
Click Documentation

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Contents

1	Documentation	3
1.1	Why Click?	3
1.2	Quickstart	5
1.3	Parameters	7
1.4	Options	9
1.5	Arguments	17
1.6	Commands and Groups	20
1.7	User Input Prompts	24
1.8	Documenting Scripts	25
1.9	Usage with Setuptools	27
1.10	Complex Applications	29
1.11	Advanced Patterns	32
1.12	Testing Click Applications	34
1.13	Utilities	35
1.14	Python 3 Support	37
2	API Reference	41
2.1	API	41
	Python Module Index	57
	Index	59



click is a Python package for creating beautiful command line interfaces in a composable way with as little amount of code as necessary. It's the "Command Line Interface Creation Kit". It's highly configurable but comes with good defaults out of the box.

It aims at making writing command line tools fun and quick without causing user frustration at not being able to implement an intended CLI API.

Click in three points:

- arbitrary nesting of commands
- automatic help page generation
- supports lazy loading of subcommands at runtime

What does it look like? A simple example can be this:

```
import click

@click.command()
@click.option('--count', default=1, help='Number of greetings.')
@click.option('--name', prompt='Your name',
              help='The person to greet.')
def hello(count, name):
    """Simple program that greets NAME for a total of COUNT times."""
    for x in range(count):
        click.echo('Hello %s!' % name)

if __name__ == '__main__':
    hello()
```

And what it looks like:

```
$ hello --count=3
Your name: John
Hello John!
Hello John!
Hello John!
```

And it gives you nicely formatted help pages:

```
$ hello --help
Usage: hello [OPTIONS]
```

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```
Simple program that greets NAME for a total of COUNT times.
```

Options:

```
--count INTEGER  Number of greetings.  
--name TEXT      The person to greet.  
--help           Show this message and exit.
```

You can get the library directly from PyPI:

