
Distributing Python Modules

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As a popular open source development project, Python has an active supporting community of contributors and users that also make their software available for other Python developers to use under open source license terms.

This allows Python users to share and collaborate effectively, benefiting from the solutions others have already created to common (and sometimes even rare!) problems, as well as potentially contributing their own solutions to the common pool.

This guide covers the distribution part of the process. For a guide to installing other Python projects, refer to the installation guide.

참고: For corporate and other institutional users, be aware that many organisations have their own policies around using and contributing to open source software. Please take such policies into account when making use of the distribution and installation tools provided with Python.

CHAPTER 1

Key terms

- the [Python Packaging Index](#) is a public repository of open source licensed packages made available for use by other Python users
- the [Python Packaging Authority](#) are the group of developers and documentation authors responsible for the maintenance and evolution of the standard packaging tools and the associated metadata and file format standards. They maintain a variety of tools, documentation and issue trackers on both [GitHub](#) and [BitBucket](#).
- `distutils` is the original build and distribution system first added to the Python standard library in 1998. While direct use of `distutils` is being phased out, it still laid the foundation for the current packaging and distribution infrastructure, and it not only remains part of the standard library, but its name lives on in other ways (such as the name of the mailing list used to coordinate Python packaging standards development).
- [setuptools](#) is a (largely) drop-in replacement for `distutils` first published in 2004. Its most notable addition over the unmodified `distutils` tools was the ability to declare dependencies on other packages. It is currently recommended as a more regularly updated alternative to `distutils` that offers consistent support for more recent packaging standards across a wide range of Python versions.
- [wheel](#) (in this context) is a project that adds the `bdist_wheel` command to `distutils/setuptools`. This produces a cross platform binary packaging format (called «wheels» or «wheel files» and defined in [PEP 427](#)) that allows Python libraries, even those including binary extensions, to be installed on a system without needing to be built locally.

Open source licensing and collaboration

In most parts of the world, software is automatically covered by copyright. This means that other developers require explicit permission to copy, use, modify and redistribute the software.

Open source licensing is a way of explicitly granting such permission in a relatively consistent way, allowing developers to share and collaborate efficiently by making common solutions to various problems freely available. This leaves many developers free to spend more time focusing on the problems that are relatively unique to their specific situation.

The distribution tools provided with Python are designed to make it reasonably straightforward for developers to make their own contributions back to that common pool of software if they choose to do so.

The same distribution tools can also be used to distribute software within an organisation, regardless of whether that software is published as open source software or not.

CHAPTER 3

Installing the tools

The standard library does not include build tools that support modern Python packaging standards, as the core development team has found that it is important to have standard tools that work consistently, even on older versions of Python.

The currently recommended build and distribution tools can be installed by invoking the `pip` module at the command line:

```
python -m pip install setuptools wheel twine
```

참고: For POSIX users (including Mac OS X and Linux users), these instructions assume the use of a *virtual environment*.

For Windows users, these instructions assume that the option to adjust the system PATH environment variable was selected when installing Python.

The Python Packaging User Guide includes more details on the *currently recommended tools*.

CHAPTER 4

Reading the guide

The Python Packaging User Guide covers the various key steps and elements involved in creating a project:

- [Project structure](#)
- [Building and packaging the project](#)
- [Uploading the project to the Python Packaging Index](#)

These are quick answers or links for some common tasks.

5.1 ... choose a name for my project?

This isn't an easy topic, but here are a few tips:

- check the Python Packaging Index to see if the name is already in use
- check popular hosting sites like GitHub, BitBucket, etc to see if there is already a project with that name
- check what comes up in a web search for the name you're considering
- avoid particularly common words, especially ones with multiple meanings, as they can make it difficult for users to find your software when searching for it

5.2 ... create and distribute binary extensions?

This is actually quite a complex topic, with a variety of alternatives available depending on exactly what you're aiming to achieve. See the Python Packaging User Guide for more information and recommendations.

더 보기:

[Python Packaging User Guide: Binary Extensions](#)

>>> 대화형 셸의 기본 파이썬 프롬프트. 인터프리터에서 대화형으로 실행될 수 있는 코드 예에서 자주 볼 수 있다.

