python-packaging Documentation Release 0.1

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This tutorial aims to put forth an opinionated and specific pattern to make trouble-free packages for community use. It doesn't describe the *only* way of doing things, merely one specific approach that works well.

In particular, packages should make it easy:

- To install with pip or easy_install.
- To specify as a dependency for another package.
- For other users to download and run tests.
- For other users to work on and have immediate familiary with the basic directory structure.
- To add and distribute documentation.

We'll walk through the basic steps of building up a contrived package funniest to support these things.

Minimal Structure

We'll start with some Python code. Native German speakers, please proceed with caution:

The beauty and elegance of this implementation simply demands that it be packaged properly for distribution.

Picking A Name

Python module/package names should generally follow the following constraints:

- All lowercase
- Unique on pypi, even if you don't want to make your package publicly available (you might want to specify it privately as a dependency later)
- Underscore-separated or no word separators at all (don't use hyphens)

We've decided to turn our bit of code into a module called funniest.

Creating The Scaffolding

The initial directory structure for **funniest** should look like this:

```
funniest/
   funniest/
    __init__.py
   setup.py
```

The top level directory is the root of our SCM repo, e.g. funniest.git. The subdir, also called funniest, is the actual Python module.

For starters we'll put the joke() function in __init__.py, so it just contains:

```
def joke():
    return (u'Wenn ist das Nunst\u00fcck git und Slotermeyer? Ja! ... '
        u'Beiherhund das Oder die Flipperwaldt gersput.')
```

The main setup config file, setup.py, should contain a single call to setuptools.setup(), like so:

```
from setuptools import setup
setup(name='funniest',
    version='0.1',
    description='The funniest joke in the world',
    url='http://github.com/storborg/funniest',
    author='Flying Circus',
    author_email='flyingcircus@example.com',
    license='MIT',
    packages=['funniest'],
    zip_safe=False)
```

Now we can install the package locally (for use on our system), with:

\$ pip install .

We can also install the package with a symlink, so that changes to the source files will be immediately available to other users of the package on our system:

 $\$ pip install -e .

Anywhere else in our system using the same Python, we can do this now:

```
>>> import funniest
>>> print funniest.joke()
```

Publishing On PyPl

The setup.py script is also our main entrypoint to register the package name on PyPI and upload source distributions.

To "register" the package (this will reserve the name, upload package metadata, and create the pypi.python.org webpage):

\$ python setup.py register

If you haven't published things on PyPI before, you'll need to create an account by following the steps provided at this point.

At this point you can view the (very minimal) page on PyPI describing funniest:

http://pypi.python.org/pypi/funniest/0.1

Although users can follow the URL link to find our git repository, we'll probably want to upload a source distribution so that the package can be installed without cloning the repository. This will also enable automated installation and dependency resolution tools to install our package.

First create a source distribution with:

\$ python setup.py sdist

This will create dist/funniest-0.1.tar.gz inside our top-level directory. If you like, copy that file to another host and try unpacking it and install it, just to verify that it works for you.

That file can then be uploaded to PyPI with:

\$ python setup.py sdist upload

You can combine all of these steps, to update metadata and publish a new build in a single step:

\$ python setup.py register sdist upload

For a detailed list of all available setup.py commands, do:

```
$ python setup.py --help-commands
```

Installing the Package

At this point, other consumers of this package can install the package with pip:

\$ pip install funniest

They can specify it as a dependency for another package, and it will be automatically installed when that package is installed (we'll get to how to do that later).

Adding Additional Files

Most of the time we'll want more than one file containing code inside of our module. Additional files should always be added inside the inner funniest directory.

For example, let's move our one function to a new text submodule, so our directory hierarchy looks like this:

```
funniest/
funniest/
___init__.py
text.py
setup.py
```

In __init__.py:

```
from .text import joke
```

In text.py:

All additional Python code belongs in the funniest/funniest/ directory.

