfort, it is allowed to call this method more than once; Only the first call, however, will have an effect. Closed is true if the file is closed. FileVo () A¶¶ Return the file descriptor below (an integer) flow if it exists. A OSERROR is raised if the object I do not use a file descriptor. Flush () A¶¶ Wash flow writing buffers if applicable. This does nothing for read-only flows and not blocking. ISATTY () A¶¶ Returns true if the flow is interactive (ie, connected to a terminal / tty device). Readable () A¶¶ Returns true if the flow can be read by. If false, reading () will increase Oserror. Readline (Size = -1) A ¶ Read and return a row from the flow. If the size is specified, to most bytes of sizes you will be read. The line terminator is always B "" for binary files; For text files, you can use the Newline topic () to select the recognized line terminator. Readnes (suggestion = -1) A ¶ Read and return a list of lines from the flow. The suggestion can be specified to check the number of lines leaves; no longer lines are read if the total size (in bytes / characters) of all the higher lines to exceed the suggestion. The suggestion values of 0 or less, as well as anyone, are treated as no suggestions. Note that it was already possible to iterate on file objects using for the file line in the file: ..., without call file. Readlines () Search (offset, from where = SEEK SET) A¶¶ Change the position of the flow to the offset provided by read. Offset is interpreted with respect to the position indicated by which. The default value for where it is SEEK SET. The values for where they are: SEEK SET or 0 A ¶ â¬ flow (the default value); Offset must be zero or positive seek, cur or 1 A ¶ â¬ "current flow position; offset can be negative seek, end or 2 A ¶ â¬ "fine of the flow; Offset is usually negative Returns the new absolute position. New in version 3.1: The constants seek __. New in version 3.3: Some operating systems could support additional values, such as OS.SEK HOLE or OS.SEK DATA. Valid values for a file may depend on being opened in text or binary mode. Injective () A ¶ yield yield If the flow supports random access. If false, search (), tell () and truncated () increase oserror. DÃ¬ () A¶¶ Return the current flow position. Trunk (size = no one) resizes the flow to the size indicated in bytes (if the size is not specified). The current location of the flow has not changed. This downsizing can extend or reduce the size of the current file. In case of extension, the contents of the new file depend on the platform (on most systems, additional bytes are full of zero). The new file size is returned. Modified in version 3.5: Windows now fill up with zero files when extending. Writable () A¶¶ Returns true if the flow supports writing. If false, write () and trunk () increase oserror. Writelines A ¶ Write a list of lines on the flow. The line separators are not added, so it is normal for each of the lines provided to have a line separator at the end. _Del _ () Prepare for the destruction of objects. IOBASE provides a default implementation of this method that calls the instance closing method (). Base class base I rawiobase "for raw binary flows. Inherited IOBASE. There is no public manufacturer. Raw binaries generally provide low-level access to a device or API below or does not try to evaluate it. In high-level primitives (this feature is performed higher in buffered binary flows and text flows, described later this page). Rawiobase provides these methods in addition to those of IObase: read (size = -1) A¶¶ Read up to the bytes of sizes from the object and return them. As a comfortable, if the size is not specified or -1, all bytes until EOFs are returned. Otherwise, only a system call is carried out. They can be returned less than the bytes of the size if the call of the operating system returns less than the bytes of dimensions. If 0 bytes are returned and the size was not 0, this indicates the end of the file. If the object it is in a non-blocking mode and no bytes are available, no one is returned. The default implementation differs to Readall () and Ready (). Readall () A ¶ Read and return all bytes from the stream up to EOF, using more calls on the flow if necessary. Read () B Read bytes in a pre-assigned and written bytes object similar to Bytes B and return the number of read bytes. For example, b could be a bytearray. If the object is in the non-blocking mode and no bytes are available, no one is returned. Write (b) A¶¶ Write the object similar to a given byte, B, to the underlying raw flow and return the number of written bytes. This can be less than the length of B in bytes, depending on the specifications of the underlying raw flow, and above all if it is in no blocking mode. No one is returned if the raw flow is set to not block and no single byte could be promptly written to it. The caller can release or change B after this method returns, then the implementation should only access B when calling the method. Class IO.BufFerredioBase A ¶ Base class for binary flows that support a kind of