... The default Python prompt of the interactive shell when entering code for an indented code block, when within a pair of matching left and right delimiters (parentheses, square brackets, curly braces or triple quotes), or after specifying a decorator.

2to3 파이썬 2.x 코드를 파이썬 3.x 코드로 변환하려고 시도하는 도구인데, 소스를 파싱하고 파스 트리를 탐색해서 감지할 수 있는 대부분의 비호환성을 다룬다.

2to3 는 표준 라이브러리에서 lib2to3 로 제공된다; 독립적으로 실행할 수 있는 스크립트는 Tools/scripts/2to3 로 제공된다. 2to3-reference 를 보세요.

abstract base class (추상 베이스 클래스) Abstract base classes complement *duck-typing* by providing a way to define interfaces when other techniques like `hasattr()` would be clumsy or subtly wrong (for example with magic methods). ABCs introduce virtual subclasses, which are classes that don't inherit from a class but are still recognized by `isinstance()` and `issubclass()`; see the `abc` module documentation. Python comes with many built-in ABCs for data structures (in the `collections` module), numbers (in the `numbers` module), and streams (in the `io` module). You can create your own ABCs with the `abc` module.

argument (인자) A value passed to a *function* (or *method*) when calling the function. There are two types of arguments:

- 키워드 인자 (*keyword argument*): 함수 호출 때 식별자가 앞에 붙은 인자(예를 들어, `name=`) 또는 `**` 를 앞에 붙인 딕셔너리로 전달되는 인자. 예를 들어, 다음과 같은 `complex()` 호출에서 3 과 5 는 모두 키워드 인자다:

```
complex(real=3, imag=5)
complex(**{'real': 3, 'imag': 5})
```

- 위치 인자 (*positional argument*): 키워드 인자가 아닌 인자. 위치 인자들은 인자 목록의 처음에 나오거나 이터러블 의 앞에 `*` 를 붙여 전달할 수 있다. 예를 들어, 다음과 같은 호출에서 3 과 5 는 모두 위치 인자다.

```
complex(3, 5)
complex(*(3, 5))
```

인자는 함수 바의 이름 붙은 지역 변수에 대입된다. 이 대입에 적용되는 규칙들에 대해서는 `calls` 섹션을 보세요. 문법적으로, 어떤 표현식이건 인자로 사용될 수 있다; 구해진 값이 지역 변수에 대입된다.

See also the [parameter](#) glossary entry and the FAQ question on the difference between arguments and parameters.

attribute (어트리뷰트) 점표현식을 사용하는 이름으로 참조되는 객체와 결합한 값. 예를 들어, 객체 `o` 가 어트리뷰트 `a` 를 가지면, `o.a` 처럼 참조된다.

BDFL 자비로운 종신 독재자 (Benevolent Dictator For Life), 즉 [Guido van Rossum](#), 파이썬의 창시자.

bytes-like object (바이트열류 객체) An object that supports the buffer protocol, like `str`, `bytearray` or `memoryview`. Bytes-like objects can be used for various operations that expect binary data, such as compression, saving to a binary file or sending over a socket. Some operations need the binary data to be mutable, in which case not all bytes-like objects can apply.

bytecode (바이트 코드) Python source code is compiled into bytecode, the internal representation of a Python program in the CPython 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. Do note that bytecodes are not expected to work between different Python virtual machines, nor to be stable between Python releases.

바이트 코드 명령어들의 목록은 `dis` 모듈 문서에 나온다.

class (클래스) 사용자 정의 객체들을 만들기 위한 주형. 클래스 정의는 보통 클래스의 인스턴스를 대상으로 연산하는 메서드 정의들을 포함한다.

classic class Any class which does not inherit from `object`. See [new-style class](#). Classic classes have been removed in Python 3.