Ignoring Files (.gitignore, etc)

There's one more thing we'll probably want in a 'bare bones' package: a .gitignore file, or the equivalent for other SCMs. The Python build system creates a number of intermediary files we'll want to be careful to not commit to source control. Here's an example of what .gitignore should look like for **funniest**:

```
# Compiled python modules.
*.pyc
# Setuptools distribution folder.
/dist/
# Python egg metadata, regenerated from source files by setuptools.
/*.egg-info
```

That's All You Need

The structure described so far is all that's necessary to create reusable simple packages with no 'packaging bugs'. If every published Python tool or library used followed these rules, the world would be a better place.

But wait, there's more! Most packages will want to add things like command line scripts, documentation, tests, and analysis tools. Read on for more.

Specifying Dependencies

If you're using Python, odds are you're going to want to use other public packages from PyPI or elsewhere.

Fortunately, setuptools makes it easy for us to specify those dependencies (assuming they are packaged correctly) and automatically install them when our packages is installed.

We can add some formatting spice to the funniest joke with Markdown.

In text.py:

Now our package depends on the markdown package. To note that in setup.py, we just add an install_requires keyword argument:

```
from setuptools import setup
setup(name='funniest',
    version='0.1',
    description='The funniest joke in the world',
    url='http://github.com/storborg/funniest',
    author='Flying Circus',
    author_email='flyingcircus@example.com',
    license='MIT',
    packages=['funniest'],
    install_requires=[
        'markdown',
    ],
    zip_safe=False)
```

To prove this works, we can run python setup.py develop again, and we'll see:

```
$ python setup.py develop
running develop
running egg_info
writing requirements to funniest.egg-info/requires.txt
writing funniest.egg-info/PKG-INFO
writing top-level names to funniest.egg-info/top_level.txt
writing dependency_links to funniest.egg-info/dependency_links.txt
reading manifest file 'funniest.egg-info/SOURCES.txt'
writing manifest file 'funniest.egg-info/SOURCES.txt'
running build_ext
Creating /.../site-packages/funniest.egg-link (link to .)
funniest 0.1 is already the active version in easy-install.pth
Installed /Users/scott/local/funniest
Processing dependencies for funniest==0.1
Searching for Markdown==2.1.1
Best match: Markdown 2.1.1
Adding Markdown 2.1.1 to easy-install.pth file
Using /.../site-packages
Finished processing dependencies for funniest==0.1
```

When we publish this to PyPI, calling pip install funniest or similar will also install markdown.

Packages Not On PyPI

Sometimes you'll want to use packages that are properly arranged with setuptools, but aren't published to PyPI. In those cases, you can specify a list of one or more dependency_links URLs where the package can be downloaded, along with some additional hints, and setuptools will find and install the package correctly.

For example, if a library is published on GitHub, you can specify it like:

```
setup(
    ...
    dependency_links=['http://github.com/user/repo/tarball/master#egg=package-1.0']
    ...
)
```

Better Package Metadata

The setuptools.setup() call accepts a variety of keyword arguments to specify additional metadata about your package. This can help people find your package and evaluate quickly whether or not it is what they're looking for.:

```
from setuptools import setup
setup(name='funniest',
      version='0.1',
      description='The funniest joke in the world',
      long_description='Really, the funniest around.',
      classifiers=[
        'Development Status :: 3 - Alpha',
        'License :: OSI Approved :: MIT License',
        'Programming Language :: Python :: 2.7',
        'Topic :: Text Processing :: Linguistic',
      ],
      keywords='funniest joke comedy flying circus',
      url='http://github.com/storborg/funniest',
      author='Flying Circus',
      author_email='flyingcircus@example.com',
      license='MIT',
      packages=['funniest'],
      install_requires=[
          'markdown',
      ],
      include_package_data=True,
      zip_safe=False)
```

For a full list of the possible arguments to classifiers, visit http://pypi.python.org/pypi?%3Aaction=list_classifiers.

A README / Long Description

You'll probably want a README file in your source distribution, and that file can serve double purpose as the long_description specified to PyPI. Further, if that file is written in reStructuredText, it can be formatted nicely.

For funniest, let's add two files:

```
funniest/
   funniest/
   __init__.py
   setup.py
   README.rst
   MANIFEST.in
```

README.rst contains:

```
Funniest
-----
To use (with caution), simply do::
    >>> import funniest
    >>> print funniest.joke()
```

MANIFEST.in contains:

include README.rst

This file is necessary to tell setuptools to include the README.rst file when generating source distributions. Otherwise, only Python files will be included.