buffering. Inheritance Iobase. There is no public manufacturer. The main difference with Rawiobase is that the methods read () and Ready () and write () will try (respectively) to read more input as requested or to consume all the production date, at the expense of creating more than one system call. Furthermore, these methods can increase the blockingioerror if the underlying raw stream is in a non-blocking mode and cannot take or give enough data; Unlike Rawiobase counterparts, they will never return one. Furthermore, the reading method () has a default implementation that spreads to Ready (). A typical implementation of bufferiobase should not inherit from an implementation of Rawiobase, but wrap from one, such as the bufferedriter and the bufferedreader. BufferioBase provides or overwrites these attributes and methods of data in addition to those from IOBASE: Raw A¶¶ The underlying raw flow (an instance of Rawiobase) deals with Bufferibase. This is not part of the bufferiobase API and may not exist on some implementations. Disconnect () A ¶ Separate the raw flow underlying by Buffer and return it. After the raw stream has been detached, the buffer is in an unusable state. Some buffers, such as bytestium, do not have the concept of a single RAW flow to return from this method. They work not supported operation. Read (size = -1) A¶¶ Read and return to the bytes of dimensions. If the topic is omitted, no or negative, the data is read and returned until EOF is reached. An empty bytes object is returned if the flow is already in EOF. If the topic is positive, and the underlying raw flow is not interactive, multiple clearings can be released more readings to meet bytes count (unless EOF is reached before). But for interactive raw flows, at most a RAW reading will be issued and a brief result does not imply that EOF is imminent. A blockingioerror is raised if the raw flow below is in the non-blocking mode and has no data available at the moment. Read1 (|size|) Read and return the size bytes, with a maximum of a call to the reading method (or readinto ()) below () (or Readinto ())). This can be useful if you are implementing your buffering on top of a bufferbase object. If the size is -1 (the default value), an arbitrary byte number is returned (more than zero unless EF is reached). Read () B Read bytes in a pre-assigned bytes object, writable-similar to bytes B and return the number of read bytes. For example, b could be a bytearray. I like reading () multiple readings can be released to the underlying raw flow, unless the latter is interactive. A blockingioerror is raised if the raw flow below is in the non-blocking mode and has no data available at the moment. Readinto1 (b) A¶¶ Read the bytes in a pre-assigned bytes object, writable-similar to bytes B, using a call to the reading method (or readinto ()) () (or Readinto ())). Return the number of read bytes. A blockingioerror is raised if the raw flow below is in the non-blocking mode and has no data available at the moment. Write (b) A¶¶ Write the object similar to a given byte, B and return the number of written bytes (always equal to the length of B in bytes, as if the writing fails a oserror will be relieved). Depending on the actual implementation, these bytes can be easily written on the underlying or detained flow in a buffer for performance and latency reasons. When it is in non-bloking mode, a blockingioerror is raised if the data needed to be written on the raw flow but could not accept all the data without blocking. The caller can release or change B after this method returns, then the implementation should only access B when calling the method. CLASS IO.FILIO (NAME, MODE = 'R', CLOSEFD = TRUE, OPENER = NONE) A¶ A raw binary flow that represents an operating level file containing byte data. Rubase inheritance. The name can be one of two things: a string of characters or a byte object that represent the path to the file that will be opened. In this case, it is necessary to be true (the default value) otherwise an error will be raised. An integer that represents the number of an existing operating level file descriptor to which the resulting files object will be accessed. When the File object is closed, this FD will also closed, unless it is set to false. The mode can be "R", "W", "X" or "A" for reading (default), writing, exclusive or added creation. The file will be created if it does not exist when it has not been opened for writing or adding; it will be truncated when it was opened for writing. FileExistError will be relieved if it already exists if inaugurated for creation. The opening of a file for creation implies writing, so this it behaves similarly to "W". Add a '+' to the mode to allow simultaneous reading and writing. Read () (when calling with a positive topic), reading methods () and writing () on this class will only make a system call. A personalized door opener can be used by passing a canable can opener. The file descriptor below for the file object is then obtained by registering the opening with (name, flags). The can