coercion (코어션) 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` built-in 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 (복소수) 익숙한 실수 시스템의 확장인데, 모든 숫자가 실수부와 허수부의 합으로 표현된다. 허수부는 실수에 허수 단위 (-1 의 제곱근)를 곱한 것인데, 종종 수학에서는 i 로, 공학에서는 j 로 표기한다. 파이썬은 후자의 표기법을 쓰는 복소수를 기본 지원한다; 허수부는 j 접미사를 붙여서 표기한다, 예를 들어, `3+1j`. `math` 모듈의 복소수 버전이 필요하다면, `cmath` 를 사용한다. 복소수의 활용은 꽤 수준 높은 수학적 기능이다. 필요하다고 느끼지 못한다면, 거의 확실히 무시해도 좋다.

context manager (컨텍스트 관리자) `__enter__()` 와 `__exit__()` 메서드를 정의함으로써 `with` 문에서 보이는 환경을 제어하는 객체. [PEP 343](#) 로 도입되었다.

CPython 파이썬 프로그래밍 언어의 규범적인 구현인데, [python.org](#) 에서 배포된다. 이 구현을 Jython 이나 IronPython 과 같은 다른 것들과 구별할 필요가 있을 때 용어 ‘‘CPython’’ 이 사용된다.

decorator (데코레이터) 다른 함수를 돌려주는 함수인데, 보통 `@wrapper` 문법을 사용한 함수 변환으로 적용된다. 데코레이터의 흔한 예는 `classmethod()` 과 `staticmethod()` 다.

데코레이터 문법은 단지 편의 문법일 뿐이다. 다음 두 함수 정의는 의미상으로 동등하다:

```
def f(...):
    ...
f = staticmethod(f)

@staticmethod
```

(다음 페이지에 계속)

(이전 페이지에서 계속)

```
def f(...):
    ...
```

같은 개념이 클래스에도 존재하지만, 덜 자주 쓰인다. 데코레이터에 대한 더 자세한 내용은 함수 정의와 클래스 정의의 문서화를 보면 된다.

descriptor (디스크립터) 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.

디스크립터의 메서드들에 대한 자세한 내용은 descriptors 에 나온다.

dictionary (딕셔너리) An associative array, where arbitrary keys are mapped to values. The keys can be any object with `__hash__()` and `__eq__()` methods. Called a hash in Perl.

dictionary view (딕셔너리 뷰) The objects returned from `dict.viewkeys()`, `dict.viewvalues()`, and `dict.viewitems()` are called dictionary views. They provide a dynamic view on the dictionary's entries, which means that when the dictionary changes, the view reflects these changes. To force the dictionary view to become a full list use `list(dictview)`. See dict-views.

docstring (독스트링) 클래스, 함수, 모듈에서 첫 번째 표현식으로 나타나는 문자열 리터럴. 스위트가 실행될 때는 무시되지만, 컴파일러에 의해 인지되어 둘러싼 클래스, 함수, 모듈의 `__doc__` 어트리뷰트로 삽입된다. 인트로스펙션을 통해 사용할 수 있으므로, 객체의 문서화를 위한 규범적인 장소다.

duck-typing (덕 타이핑) 올바른 인터페이스를 가졌는지 판단하는데 객체의 형을 보지 않는 프로그래밍 스타일; 대신, 단순히 메서드나 어트리뷰트가 호출되거나 사용된다 (《오리처럼 보이고 오리처럼 꺾꺾댄다면, 그것은 오리다.》) 특정한 형 대신에 인터페이스를 강조함으로써, 잘 설계된 코드는 다형적인 치환을 허락함으로써 유연성을 개선할 수 있다. 덕 타이핑은 `type()` 이나 `isinstance()` 을 사용한 검사를 피한다. (하지만, 덕 타이핑이 추상 베이스 클래스로 보완될 수 있음에 유의해야 한다.) 대신에, `hasattr()` 검사나 *EAFP* 프로그래밍을 쓴다.

