

## **USER DOCUMENTATION OF GdgObject.GdgSceneContainer V0.1.1**

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### **1) Object [scene\_container] as class(GdgObject.GdgSceneContainer)**

Class which create an control a scene container.

#### **1.1) Function : scene\_container.insert**

Insert a scene in the container.

Parameters:

"scene" as GdgScene : scene to insert

#### **1.2) Function : scene\_container.get\_cat\_list**

Get the category list.

Returns:

A list of strings.

#### **1.3) Function : scene\_container.get\_list**

Get the scene list.

Returns:

A list of strings.

#### **1.4) Function : scene\_container.get\_list\_from\_category**

Get the scene list of a category.

Parameters:

"category" as string : name of the category

Returns:

A list of strings.

#### **1.5) Function : scene\_container.get\_list\_from\_keywords\_and**

Get a list of scenes containing all of the following keywords.

Parameters:

"keywords" as list of strings : keywords list

Returns:

A list of strings.

#### **1.6) Function : scene\_container.get\_list\_from\_keywords\_or**

Get a list of scenes containing one of the following keywords.

Parameters:

"keywords" as list of strings : keywords list

Returns:

A list of strings.

**1.7) Function : scene\_container.get\_scene**

Get a scene by her name.

Parameters:

"name" as string : name of the scene

Returns:

A scene as GdgScene or None

**1.8) Function : scene\_container.get\_scene\_from\_category**

Get a scene randomly selected from a category.

Parameters:

"category" as string : name of the category

"sub\_category" as string : name of the sub category  
(Optional)

Returns:

The scene as GdgScene or None.

**1.9) Function : scene\_container.play**

Play a scene.

Parameters:

"name" as string : name of the scene

Returns:

A boolean

**1.10) Function : scene\_container.play\_from\_category**

Play a scene randomly selected from a category.

Parameters:

"category" as string : name of the category

"sub\_category" as string : name of the sub category  
(Optional)

Returns:

A boolean.

**1.11) Function : scene\_container.remove**

Remove a scene from the container.

"name" as string : name of the scene to remove

**1.12) Function : scene\_container.scene\_exists**

Check if a scene name exists.

Parameters:

"name" as string : name of the scene

Returns:

A boolean.