```
pip install click
```

This part of the documentation guides you through all the usage patterns of the library.

1.1 Why Click?

There are so many libraries out there for writing command line utilities, why does click exist?

This question is easy to answer: because there is not a single command line utility for Python out there which ticks the following boxes:

- is lazily composable without restrictions
- fully follows the UNIX command line conventions
- supports loading values from environment variables out of the box
- supports for prompting of custom values
- is fully nestable and composable
- works the same on Python 2 and 3
- supports file handling out of the box

There are many alternatives to click and you can have a look at them if you enjoy them better. The obvious ones are `optparse` and `argparse` from the standard library.

click is actually implemented as a wrapper around a mild fork of `optparse` and does not implement any parsing itself. The reason it's not based on `argparse` is that `argparse` does not allow proper nesting of commands by design and has some deficiencies when it comes to POSIX compliant argument handling.

Click is designed to be fun to work with and at the same time not stand in your way. It's not overly flexible at the same time either. Currently for instance it does not allow you to customize the help pages too much. This is intentional because click is designed to allow you to nest command line utilities. The idea is that you can have a system that works together with another system by tacking two click instances together and they will continue working as they should.

Too much customizability would break this promise.

Click was written to support the [Flask](#) microframework ecosystem because no tool could provide it with the functionality it needed.

To get an understanding of what click is all about I strongly recommend looking at the [Complex Applications](#) chapter to see what it's useful for.

1.1.1 Why not Argparse?

Click is internally based on `optparse` instead of `argparse`. This however is an implementation detail that a user does not have to be concerned with. The reason however click is not using `argparse` is that it has some problematic behaviors that make handling arbitrary command line interfaces hard:

- `argparse` has builtin magic behavior to guess if something is an argument or an option. This becomes a problem when dealing with incomplete command lines as it's not possible to know without having a full understanding of the command line how the parser is going to behave. This goes against click's ambitions of dispatching to subparsers.
- `argparse` currently does not support disabling of interspersed arguments. Without this feature it's not possible to safely implement click's nested parsing nature.

1.1.2 Why not Docopt etc.?

`Docopt` and many tools like it are cool in how they work but very few of these tools deal with nesting of commands and composability in a way like click. To the best of the developer's knowledge, click is the first Python library that tries to aim for composability of applications that goes beyond what the system itself supports.

`Docopt` for instance acts by parsing your help pages and then parsing according to those rules. The side effect of this is that `docopt` is quite rigid in how it handles the command line interface. The upside of `docopt` is that it gives you strong control over your help page, the downside is that due to that it cannot rewrap your output for the current terminal width and it makes translations hard. On top of that `docopt` is restricted to basic parsing. It does not handle argument dispatching and callback invocation or types. This means there is a lot of code that needs to be written in addition to the basic help page to handle the parsing results.

Most of all however it makes composability hard. While `docopt` does support dispatching to subcommands, it for instance does not directly support any kind of automatic subcommand enumeration based on what's available or it does not enforce subcommands to work in a consistent way.

This is fine, but it's different from how click wants to work. Click aims to support fully composable command line user interfaces by doing this:

- click does not just parse, it also dispatches to the appropriate code.
- click has a strong concept of an invocation context that allows subcommands to respond to data from the parent command.
- click has strong information available for all parameters and commands so that it can generate unified help pages for the full CLI and to assist the user in converting the input data as necessary.
- click has strong understanding of what types are and can give the user consistent error messages if something goes wrong. A subcommand written by a different developer will not suddenly die with a different error message because it's manually handled.
- click has enough meta information available for its whole program that it can evolve over time to improve the user experience without forcing developers to adjust their programs. For instance if click decides to change how help pages are formatted, all click programs will automatically benefit from this.

The aim of click is to make composable systems, whereas the aim of `docopt` is to build the most beautiful and hand-crafted command line interfaces. These two goals are conflicting with each other in subtle ways. Click actively

prevents people from implementing certain patterns in order to achieve unified command line interfaces. You have very little input on reformatting your help pages for instance.

1.1.3 Why Hardcoded Behaviors?

The other question is why click goes away from `optparse` and hardcodes certain behaviors instead of staying configurable. There are multiple reasons for this. The biggest one is that too much configurability makes it hard to achieve a consistent command line experience.

The best example for this is `optparse`'s `callback` functionality for accepting arbitrary number of arguments. Due to syntactical ambiguities on the command line there is no way to implement fully variadic arguments. There are always tradeoffs that need to be made and in case of `argparse` these tradeoffs have been critical enough, that a system like click cannot even be implemented on top of it.

In this particular case click attempts to stay with a handful of accepted paradigms for building command line interfaces that can be well documented and tested.

1.1.4 Why No Auto Correction?

The question came up why click does not auto correct parameters given that even `optparse` and `argparse` support automatic expansion of long arguments. The reason for this is that it's a liability for backwards compatibility. If people start relying on automatically modified parameters and someone adds a new parameter in the future, the script might stop working. These kind of problems are hard to find so click does not attempt to be magical about this.

This sort of behavior however can be implemented on a higher level to support things such as explicit aliases. For more information see [Command Aliases](#).

1.2 Quickstart

You can get the library directly from PyPI:

```
pip install click
```

1.2.1 Basic Concepts

Click is based on declaring commands through decorators. Internally there is a non-decorator interface for advanced use cases but it's discouraged for high-level usage.

A function becomes a click command line tool by decorating it through `click.command()`. In the most simple version just decorating a function with this decorator will make it into a callable script:

```
import click

@click.command()
def hello():
    click.echo('Hello World!')
```

What's happening is that the decorator converts the function into a `Command` which then can be invoked:

```
if __name__ == '__main__':
    hello()
```

And what it looks like:

```
$ hello
Hello World!
```

And the corresponding help page:

```
$ hello --help
Usage: hello [OPTIONS]

Options:
  --help  Show this message and exit.
```

1.2.2 Echoing

Why does this example use `echo()` instead of the regular `print()` function? The answer to this question is that click attempts to support both Python 2 and Python 3 the same way and to be very robust even when the environment is misconfigured. Click wants to be functional at least on a basic level even if everything is completely broken.

What this means is that the `echo()` function applies some error correction in case the terminal is misconfigured instead of dying with an `UnicodeError`.

If you don't need this, you can also use the `print()` construct / function.

1.2.3 Nesting Commands

Commands can be attached to other commands of type `Group`. This allows arbitrary nesting of scripts. As an example here is a script that implements two commands for managing databases:

```
@click.group()
def cli():
    pass

@click.command()
def initdb():
    click.echo('Initialized the database')