EAFP 허락보다는 용서를 구하기가 쉽다 (Easier to ask for forgiveness than permission). 이 흔히 볼 수 있는 과이즌 코딩 스타일은, 올바른 키나 어트리뷰트의 존재를 가정하고, 그 가정이 틀리면 예외를 잡는다. 이 깔끔하고 빠른 스타일은 많은 `try` 와 `except` 문의 존재로 특징지어진다. 이 테크닉은 C와 같은 다른 많은 언어에서 자주 사용되는 *LBYL* 스타일과 대비된다.

expression (표현식) 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 (확장 모듈) C 나 C++ 로 작성된 모듈인데, 파이썬의 C API를 사용해서 핵심이나 사용자 코드와 상호 작용한다.

file object (파일 객체) 하부 자원에 대해 파일 지향적 API (`read()` 나 `write()` 같은 메서드들) 를 드러내는 객체. 만들어진 방법에 따라, 파일 객체는 실제 디스크 상의 파일이나 다른 저장장치나 통신 장치 (예를 들어, 표준 입출력, 인-메모리 버퍼, 소켓, 파이프, 등등) 에 대한 액세스를 중계할 수 있다. 파일 객체는 파일류 객체 (*file-like objects*) 나 스트림 (*streams*) 이라고도 불린다.

There are actually three categories of file objects: raw binary files, buffered binary files and text files. Their interfaces are defined in the `io` module. The canonical way to create a file object is by using the `open()` function.

file-like object (파일류 객체) 파일 객체 의 비슷한 말.

finder (파인더) An object that tries to find the *loader* for a module. It must implement a method named `find_module()`. See [PEP 302](#) for details.

floor division (정수 나눗셈) 가장 가까운 정수로 내림하는 수학적 나눗셈. 정수 나눗셈 연산자는 `//` 다. 예를 들어, 표현식 `11 // 4` 의 값은 2 가 되지만, 실수 나눗셈은 2.75 를 돌려준다. `(-11) // 4` 가 -2.75 를 내림 한 -3 이 됨에 유의해야 한다. [PEP 238](#) 를 보세요.

function (함수) 호출자에게 어떤 값을 돌려주는 일련의 문장들. 없거나 그 이상의 인자가 전달될 수 있는데, 바디의 실행에 사용될 수 있다. [파라미터](#) 와 [메서드](#) 와 [function](#) 섹션도 보세요.

__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 (가비지 수거) 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 (제너레이터) A function which returns an iterator. It looks like a normal function except that it contains `yield` statements for producing a series of values usable in a for-loop or that can be retrieved one at a time with the `next()` function. Each `yield` temporarily suspends processing, remembering the location execution state (including local variables and pending try-statements). When the generator resumes, it picks up where it left off (in contrast to functions which start fresh on every invocation).

generator expression (제너레이터 표현식) 이터레이터를 돌려주는 표현식. 루프 변수와 범위를 정의하는 for 표현식과 생략 가능한 if 표현식이 뒤에 붙는 일반 표현식 처럼 보인다. 결합한 표현식은 둘러싼 함수를 위한 값들을 만들어낸다:

```
>>> sum(i*i for i in range(10))           # sum of squares 0, 1, 4, ... 81
285
```

GIL 전역 인터프리터 록 을 보세요.

global interpreter lock (전역 인터프리터 록) 한 번에 오직 하나의 스레드가 파이썬 바이트 코드를 실행하도록 보장하기 위해 CPython 인터프리터가 사용하는 메커니즘. (dict 와 같은 중요한 내장형들을 포함하는) 객체 모델이 묵시적으로 동시 액세스에 대해 안전하도록 만들어서 CPython 구현을 단순하게 만든다. 인터프리터 전체를 로킹하는 것은 인터프리터를 다중스레드화하기 쉽게 만드는 대신, 다중 프로세서 기계가 제공하는 병렬성의 많은 부분을 희생한다.

하지만, 어떤 확장 모듈들은, 표준이나 제삼자 모두, 압축이나 해싱 같은 계산 집약적인 작업을 수행할 때는 GIL 을 반납하도록 설계되었다. 또한, I/O를 할 때는 항상 GIL 을 반납한다.

(훨씬 더 미세하게 공유 데이터를 로킹하는) 《스레드에 자유로운(free-threaded)》 인터프리터를 만들고자 하는 과거의 노력은 성공적이지 못했는데, 혼란 단일 프로세서 경우의 성능 저하가 심하기 때문이다. 이 성능 이슈를 극복하는 것은 구현을 훨씬 복잡하게 만들어서 유지 비용이 더 들어갈 것으로 여겨지고 있다.

hashable (해시 가능) 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.