opener must return an open file descriptor (passing os.Open as Opener results in similar designs similar Passing anyone). The newly created file is not inherited. See the integrated Open () function for examples on the use of the Open parameter. Modified in version 3.3: The Opener parameter has been added. The 'X' mode has been added. Modified in version 3.4: the file is now uninheritable. (Paseo provides these data attributes in addition to those from Rawiobase and IObase: mode Use the name of the manufacturer. Name "The file name. This is the file file descriptor when no name is indicated in the manufacturer. The buffered I / O flows provide a level inheritance higher than an I / O device compared to the I / O Raw. Class Lbytesio (initial bytes) A¶ A binary flow that uses a in-memory byte buffer. Inheritance bufferizable. The buffer is discarded when the closed method is called (). The optional initial topic bytes is a Object similar to byte that contains initial data. Bytestium provides or overwrites these methods in addition to those from bufferedibaase and IOBASE: GetBuffer () A¶¶ Return a readable and writable view on the contents of the buffer without copying them. In addition, mutating the view will update in Transparent way the contents of the buffer: >>> b = io.bytesio (b "abcdef") >>> view = b.getbuffer () >>> View [2: 4] = b "56" >>> b. GetValue () B'ab56EF "Note until the view exists, the Bytestium object cannot be reduced OC Hioso. GetValue () A¶¶ The return bytes containing the entire contents of the buffer. Read1 (|size|) A¶¶ In bytestium, this is the same as reading (). Modified in version 3.7: the size argument is now optional. Readed1 (b) A¶¶ In Bytesio, this is the same as Ready (). CLASS IO.BUFFEREDReader (RAW, buffer_size = default_buffer_size) A¶ A buffered binary flow that provides higher access to a raw readable binary flow and unseen Rawiobase. Inheritance bufferizateBase. When you read the data from this object, a greater amount of data can be requested by the underlying raw flow and stored in an internal buffer. The buffered data can then be returned directly to subsequent readings. The manufacturer creates a bufferedreader for legible raw flow and buffer size. If buffer size is omitted, it is used predefined buffer size. BufferedReader provides or overwrites these methods in addition to those from Bufferibase and IOBASE: PEEK (|Size|) A¶¶ Return bytes from the flow without advancing the position. At most a single reading on the raw flow is made to satisfy the call. The number of bytes came back can be lower or more than requested. Read (|Size|) Read and return bytes Dimensions, or if the size is not given or negative, up to EOF or if the reading call blocks in non-blocking mode. Read1 (|size|) A¶¶ Read and return up to the bytes of dimensions with a single call on the raw flow. If at least one byte has been returned, only the buffered bytes are returned. Otherwise, a RAW Stream Light call is performed. Modified in version 3.7: the size argument is now optional. Class IO.BufferedWriter (RAW, buffer_size = default_buffer_size) A¶ A buffered text flow that provides higher access to a buffered buffered binary flow. Inherited Textiobase. The encoding provides the name of the coding that the flow will be decoded or coded with. Default settings to local.getPreferReferencerCoding (false). Errors are AN. AN. String that specifies how encoding and decoding errors are to be treated. PASS 'Rigorous' to lift a ValueError exception if there is a coding error (the default nobody has the same effect), or pass 'ignoring' to ignore errors. (Note that ignoring coding errors can lead to data loss). 'Replace' it causes a replacement indicator (for example '?') To be included in which invalid data is present. 'BackSlashReplace' causes malformed data to be replaced by a protected escape sequence. When writing, 'XMLCHARREFREPLACE' (replace with the appropriate XML character reference) or 'namereplace' (replaces with [...]) escape sequences) can be used. Any other error management name that was registered with codecs.register_error () is also valid. New line controls as the end of the row are managed. Can be none, "", ' ', 'a', it is. It works as follows: when reading input from the flow, if a leader is None, the universal leader is enabled. Input lines can end in "", 'R', 'O', 'R', and these are translated into 'before being returned to the caller. If at the top of it is "", the universal leader mode is enabled, but the end of the row are returned to the caller not translated. If new line has any of the other legal values, input lines are completed only by the date string, and the end of the line is returned to the not translated caller. When writing output in the flow, if at the top of it, each " written characters are translated by the system's default line separator, os.linesep. If in charge A " " O ", no translation takes place. If I return to the head is one of the other legal values, any " written characters are translated to the date string. If Line Buffering is True, Flush () is implicit