@click.command()
def dropdb():
    click.echo('Dropped the database')

cli.add_command(initdb)
cli.add_command(dropdb)
```

As you can see the `group()` decorator works like the `command()` decorator but creates a `Group` object instead which can be given multiple subcommands that can be attached with `Group.add_command()`.

For simple scripts it's also possible to automatically attach and create a command by using the `Group.command()` decorator instead. The above script can be written like this then:

```
@click.group()
def cli():
    pass

@cli.command()
```

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```
def initdb():
    click.echo('Initialized the database')

@cli.command()
def dropdb():
    click.echo('Dropped the database')
```

1.2.4 Adding Parameters

To add parameters the *option()* and *argument()* decorators:

```
@click.command()
@click.option('--count', default=1, help='number of greetings')
@click.argument('name')
def hello(count, name):
    for x in range(count):
        click.echo('Hello %s!' % name)
```

What it looks like:

```
$ hello --help
Usage: hello [OPTIONS] NAME

Options:
  --count INTEGER  number of greetings
  --help           Show this message and exit.
```

1.3 Parameters

Click supports two types of parameters for scripts: options and arguments. There is generally some confusion among authors of command line scripts when to use which so here is a quick overview of the differences. As the name indicates an option is optional. While arguments can be optional within reason they are much more restricted in how they can be optional.

To help you decide between options and arguments, the recommendation is to use arguments exclusively for things like going to subcommands or input filenames / URLs and have everything else be an option instead.

1.3.1 Differences

Arguments can do less than options. The following features are only available for options:

- automatic prompting for missing input
- act as flags (boolean or otherwise)
- option values can be pulled from environment variables, arguments can not
- options are fully documented in the help page, arguments are not (this is intentional as arguments might be too specific to be automatically documented)

On the other hand arguments unlike options can accept an arbitrary number of arguments. Options can strictly ever only accept a fixed number of arguments (defaults to 1).

1.3.2 Parameter Types

Parameters can be of different types. Types can be implemented with different behavior and some are supported out of the box:

str / *click.STRING*: The default parameter type which indicates unicode strings.

int / *click.INT*: A parameter that only accepts integers.

float / *click.FLOAT*: A parameter that only accepts floating point values.

bool / *click.BOOL*: A parameter that accepts boolean values. This is automatically used for boolean flags. If used with string values 1, yes, y and true convert to *True* and 0, no, n and false convert to *False*.

click.UUID: A parameter that accepts UUID values. This is not automatically guessed but represented as *uuid.UUID*.

class *click.File* (*mode='r', encoding=None, errors='strict', lazy=None*)

Declares a parameter to be a file for reading or writing. The file is automatically closed once the context tears down (after the command finished working).

Files can be opened for reading or writing. The special value *-* indicates stdin or stdout depending on the mode.

By default the file is opened for reading text data but it can also be opened in binary mode or for writing. The encoding parameter can be used to force a specific encoding.

The *lazy* flag controls if the file should be opened immediately or upon first IO. The default is to be non lazy for standard input and output streams as well as files opened for reading, lazy otherwise.

See *File Arguments* for more information.

class *click.Path* (*exists=False, file_okay=True, dir_okay=True, writable=False, readable=True, resolve_path=False*)

The path type is similar to the *File* type but it performs different checks. First of all, instead of returning a open file handle it returns just the filename. Secondly it can perform various basic checks about what the file or directory should be.

Parameters

- **exists** – if set to true, the file or directory needs to exist for this value to be valid. If this is not required and a file does indeed not exist, then all further checks are silently skipped.
- **file_okay** – controls if a file is a possible value.
- **dir_okay** – controls if a directory is a possible value.
- **writable** – if true, a writable check is performed.
- **readable** – if true, a readable check is performed.
- **resolve_path** – if this is true, then the path is fully resolved before the value is passed onwards. This means that it's absolute and symlinks are resolved.

class *click.Choice* (*choices*)

The choice type allows a value to be checked against a fixed set of supported values. All of these values have to be integers.

See *Choice Options* for an example.

class *click.IntRange* (*min=None, max=None, clamp=False*)

A parameter that works similar to *click.INT* but restricts the value to fit into a range. The default behavior is to fail if the value falls outside the range, but it can also be silently clamped between the two edges.

See *Range Options* for an example.

Custom parameter types can be implemented by subclassing `click.ParamType`. For simple cases passing a python function that fails with a `ValueError` is also supported though discouraged.