해시 가능성은 객체를 딕셔너리의 키나 집합의 멤버로 사용할 수 있게 하는데, 이 자료 구조들이 내부적으로 해시값을 사용하기 때문이다.

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 (except with themselves), and their hash value is derived from their `id()`.

IDLE 파이썬을 위한 통합 개발 환경 (Integrated Development Environment). IDLE은 파이썬의 표준 배포판에 따라오는 기초적인 편집기와 인터프리터 환경이다.

immutable (불변) 고정된 값을 갖는 객체. 불변 객체는 숫자, 문자열, 튜플을 포함한다. 이런 객체들은 변경될 수 없다. 새 값을 저장하려면 새 객체를 만들어야 한다. 변하지 않는 해시값이 있어야 하는 곳에서 중요한 역할을 한다, 예를 들어, 딕셔너리의 키.

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__`.

importing (임포트) 한 모듈의 파이썬 코드가 다른 모듈의 파이썬 코드에서 사용될 수 있도록 하는 절차.

importer (임포터) 모듈을 찾기도 하고 로드 하기도 하는 객체; 동시에 **파인더** 이자 **로더** 객체다.

interactive (대화형) 파이썬은 대화형 인터프리터를 갖고 있는데, 인터프리터 프롬프트에서 문장과 표현식을 입력할 수 있고, 즉각 실행된 결과를 볼 수 있다는 뜻이다. 인자 없이 단지 `python` 을 실행하라 (컴퓨터의 주메뉴에서 선택하는 것도 가능할 수 있다). 새 아이디어를 검사하거나 모듈과 패키지를 들여다보는 매우 강력한 방법이다 (`help(x)` 를 기억하세요).

interpreted (인터프리티드) 바이트 코드 컴파일러의 존재 때문에 그 구분이 흐릿해지기는 하지만, 파이썬은 컴파일 언어가 아니라 인터프리터 언어다. 이것은 명시적으로 실행 파일을 만들지 않고도, 소스 파일을 직접 실행할 수 있다는 뜻이다. 그 프로그램이 좀 더 천천히 실행되기는 하지만, 인터프리터 언어는 보통 컴파일 언어보다 짧은 개발/디버깅 주기를 갖는다. **대화형** 도 보세요.

iterable (이터러블) An 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 built-in 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 (이터레이터) 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.

`typeiter` 에 더 자세한 내용이 있다.

key function (키 함수) 키 함수 또는 콜레이션 (collation) 함수는 정렬 (sorting) 이나 배열 (ordering) 에 사용되는 값을 돌려주는 콜러블이다. 예를 들어, `locale.strxfrm()` 은 로케일 특정 방식을 따르는 정렬 키를 만드는 데 사용된다.

A number of tools in Python accept key functions to control how elements are ordered or grouped. They include `min()`, `max()`, `sorted()`, `list.sort()`, `heapq.nsmallest()`, `heapq.nlargest()`, and `itertools.groupby()`.

There are several ways to create a key function. For example, the `str.lower()` method can serve as a key function for case insensitive sorts. Alternatively, an ad-hoc key function can be built from a `lambda` expression such as `lambda r: (r[0], r[2])`. Also, the `operator` module provides three key function constructors: `attrgetter()`, `itemgetter()`, and `methodcaller()`. See the Sorting HOW TO for examples of how to create and use key functions.

keyword argument (키워드 인자) 인자를 보세요.

lambda (람다) 호출될 때 값이 구해지는 하나의 표현식으로 구성된 이름 없는 인라인 함수. 람다 함수를 만드는 문법은 `lambda [parameters]: expression` 이다.

LBYL 뛰기 전에 보라 (Look before you leap). 이 코딩 스타일은 호출이나 조회를 하기 전에 명시적으로 사전 조건들을 검사한다. 이 스타일은 *EAFP* 접근법과 대비되고, 많은 `if` 문의 존재로 특징지어진다.