Now we can use it in setup.py like:

```
from setuptools import setup
def readme():
   with open('README.rst') as f:
        return f.read()
setup(name='funniest',
      version='0.1',
      description='The funniest joke in the world',
      long_description=readme(),
      classifiers=[
        'Development Status :: 3 - Alpha',
        'License :: OSI Approved :: MIT License',
        'Programming Language :: Python :: 2.7',
        'Topic :: Text Processing :: Linguistic',
      ],
      keywords='funniest joke comedy flying circus',
      url='http://github.com/storborg/funniest',
      author='Flying Circus',
      author_email='flyingcircus@example.com',
      license='MIT',
      packages=['funniest'],
      install_requires=[
          'markdown',
      ],
```

```
include_package_data=True,
zip_safe=False)
```

When the repo is hosted on GitHub or BitBucket, the README.rst file will also automatically be picked up and used as a 'homepage' for the project.

Let There Be Tests

The **funniest** package needs some tests. These should be placed in a submodule of funniest. so that they can be imported, but won't pollute the global namespace.:

```
funniest/
funniest/
___init__.py
tests/
___init__.py
test_joke.py
setup.py
...
```

The test_joke.py file is our first test file. Although it's overkill for now, we'll use a unittest.TestCase subclass to provide infrastructure for later development.:

```
from unittest import TestCase
import funniest
class TestJoke(TestCase):
    def test_is_string(self):
        s = funniest.joke()
        self.assertTrue(isinstance(s, basestring))
```

The best way to get these tests going (particularly if you're not sure what to use) is Nose. With those files added, it's just a matter of running this from the root of the repository:

```
$ pip install nose
$ nosetests
```

To integrate this with our setup.py, and ensure that Nose is installed when we run the tests, we'll add a few lines to setup():

```
setup(
    ...
    test_suite='nose.collector',
    tests_require=['nose'],
)
```

Then, to run tests, we can simply do:

```
$ python setup.py test
```

Setuptools will take care of installing nose and running the test suite.

Command Line Scripts

Many Python packages include command line tools. This is useful for distributing support tools which are associated with a library, or just taking advantage of the setuptools / PyPI infrastructure to distribute a command line tool that happens to use Python.

For **funniest**, we'll add a funniest-joke command line tool.

There are two mechanisms that setuptools.setup() provides to do this: the scripts keyword argument, and the console_scripts entry point.

The scripts Keyword Argument

The first approach is to write your script in a separate file, such as you might write a shell script.:

```
funniest/
funniest/
___init___.py
...
setup.py
bin/
funniest-joke
...
```

The funniest-joke script just looks like this:

```
#!/usr/bin/env python
import funniest
print funniest.joke()
```

Then we can declare the script in setup() like this:

setup(

```
scripts=['bin/funniest-joke'],
...
```

When we install the package, setuptools will copy the script to our PATH and make it available for general use.:

\$ funniest-joke

This has advantage of being generalizeable to non-python scripts, as well: funniest-joke could be a shell script, or something completely different.

The console_scripts Entry Point

The second approach is called an 'entry point'. Setuptools allows modules to register entrypoints which other packages can hook into to provide certain functionality. It also provides a few itself, including the console_scripts entry point.

This allows Python *functions* (not scripts!) to be directly registered as command-line accessible tools.

In this case, we'll add a new file and function to support the command line tool:

```
funniest/
funniest/
__init__.py
command_line.py
...
setup.py
...
```

The command_line.py submodule exists only to service the command line tool (which is a convenient organization method):

```
import funniest
def main():
    print funniest.joke()
```

You can test the "script" by running it directly, e.g.:

```
$ python
>>> import funniest.command_line
>>> funniest.command_line.main()
...
```

The main () function can then be registered like so:

```
setup(
    ...
    entry_points = {
        'console_scripts': ['funniest-joke=funniest.command_line:main'],
    }
    ...
)
```

Again, once the package has been installed, we can use it in the same way. Setuptools will generate a standalone script 'shim' which imports your module and calls the registered function.