1.3.3 Parameter Names

Parameters (both options and arguments) accept a number of positional arguments which are the parameter declarations. Each string with a single dash is added as short argument, each string starting with a double dash as long one. If a string is added without any dashes it's the internal parameter name which is also used as variable name.

If a parameter is not given a name without dashes a name is generated automatically by taking the longest argument and converting all dashes to underscores. So for an option with `('-f', '--foo-bar')` the parameter name is `foo_bar`. For an option with `('-x',)` the parameter is `x`. For an option with `('-f', '--filename', 'dest')` the parameter is called `dest`.

1.3.4 Implementing Custom Types

To implement a custom type you need to subclass the `ParamType` class. Types can be invoked with or without context and parameter object which is why they need to be able to deal with this.

The following code implements an integer type that accepts hex, octal numbers in addition to normal integers and converts them into regular integers:

```
import click

class BasedIntParamType(click.ParamType):
    name = 'integer'

    def convert(self, value, param, ctx):
        try:
            if value[:2].lower() == '0x':
                return int(value[2:], 16)
            elif value[:1] == '0':
                return int(value, 8)
            return int(value, 10)
        except ValueError:
            self.fail('%s is not a valid integer' % value, param, ctx)

BASED_INT = BasedIntParamType()
```

As you can see a subclass needs to implement the `ParamType.convert()` method and optionally provide the `ParamType.name` attribute. The latter can be used for documentation purposes.

1.4 Options

Adding options to commands can be accomplished by the `option()` decorator. Since options can come in various different versions there are a ton of parameters to configure their behavior.

1.4.1 Basic Value Options

The most basic option is a value option. These options accept one argument which is a value. If no type is provided the type of the default value is used. If no default value is provided the type is assumed to be `STRING`. The name of the parameter is by default the first long option defined, otherwise the first short one.

```
@click.command()
@click.option('--n', default=1)
def dots(n):
    click.echo('.') * n
```

And on the command line:

```
$ dots --n=2
..
```

In this case the option is of type `INT` because the default value is an integer.

1.4.2 Multi Value Options

Sometimes you have options that take more than one argument. For options only a fixed number of arguments is supported. This can be configured by the `nargs` parameter. The values are then stored as a tuple.

```
@click.command()
@click.option('--pos', nargs=2, type=float)
def findme(pos):
    click.echo('%s / %s' % pos)
```

And on the command line:

```
$ findme --pos 2.0 3.0
2.0 / 3.0
```

1.4.3 Multiple Options

Similar to `nargs` there is also the case where sometimes you want to support a parameter to be provided multiple times to and have all values recorded and not just the last one. For instance `git commit -m foo -m bar` would record two lines for the commit message. `foo` and `bar`. This can be accomplished with the `multiple` flag:

Example:

```
@click.command()
@click.option('--message', '-m', multiple=True)
def commit(message):
    click.echo('\n'.join(message))
```

And on the command line:

```
$ commit -m foo -m bar
foo
bar
```

1.4.4 Counting

In some very rare circumstances it's interesting to use the repeating of options to count an integer up. This for instance can be used for verbosity flags:

```
@click.command()
@click.option('-v', '--verbose', count=True)
def log(verbose):
    click.echo('Verbosity: %s' % verbose)
```

And on the command line:

```
$ log -vvv
Verbosity: 3
```

1.4.5 Boolean Flags

Boolean flags are options that can be enabled or disabled. This can be accomplished by defining two flags in one go separated by a slash (/) for enabling or disabling the option. (If a slash is in an option string click automatically knows that it's a boolean flag and will pass `is_flag=True` implicitly). Click always wants you to provide an enable and disable flag so that you can change the default later.

Example:

```
import os

@click.command()
@click.option('--shout/--no-shout', default=False)
def info(shout):
    rv = os.uname()[0]
    if shout:
        rv = rv.upper() + '!!!!111'
    click.echo(rv)
```

And on the command line:

```
$ info --shout
LINUX!!!!111
$ info --no-shout
Linux
```

If you really don't want an off-switch you can just define one and manually inform click that something is a flag:

```
import os

@click.command()
@click.option('--shout', is_flag=True)
def info(shout):
    rv = os.uname()[0]
    if shout:
        rv = rv.upper() + '!!!!111'
    click.echo(rv)
```

And on the command line:

```
$ info --shout
LINUX!!!!111
```

1.4.6 Feature Switches

In addition to boolean flags there are also feature switches. These are implemented by setting multiple options to the same parameter name and by defining a flag value. Note that by providing the `flag_value` parameter click will implicitly set `is_flag=True`.