다중 스레드 환경에서, LBYL 접근법은 《보기》와 《뛰기》 간에 경쟁 조건을 만들게 될 위험이 있다. 예를 들어, 코드 `if key in mapping: return mapping[key]` 는 검사 후에, 하지만 조회 전에, 다른 스레드가 `key` 를 `mapping` 에서 제거하면 실패할 수 있다. 이런 이슈는 록이나 *EAFP* 접근법을 사용함으로써 해결될 수 있다.

list (리스트) 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 is $O(1)$.

list comprehension (리스트 컴프리헨션) 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 (로더) 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.

magic method An informal synonym for *special method*.

mapping (매핑) A container object that supports arbitrary key lookups and implements the methods specified in the Mapping or MutableMapping abstract base classes. Examples include `dict`, `collections.defaultdict`, `collections.OrderedDict` and `collections.Counter`.

metaclass (메타 클래스) 클래스의 클래스. 클래스 정의는 클래스 이름, 클래스 디렉터리, 베이스 클래스들의 목록을 만든다. 메타 클래스는 이 세 인자를 받아서 클래스를 만드는 책임을 진다. 대부분의 객체 지향형 프로그래밍 언어들은 기본 구현을 제공한다. 파이썬을 특별하게 만드는 것은 커스텀 메타 클래스를 만들 수 있다는 것이다. 대부분 사용자에게는 이 도구가 전혀 필요 없지만, 필요가 생길 때, 메타 클래스는 강력하고 우아한 해법을 제공한다. 어트리뷰트 액세스의 로깅 (logging), 스레드 안전성의 추가, 객체 생성 추적, 싱글톤 구현과 많은 다른 작업에 사용됐다.

metaclasses 에서 더 자세한 내용을 찾을 수 있다.

method (메서드) 클래스 바디 안에서 정의되는 함수. 그 클래스의 인스턴스의 어트리뷰트로서 호출되면, 그 메서드는 첫 번째 인자 (보통 `self` 라고 불린다) 로 인스턴스 객체를 받는다. 함수와 중첩된 스코프를 보세요.

method resolution order (메서드 결정 순서) 메서드 결정 순서는 조회하는 동안 멤버를 검색하는 베이스 클래스들의 순서다. 2.3 릴리스부터 파이썬 인터프리터에 사용된 알고리즘의 상세한 내용은 *The Python 2.3 Method Resolution Order* 를 보면 된다.

module (모듈) 파이썬 코드의 조직화 단위를 담당하는 객체. 모듈은 임의의 파이썬 객체들을 담는 이름 공간을 갖는다. 모듈은 *임포트* 절차에 의해 파이썬으로 로드된다.

패키지 도 보세요.

MRO 메서드 결정 순서를 보세요.

mutable (가변) 가변 객체는 값이 변할 수 있지만 `id()` 는 일정하게 유지한다. 불변도 보세요.

named tuple (네임드 튜플) 인덱싱할 수 있는 요소들을 이름 붙은 어트리뷰트로도 액세스할 수 있는 모든 튜플류 클래스(예를 들어, `time.localtime()` 은 `year` 가 `t[0]` 처럼 인덱스로도, `t.tm_year` 처럼 어트리뷰트로도 액세스할 수 있는 튜플류 객체를 돌려준다.)

네임드 튜플은 `time.struct_time` 같은 내장형일 수도, 일반 클래스 정의로 만들 수도 있다. 모든 기능이 구현된 네임드 튜플을 팩토리 함수 `collections.namedtuple()` 로도 만들 수 있다. 마지막 접근법은 `Employee(name='jones', title='programmer')` 와 같은 스스로 문서로 만드는 `repr` 과 같은 확장 기능도 자동 제공한다.

namespace (이름 공간) The place where a variable is stored. Namespaces are implemented as dictionaries. There are the local, global and built-in 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 (중첩된 스코프) 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 (뉴스타일 클래스) 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 `newstyle`.

object (객체) 상태(어트리뷰트나 값)를 갖고 동작(메서드)이 정의된 모든 데이터. 또한, 모든 뉴스타일 클래스의 최종적인 베이스 클래스다.