This method has the advantage that it's very easily testable. Instead of having to shell out to spawn the script, we can have a test case that just does something like:

```
from unittest import TestCase
from funniest.command_line import main
class TestConsole(TestCase):
    def test_basic(self):
        main()
```

In order to make that more useful, we'll probably want something like a context manager which temporarily captures sys.stdout, but that is outside the scope of this tutorial.

Adding Non-Code Files

Often packages will need to depend on files which are not .py files: e.g. images, data tables, documentation, etc. Those files need special treatment in order for setuptools to handle them correctly.

The mechanism that provides this is the MANIFEST.in file. This is relatively quite simple: MANIFEST.in is really just a list of relative file paths specifying files or globs to include.:

include README.rst
include docs/*.txt
include funniest/data.json

In order for these files to be copied at install time to the package's folder inside site-packages, you'll need to supply include_package_data=True to the setup() function.

Note: Files which are to be used by your installed library (e.g. data files to support a particular computation method) should usually be placed inside of the Python module directory itself. E.g. in our case, a data file might be at funniest/funniest/data.json. That way, code which loads those files can easily specify a relative path from the consuming module's _____file___ variable.

Putting It All Together

Our whole package, for reference, looks like this:

```
funniest/
funniest/
___init___.py
command_line.py
tests/
___init___.py
test_joke.py
test_command_line.py
MANIFEST.in
README.rst
setup.py
.gitignore
```

Here is the contents of each file:

funniest/__init__.py

funniest/command_line.py

from . import joke

```
def main():
    print joke()
```

funniest/tests/__init__.py

(empty)

funniest/tests/test_joke.py

```
from unittest import TestCase
import funniest
class TestJoke(TestCase):
    def test_is_string(self):
        s = funniest.joke()
        self.assertTrue(isinstance(s, basestring))
```

funniest/tests/test_command_line.py

```
from unittest import TestCase
from funniest.command_line import main
class TestCmd(TestCase):
    def test_basic(self):
        main()
```

MANIFEST.in

include README.rst

README.rst

setup.py

```
from setuptools import setup
def readme():
   with open('README.rst') as f:
        return f.read()
setup(name='funniest',
      version='0.1',
      description='The funniest joke in the world',
      long_description=readme(),
      classifiers=[
        'Development Status :: 3 - Alpha',
        'License :: OSI Approved :: MIT License',
        'Programming Language :: Python :: 2.7',
        'Topic :: Text Processing :: Linguistic',
      ],
      keywords='funniest joke comedy flying circus',
      url='http://github.com/storborg/funniest',
      author='Flying Circus',
      author_email='flyingcircus@example.com',
      license='MIT',
      packages=['funniest'],
      install_requires=[
```

```
'markdown',
],
test_suite='nose.collector',
tests_require=['nose', 'nose-cover3'],
entry_points={
    'console_scripts': ['funniest-joke=funniest.command_line:main'],
},
include_package_data=True,
zip_safe=False)
```

.gitignore

```
# Compiled python modules.
*.pyc
# Setuptools distribution folder.
/dist/
# Python egg metadata, regenerated from source files by setuptools.
/*.egg-info
/*.egg
```

About This Tutorial / Contributing

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I wrote this tutorial in an attempt to improve the state of Python packages at large. Tools like virtualenv and pip, as well as improvements to setuptools, have made the Python package ecosystem a delight to work in.

However, I frequently run across packages I want to use that don't interoperate correctly with others, or find myself in situations where I'm not sure exactly how to structure things. This is an attempt to fix that.

This documentation is written in reStructuredText and built with Sphinx. The source is open and hosted at http://github.com/storborg/python-packaging.

To build the HTML version, just do this in a clone of the repo:

\$ make html

Contributions and fixes are welcome, encouraged, and credited. Please submit a pull request on GitHub or email me.

Note: At this time, this documentation focuses on Python 2.x only, and may not be *as* applicable to packages targeted to Python 3.x.

See also:

Setuptools Documentation Core setuptools documentation and API reference.