To set a default flag assign a value of *True* to the flag that should be the default.

```
import os

@click.command()
@click.option('--upper', 'transformation', flag_value='upper',
              default=True)
@click.option('--lower', 'transformation', flag_value='lower')
def info(transformation):
    click.echo(getattr(os.uname()[0], transformation)())
```

And on the command line:

```
$ info --upper
LINUX
$ info --lower
linux
$ info
LINUX
```

1.4.7 Choice Options

Sometimes you want to have a parameter be a choice of a list of values. In that case you can use *Choice* type. It can be instantiated with a list of valid values.

Example:

```
@click.command()
@click.option('--hash-type', type=click.Choice(['md5', 'sha1']))
def digest(hash_type):
    click.echo(hash_type)
```

What it looks like:

```
$ digest --hash-type=md5
md5

$ digest --hash-type=foo
Usage: digest [OPTIONS]

Error: Invalid value for "--hash-type": invalid choice: foo. (choose from md5, sha1)

$ digest --help
Usage: digest [OPTIONS]

Options:
  --hash-type [md5|sha1]
  --help                  Show this message and exit.
```


1.4.8 Prompting

Sometimes you want parameters that can either be provided from the command line or if not, you want to ask for user input. This can be implemented with click by defining a prompt string.

Example:

```
@click.command()
@click.option('--name', prompt=True)
def hello(name):
    click.echo('Hello %s!' % name)
```

And what it looks like:

```
$ hello --name=John
Hello John!
$ hello
Name: John
Hello John!
```

If you are not happy with the default prompt string you can ask for a different one:

```
@click.command()
@click.option('--name', prompt='Your name please')
def hello(name):
    click.echo('Hello %s!' % name)
```

What it looks like:

```
$ hello
Your name please: John
Hello John!
```

1.4.9 Password Prompts

Click also supports hidden prompts and asking for confirmation. This is useful for password input:

```
@click.command()
@click.option('--password', prompt=True, hide_input=True,
              confirmation_prompt=True)
def encrypt(password):
    click.echo('Encrypting password to %s' % password.encode('rot13'))
```

What it looks like:

```
$ encrypt
Password:
Repeat for confirmation:
```

Because this combination of parameters is quite common this can also be replaced with the `password_option()` decorator:

```
@click.command()
@click.password_option()
def encrypt(password):
    click.echo('Encrypting password to %s' % password.encode('rot13'))
```

1.4.10 Callbacks and Eager Options

Sometimes you want a parameter to completely change the execution flow. This for instance is the case when you want to have a `--version` parameter that prints out the version and then exits the application.

In such cases you need two concepts: eager parameters and a callback. An eager parameter is a parameter that is handled before others and a callback is what executes after the parameter is handled. The eagerness is necessary so that an earlier required parameter does not produce an error message. For instance if `--version` was not eager and a parameter `--foo` was required and defined before, you would need to specify it for `--version` to work. For more information see [Callback Evaluation Order](#).

A callback is a function that is invoked with two parameters: the current *Context* and the value. The context provides some useful features such as quitting the application and gives access to other already processed parameters.

Here an example for a `--version` flag:

```
def print_version(ctx, value):
    if not value:
        return
    click.echo('Version 1.0')
    ctx.exit()

@click.command()
@click.option('--version', is_flag=True, callback=print_version,
              expose_value=False, is_eager=True)
def hello():
    click.echo('Hello World!')
```

The *expose_value* parameter prevents the now pretty pointless *version* parameter to be passed to the callback. If that was not specified a boolean would be passed to the *hello* script.

