
ploogz Documentation

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Ploog it in and go.

Let's take a look at how ploogz works.

1.1 ploogz

Provide a brief description of the module.

1.2 ploogz.ploogins

Ploogins and Ploogin Loaders

```
class ploogz.ploogins.FsPlooginLoader
    Bases: ploogz.ploogins.PlooginLoader
```

This is a ploogin loader that looks for ploogins in the local file system.

```
__init__
    Initialize self. See help(type(self)) for accurate signature.
```

```
load (search_path: typing.List[str]) → typing.List[ploogz.ploogins.Ploogin]
    Load the ploogins found in the search paths on the file system.
```

Parameters **search_path** (*List[str]*) – the paths the loader will search when the `load()` method is called

```
class ploogz.ploogins.Ploogin (name: str)
    Bases: object
```

Extend this class to create your own ploogins!

```
__init__ (name: str)
```

Parameters **name** (*str*) – a helpful, descriptive, human-readable name for the plugin

activate

An input for a L{MethodicalMachine}.

active = MethodicalState(method=<function Ploogin.active>)

initialized = MethodicalState(method=<function Ploogin.initialized>)

name

Get the helpful, descriptive, human-readable name for the ploogin.

Return type str

ready = MethodicalState(method=<function Ploogin.ready>)

setup

An input for a L{MethodicalMachine}.

teardown

An input for a L{MethodicalMachine}.

torndown = MethodicalState(method=<function Ploogin.torndown>)

upon_activation()

Override this method to have the plugin do its principal work.

upon_setup()

Override this method to perform setup on the plugin. After this method is called, your plugin should be ready for the `activate()` method to be called so it can start doing its thing.

Seealso `Ploogin.activate()`

upon_teardown()

Override this method perform steps required when the application using the plugin decides that its work is done.

```
class ploogz.ploogins.PlooginHost (search_path: typing.List[str] = None, loader:
                                ploogz.ploogins.PlooginLoader = None)
```

Bases: object

Use a host object to load and retrieve your ploogins.

```
__init__ (search_path: typing.List[str] = None, loader: ploogz.ploogins.PlooginLoader = None)
```

Parameters **search_path** (List[str] or str) – the paths the plugin host will search when the `load()` method is called

Seealso `PlooginHost.load()`

Note: If no search path is provided, the default path is `builtin/ploogins` under the current working directory.

initialized = MethodicalState(method=<function PlooginHost.initialized>)

load

An input for a L{MethodicalMachine}.

loaded = MethodicalState(method=<function PlooginHost.loaded>)

ploogins

Get the ploogins loaded by this host.

Return type Iterator[Ploogin]

teardown

An input for a `L{MethodicalMachine}`.

torndown = `MethodicalState(method=<function PlooginHost.torndown>)`

class `ploogz.ploogins.PlooginLoader`

Bases: `object`

Extend this class to create a ploogin loader that can look through search paths to find and instantiate ploogins.

`__init__`

Initialize self. See `help(type(self))` for accurate signature.

`load` (*search_path*: `typing.List[str]`) \rightarrow `typing.List[ploogz.ploogins.Ploogin]`

Override this method to implement the loader's primary loading logic.

Parameters **`search_path`** (`List[str]`) – the paths the plugin host will search when the `load()` method is called

CHAPTER 2

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