package (패키지) 서브 모듈들이나, 재귀적으로 서브 패키지들을 포함할 수 있는 파이썬 모듈. 기술적으로, 패키지는 `__path__` 어트리뷰트가 있는 파이썬 모듈이다.

parameter (파라미터) A named entity in a *function* (or method) definition that specifies an *argument* (or in some cases, arguments) that the function can accept. There are four types of parameters:

- 위치-키워드 (*positional-or-keyword*): 위치 인자 나 키워드 인자로 전달될 수 있는 인자를 지정한다. 이것이 기본 형태의 파라미터다, 예를 들어 다음에서 `foo` 와 `bar`:

```
def func(foo, bar=None): ...
```

- 위치-전용 (*positional-only*): 위치로만 제공될 수 있는 인자를 지정한다. 파이썬은 위치-전용 파라미터를 정의하는 문법을 갖고 있지 않다. 하지만, 어떤 매장 함수들은 위치-전용 파라미터를 갖는다(예를 들어, `abs()`).
- 가변-위치 (*var-positional*): (다른 파라미터들에 의해서 이미 받아들여진 위치 인자들에 더해) 제공될 수 있는 위치 인자들의 임의의 시퀀스를 지정한다. 이런 파라미터는 파라미터 이름에 `*` 를 앞에 붙여서 정의될 수 있다, 예를 들어 다음에서 `args`:

```
def func(*args, **kwargs): ...
```

- 가변-키워드 (*var-keyword*): (다른 파라미터들에 의해서 이미 받아들여진 키워드 인자들에 더해) 제공될 수 있는 임의의 개수 키워드 인자들을 지정한다. 이런 파라미터는 파라미터 이름에 `**` 를 앞에 붙여서 정의될 수 있다, 예를 들어 위의 예에서 `kwargs`.

파라미터는 선택적 인자들을 위한 기본값뿐만 아니라 선택적이거나 필수 인자들을 지정할 수 있다.

See also the [argument](#) glossary entry, the FAQ question on the difference between arguments and parameters, and the function section.

PEP 파이썬 개선 제안. PEP는 파이썬 커뮤니티에 정보를 제공하거나 파이썬 또는 그 프로세스 또는 환경에 대한 새로운 기능을 설명하는 설계 문서다. PEP는 제안된 기능에 대한 간결한 기술 사양 및 근거를 제공해야 한다.

PEP는 주요 새로운 기능을 제안하고 문제에 대한 커뮤니티 입력을 수집하며 파이썬에 들어간 설계 결정을 문서로 만들기 위한 기본 메커니즘이다. PEP 작성자는 커뮤니티 내에서 합의를 구축하고 반대 의견을 문서화 할 책임이 있다.

PEP 1 참조하세요.

positional argument (위치 인자) [인자](#)를 보세요.

Python 3000 (파이썬 3000) 파이썬 3.x 배포 라인의 별명 (버전 3의 배포가 먼 미래의 이야기던 시절에 만들어진 이름이다.) 이것을 《Py3k》로 줄여 쓰기도 한다.

Pythonic (파이썬다운) 다른 언어들에서 일반적인 개념들을 사용해서 코드를 구현하는 대신, 파이썬 언어에서 가장 자주 사용되는 이디엄들을 가까이 따르는 아이디어나 코드 조작. 예를 들어, 파이썬에서 자주 쓰는 이디엄은 `for` 문을 사용해서 이터러블의 모든 요소로 루핑하는 것이다. 다른 많은 언어에는 이런 종류의 구성물이 없으므로, 파이썬에 익숙하지 않은 사람들은 대신에 숫자 카운터를 사용하기도 한다:

```
for i in range(len(food)):
    print food[i]
```

더 깔끔한, 파이썬다운 방법은 이렇다:

```
for piece in food:
    print piece
```

reference count (참조 횟수) 객체에 대한 참조의 개수. 객체의 참조 횟수가 0으로 떨어지면, 메모리가 반납된다. 참조 횟수 추적은 일반적으로 파이썬 코드에 노출되지 않지만, *CPython* 구현의 핵심 요소다. `sys` 모듈은 특정 객체의 참조 횟수를 돌려주는 `getrefcount()` 을 정의한다.