when a writing call contains a new line character or a return. If write_through is true, writing calls () are not guaranteed to be buffered: all data written on the Textiowrapper object is immediately treated to its underlying binary buffer. Modified in version 3.3: The argument will be added Write through. Modified in version 3.3: the default coding is now local.getPreferrencencoding (false), instead of local.getPreferrencencoding (). DonÃ¶ T temporary change The local encoding using local.Setlocale (), use the current local encoding instead of the preferred user encoding. Textiowrapper provides these attributes and data methods in addition to those from textiobase and IObase: line_bufferingA¶¶ Both the buffering line is enabled. Write throughA¶¶ Scripts If you switched to the underlying binary buffer immediately. Reconfigure [* (], coding[, l_errors[, newline[, l_line_buffering[, l_write_through]] A¶ Reconfigure this text flow using new settings for coding, errors, head, line_buffering and write through. The unspecified parameters keep the current setting, except errors = 'rigorous' is used when encoding is specified, but errors are not specified. It is not possible to change the encoding or newline if some data has already been read by the flow. On the other hand, changing encoding after writing it is possible. This method makes an implicit wire flow before setting the new parameters. Class I.Stringio (= value INIZIAL "", NEWLINE = "") A¶¶ A flow of text using a text buffer in memory. Inherited Textiobase. The text buffer is deleted when the Close () method is called. The initial value of the buffer can be set by providing ainial value. If a new row version is activated, at the top they will be coded as for write (). The flow is positioned at the beginning of the buffer. The newly row topic works like that of textiowrapper, except when when writing output in the flow, if at boss is none, they are written as on all Platforms. StringIO provides this method in addition to those from Textiobase and IOBASE: GetValue () A¶¶ Return a STR containing the entire contents of the buffer. Newlines are decoded as per read (), even if the current position is not changed. Example of use: Import I Print output = I.Stringio () Output.Write ("First Line.") ("Second Riga.", File = Output) # Recover files of - This will be # 'First Line.second Line.' Content output.getvalue () = () # Chosen object and discard the memory buffer - # .getvalue () now will raise an exception. output.Close () Class A IO.INCREMENTALNewlineDecoder _ Helper codec that decodes the new lines for the Universal mode Newlines. Inherit codecs.incrementdecoder. This section discusses the performance of the implementations provided by I / O Concrete. When reading and writing only large blocks of data even when the user requires a single byte, I / O buffered hides any inefficiency in the call and execution of the routine I / O disafformate the operating system. The gain depends on the operating system and the type of I / O that is performed. For example, on some modern operating systems like Linux, I / O discubilizati disk can be as fast as I / O buffer. The bottom line, however, is the I / O buffer provides predictable performance regardless of the platform and the support device. Therefore, it is almost always preferable to use I / O buffers rather than I / O does not sduigible for binary data. The text I / O on a binary storage (such as a file) is significantly slower than the I / O on the same binary storage, since ¶ requires conversions between Unicode and binary data using a codec characters. This may become noticeable managing massive amounts of text data as a large log file. In addition, textiowrapper.tell () and textiowrapper.seek () are both quite slow due to the algorithm used for reconstruction. StringIO, however, is a native Unicode container in memory and will show a speed similar to Bytesio. The FileOo objects are unsure of the thread to the extent that the operating system calls (such as reading (2) on UNIX) are also wired. Items buffered binary (instances of bufferedreader, BufferedWriter, bufferedrandom and bufferedrdwpair) protect their internal structures using a lock; It is therefore safe to call from multiple threads simultaneously. The textiowrapper objects are not safe. The buffered binary objects (instances of bufferReader, BufferedWriter, bufferedrandom and bufferedrdwpair) are not reintantred. While covered calls will not occur in normal situations may arise from doing I / O in a signal handler. If a thread tries to re-insert an object that is already buffered logging, raises a RuntimeError. Note This does not prohibit a different thread to enter the subject buffered. The above implicitly extends to text files, since the © Open () function will wrap a buffer object within a texturewrapper. This includes standard streams and therefore also affects the integrated print () function. Well.
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more than 1 module matches

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