What it looks like:

```
$ hello
Hello World!
$ hello --version
Version 1.0
```

1.4.11 Yes Parameters

For dangerous operations it's very useful to be able to ask a user for confirmation. This can be done by adding a boolean `--yes` flag and asking for confirmation if the user did not provide it and to fail in a callback:

```
def abort_if_false(ctx, value):
    if not value:
        ctx.abort()

@click.command()
@click.option('--yes', is_flag=True, callback=abort_if_false,
              expose_value=False,
              prompt='Are you sure you want to drop the db?')
def dropdb():
    click.echo('Dropped all tables!')
```

And what it looks like on the command line:

```
$ dropdb
Are you sure you want to drop the db? [yN]: n
Aborted!
$ dropdb --yes
Dropped all tables!
```

Because this combination of parameters is quite common this can also be replaced with the `confirmation_option()` decorator:

```
@click.command()
@click.confirmation_option(help='Are you sure you want to drop the db?')
def dropdb():
    click.echo('Dropped all tables!')
```

1.4.12 Values from Environment Variables

A very useful feature of click is the ability to accept parameters from environment variables in addition to regular parameters. This allows tools to be automated much easier. For instance you might want to pass the config file as `--config` parameter but also support exporting a `TOOL_CONFIG=hello.cfg` key / value pair for a nicer development experience.

This is supported by click in two ways. One is to automatically build environment variables which is supported for options only. To enable this feature the `auto_envvar_prefix` parameter needs to be passed to the script that is invoked. Each command and parameter is then added as underscore-separated variable in uppercase. So if you have a subcommand called `foo` taking an option called `bar` and the prefix is `MY_TOOL` then the variable is `MY_TOOL_FOO_BAR`.

Example usage:

```
@click.command()
@click.option('--username')
def greet(username):
    click.echo('Hello %s!' % username)

if __name__ == '__main__':
    greet(auto_envvar_prefix='GREETER')
```

And from the command line:

```
$ export GREETER_USERNAME=john
$ greet
Hello john!
```

The second option is to manually pull values in from specific environment variables by defining the name of the environment variable on the option.

Example usage:

```
@click.command()
@click.option('--username', envvar='USERNAME')
def greet(username):
    click.echo('Hello %s!' % username)

if __name__ == '__main__':
    greet()
```

And from the command line:

```
$ export USERNAME=john
$ greet
Hello john!
```

In that case it can also be a list of different environment variables where the first one is picked.

1.4.13 Multiple Values from Environment Values

As options can accept multiple values pulling in such values from environment variables (which are strings) is a bit more complex. The way click solves this is by leaving it up to the type to customize this behavior. For both `multiple` and `nargs` with other values than 1 click will invoke the `ParamType.split_envvar_value()` method to perform the splitting.

The default implementation for all types is to split on whitespace. The exception to this rules are the `File` and `Path` types which both split according to the operating system's path splitting rules. On UNIX systems like Linux and OS X the splitting happens for those on every colon (:) and for Windows on a semicolon (;).

Example usage:

```
@click.command()
@click.option('--paths', '--path', envvar='PATHS', multiple=True,
              type=click.Path())
def perform(paths):
    for path in paths:
        click.echo(path)

if __name__ == '__main__':
    perform()
```

And from the command line:

```
$ export PATHS=./foo/bar:./test
$ perform
./foo/bar
./test
```

1.4.14 Other Prefix Characters

Click can deal with alternative prefix characters, other than `-` for options. This is for instance useful if you want to handle slashes as parameters `/` or something similar. Note that this is strongly discouraged in general because click wants developers to stay close to POSIX semantics. However in certain situations this can be useful:

```
@click.command()
@click.option('+w/-w')
def chmod(w):
    click.echo('writable=%s' % w)

if __name__ == '__main__':
    chmod()
```

And from the command line:

```
$ chmod +w
writable=True
```

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```
$ chmod -w  
writable=False
```

1.4.15 Range Options

A special mention should go to the `IntRange` type which works very similar to the `INT` type but restricts the value to fall into a specific range (inclusive on both edges). It has two modes:

- the default mode (non clamping mode) where a value that falls outside of the range will cause an error.
- an optional clamping mode where a value that falls outside of the range will be clamped. This means that a range of 0-5 would return 5 for the value 10 or 0 for the value -1 (for example).

Example:

```
@click.command()
@click.option('--count', type=click.IntRange(0, 20, clamp=True))
@click.option('--digit', type=click.IntRange(0, 10))
def repeat(count, digit):
    click.echo(str(digit) * count)

if __name__ == '__main__':
    repeat()
```

And from the command line:

```
$ repeat --count=1000 --digit=5
55555555555555555555
$ repeat --count=1000 --digit=12
Usage: repeat [OPTIONS]