__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 (시퀀스) 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 (슬라이스) 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 (특수 메서드) 파이썬이 형에 어떤 연산을, 덧셈 같은, 실행할 때 묵시적으로 호출되는 메서드. 이런 메서드는 두 개의 밑줄로 시작하고 끝나는 이름을 갖고 있다. 특수 메서드는 `specialnames` 에 문서로 만들어져 있다.

statement (문장) 문장은 스위트(코드의 《블록(block)》)를 구성하는 부분이다. 문장은 *표현식* 이거나 키워드를 사용하는 여러 가지 구조물 중의 하나다. 가령 `if`, `while`, `for`.

struct sequence (구조체 시퀀스) A tuple with named elements. Struct sequences expose an interface similar to *named tuple* in that elements can be accessed either by index or as an attribute. However, they do not have any of the named tuple methods like `_make()` or `_asdict()`. Examples of struct sequences include `sys.float_info` and the return value of `os.stat()`.

triple-quoted string (삼중 따옴표 된 문자열) 따옴표 (《) 나 작은따옴표 (〈) 세 개로 둘러싸인 문자열. 그냥 따옴표 하나로 둘러싸인 문자열에 없는 기능을 제공하지는 않지만, 여러 가지 이유에서 쓸모가 있다. 이스케이프 되지 않은 작은따옴표나 큰따옴표를 문자열 안에 포함할 수 있도록 하고, 연결 문자를 쓰지 않고도 여러 줄에 걸쳐 쓸 수 있는데, 독스트링을 쓸 때 특히 쓸모 있다.

type (형) 파이썬 객체의 형은 그것이 어떤 종류의 객체인지를 결정한다; 모든 객체는 형이 있다. 객체의 형은 `__class__` 어트리뷰트로 액세스할 수 있거나 `type(obj)` 로 얻을 수 있다.

universal newlines (유니버설 줄 넘김) A manner of interpreting text streams in which all of the following are recognized as ending a line: the Unix end-of-line convention `'\n'`, the Windows convention `'\r\n'`, and the old Macintosh convention `'\r'`. See [PEP 278](#) and [PEP 3116](#), as well as `str.splitlines()` for an additional use.

virtual environment (가상 환경) 파이썬 사용자와 응용 프로그램이, 같은 시스템에서 실행되는 다른 파이썬 응용 프로그램들의 동작에 영향을 주지 않으면서, 파이썬 배포 패키지들을 설치하거나 업그레이드하는 것을 가능하게 하는, 협력적으로 격리된 실행 환경.

virtual machine (가상 기계) 소프트웨어만으로 정의된 컴퓨터. 파이썬의 가상 기계는 바이트 코드 컴파일러가 출력하는 **바이트 코드** 를 실행한다.

Zen of Python (파이썬 젠) 파이썬 디자인 원리와 철학들의 목록인데, 언어를 이해하고 사용하는 데 도움이 된다. 이 목록은 대화형 프롬프트에서 `《import this》` 를 입력하면 보인다.

APPENDIX B

About these documents

These documents are generated from [reStructuredText](#) sources by [Sphinx](#), a document processor specifically written for the Python documentation.

Development of the documentation and its toolchain is an entirely volunteer effort, just like Python itself. If you want to contribute, please take a look at the [reporting-bugs](#) page for information on how to do so. New volunteers are always welcome!

Many thanks go to:

- Fred L. Drake, Jr., the creator of the original Python documentation toolset and writer of much of the content;
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- Fredrik Lundh for his [Alternative Python Reference](#) project from which Sphinx got many good ideas.

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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 <https://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 <https://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 <https://www.zope.org/>). In 2001, the Python Software Foundation (PSF, see <https://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.

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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
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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C.3.1 Mersenne Twister

The `_random` module includes code based on a download from <http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/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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email: m-mat @ math.sci.hiroshima-u.ac.jp (remove space)

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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C.3.3 Floating point exception control

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C.3.4 MD5 message digest algorithm

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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
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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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C.3.6 Cookie management

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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
```

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```
version is still 5 times faster, though.
- Arguments more compliant with Python standard
```

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APPENDIX D

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