

---

# **Lumache**

*Release 0.1*

**Graziella**

**Apr 19, 2022**



# CONTENTS

<b>1 Contents</b>	<b>3</b>
1.1 Usage . . . . .	3
1.2 API . . . . .	4
<b>Python Module Index</b>	<b>5</b>
<b>Index</b>	<b>7</b>



**Lumache** (/lu'make/) is a Python library for cooks and food lovers that creates recipes mixing random ingredients. It pulls data from the [Open Food Facts database](#) and offers a *simple* and *intuitive* API.

Check out the [Usage](#) section for further information, including how to [Installation](#) the project.

---

**Note:** This project is under active development.

---



## CONTENTS

### 1.1 Usage

#### 1.1.1 Installation

To use Lumache, first install it using pip:

```
(.venv) $ pip install lumache
```

#### 1.1.2 Creating recipes

To retrieve a list of random ingredients, you can use the `lumache.get_random_ingredients()` function:

`lumache.get_random_ingredients(kind=None)`

Return a list of random ingredients as strings.

**Parameters** `kind` (*list[str]* or *None*) – Optional “kind” of ingredients.

**Raises** `lumache.InvalidKindError` – If the kind is invalid.

**Returns** The ingredients list.

**Return type** `list[str]`

The `kind` parameter should be either "meat", "fish", or "veggies". Otherwise, `lumache.get_random_ingredients()` will raise an exception.

**exception** `lumache.InvalidKindError`

Raised if the kind is invalid.

For example:

```
>>> import lumache
>>> lumache.get_random_ingredients()
['shells', 'gorgonzola', 'parsley']
```

## 1.2 API

---

*lumache*

Lumache - Python library for cooks and food lovers.

---

### 1.2.1 lumache

Lumache - Python library for cooks and food lovers.

#### Functions

---

*get\_random\_ingredients*([kind])

Return a list of random ingredients as strings.

---

#### Exceptions

---

*InvalidKindError*

Raised if the kind is invalid.

---

## PYTHON MODULE INDEX

|

lumache, 4



## INDEX

### G

`get_random_ingredients()` (*in module lumache*), 3

### I

`InvalidKindError`, 3

### L

`lumache`  
module, 4

### M

module  
lumache, 4