Error: Invalid value for "--digit": 12 is not in the valid range of 0 to 10.
```

If you pass `None` for any of the edges it means that the range is open at that side.

1.5 Arguments

Arguments work similar to options but are positional. They also only support a subset of the features of options due to their syntactical nature. Click also will not attempt to document arguments for you and wants you to document them manually to avoid ugly looking help pages.

1.5.1 Basic Arguments

The most basic option is a simple string argument of one value. If no type is provided the type of the default value is used. If no default value is provided the type is assumed to be *STRING*.

Example:

```
@click.command()
@click.argument('filename')
def touch(filename):
    click.echo(filename)
```

And what it looks like:

```
$ touch foo.txt
foo.txt
```

1.5.2 Variadic Arguments

The second most common version is variadic arguments where a specific (or unlimited) number of arguments is accepted. This can be controlled with the `nargs` parameter. If it's set to `-1` then an unlimited number of arguments is accepted.

The value is then passed as a tuple. Note that only one argument can be set to `nargs=-1` as this will eat up all arguments.

Example:

```
@click.command()
@click.argument('src', nargs=-1)
@click.argument('dst', nargs=1)
def copy(src, dst):
    for fn in src:
        click.echo('move %s to folder %s' % (fn, dst))
```

And what it looks like:

```
$ copy foo.txt bar.txt my_folder
move foo.txt to folder my_folder
move bar.txt to folder my_folder
```

Note on Non-Empty Variadic Arguments

If you come from `argparse` you might be missing support for setting `nargs` to `+` to indicate that at least one argument is required.

Support for this is very intentionally not included as we believe scripts should gracefully degrade into becoming noops if a variadic argument is empty. The reason for this is that very often scripts are invoked with wildcard inputs from the command line and they should not error out if the wildcard is empty.

1.5.3 File Arguments

Since all the examples have already worked with file names it makes sense to explain how to deal with files properly. Command line tools are more fun if they work with files the unix way which is to accept `-` as a special file that refers to `stdin/stdout`.

Click supports this through the `click.File` type which intelligently handles files for you. It also deals with unicode and bytes correctly for all versions of Python so your script stays very portable.

Example:

```
@click.command()
@click.argument('input', type=click.File('rb'))
@click.argument('output', type=click.File('wb'))
def inout(input, output):
    while True:
```

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```

chunk = input.read(1024)
if not chunk:
    break
output.write(chunk)

```

And what it does:

```

$ inout - hello.txt
hello
^D
$ inout hello.txt -
hello

```

1.5.4 File Opening Safety

The `FileType` type has one problem it needs to deal with and that is to decide when to open a file. The default behavior is to be “intelligent” about it. What this means is that it will open stdin/stdout and files opened for reading immediately. This will directly give the user feedback when a file cannot be opened. But it will only open files for writing the first time an IO operation is performed by wrapping the file automatically in a special wrapper.

This behavior can be forced by passing `lazy=True` or `lazy=False` to the constructor. If the file is opened lazily it will fail on first IO operation by raising an `FileError`.

Since files opened for writing will typically immediately empty the file, the lazy mode should really only be disabled if the developer is 100% sure that this is intended behavior.

Forcing on lazy mode is also very useful to avoid resource handling confusion. If a file is opened in lazy mode it will get a `close_intelligently` method that can help you figuring out if the file needs closing or not. This is not needed for parameters, but it is necessary for manually prompting with the `prompt()` function as you do not know if a stream like stdout was opened (which was already open before) or a real file that needs closing.

1.5.5 Environment Variables

Like options, arguments can also get values from an environment variable. Unlike options however this is only supported for explicitly named environment variables.

Example usage:

```

@click.command()
@click.argument('src', envvar='SRC', type=click.File('r'))
def echo(src):
    click.echo(src.read())

```

And from the command line:

```

$ export SRC=hello.txt
$ echo
Hello World!

```

In that case it can also be a list of different environment variables where the first one is picked.

Generally this feature is not recommended because it can cause a lot of confusion to the user.

1.6 Commands and Groups

The most important feature of click is the concept of arbitrarily nesting command line utilities. This is implemented through the *Command* and *Group* (actually *MultiCommand*).

1.6.1 Callback Invocation

For a regular command the callback is executed whenever the command runs. So if the script is the only command it will always fire (unless a parameter callback prevents it. This for instance happens if someone passes `--help` to the script).

For groups and multi commands the situation looks different. In that case the callback fires whenever a subcommand fires (unless this behavior is changed). What this means in practice is that an outer command runs when an inner command runs:

```
@click.group()
@click.option('--debug/--no-debug', default=False)
def cli(debug):
    click.echo('Debug mode is %s' % ('on' if debug else 'off'))

@cli.command()
def sync():
    click.echo('Synching')
```

Here is what this looks like:

```
$ tool.py
Usage: cli [OPTIONS] COMMAND [ARGS]...

Options:
  --debug / --no-debug
  --help                Show this message and exit.

Commands:
  sync

$ tool.py --debug sync
Debug mode is on
Synching
```

1.6.2 Nested Handling and Contexts

As you can see from the earlier example the basic command group accepts a debug argument which is passed to its callback, but not to the sync command itself. The sync command only accepts its own arguments.

This allows tools to act completely independent of each other. But how does one command talk to a nested one? The answer to this is the *Context*.

Each time a command is invoked a new context is created and linked with the parent context. Normally you can't see these contexts, but they are there. Contexts are passed to parameter callbacks together with the value automatically. Commands can also ask for the context to be passed by marking themselves with the `pass_context()` decorator. In that case the context is passed as first argument.

The context can also carry a program specified object that can be used for the program's purposes. What this means is that you can build a script like this:


```

@click.group()
@click.option('--debug/--no-debug', default=False)
@click.pass_context
def cli(ctx, debug):
    ctx.obj['DEBUG'] = debug

@cli.command()
@click.pass_context
def sync(ctx):
    click.echo('Debug is %s' % (ctx.obj['DEBUG'] and 'on' or 'off'))

if __name__ == '__main__':
    cli(obj={})

```

If the object is provided each context will pass the object onwards to its children, but at any level a context's object can be overridden. To reach to a parent context `ctx.parent` can be used.

In addition to that instead of passing an object down nothing stops the application from modifying global state. For instance you could just flip a global `DEBUG` variable and be done with it.

1.6.3 Decorating Commands

As you have seen in the earlier example a decorator can change how a command is invoked. What actually happens behind the scenes is that callbacks are always invoked through the `Context.invoke()` method which automatically invokes a command correctly (by either passing the context or not).

This is very useful when you want to write custom decorators. For instance a common pattern would be to configure an object representing state and then storing it on the context and then to use a custom decorator to find the most recent object of this sort and pass it as first argument.

For instance the `pass_obj()` decorator can be implemented like this:

```

from functools import update_wrapper

def pass_obj(f):
    @click.pass_context
    def new_func(ctx, *args, **kwargs):
        return ctx.invoke(f, ctx.obj, *args, **kwargs)
    return update_wrapper(new_func, f)

```

The `Context.invoke()` command will automatically invoke the function in the correct way. So the function will either be called with `f(ctx, obj)` or `f(obj)` depending on if it itself is decorated with `with_context()`.

This is a very powerful context that can be used to build very complex nested applications. See [Complex Applications](#) for more information.

1.6.4 Group Invocation Without Command

By default a group or multi command is not invoked unless a subcommand is passed. In fact, not providing a command automatically passes `--help` by default. This behavior can be changed by passing `invoke_without_command=True` to a group. In that case the callback is always invoked instead of showing the help page. The context object also includes information about if the invocation would go to a subcommand or not.

Example:

```
@click.group(invoke_without_command=True)
@click.pass_context
def cli(ctx):
    if ctx.invoked_subcommand is None:
        click.echo('I was invoked without subcommand')
    else:
        click.echo('I am about to invoke %s' % ctx.invoked_subcommand)

@cli.command()
def sync():
    click.echo('The subcommand')
```

And how it works in practice:

```
$ python tool.py
I was invoked without subcommand
$ python tool.py sync
I am about to invoke sync
The subcommand
```

1.6.5 Custom Multi Commands

In addition to using `click.group()` you can also build your own custom multi commands. This is useful when you want to support commands being loaded lazily from plugins.

A custom multi command just needs to implement a list and load method:

```
import click
import os

plugin_folder = os.path.join(os.path.dirname(__file__), 'commands')

class MyCLI(click.MultiCommand):

    def list_commands(self, ctx):
        rv = []
        for filename in os.listdir(plugin_folder):
            if filename.endswith('.py'):
                rv.append(filename[:-3])
        rv.sort()
        return rv

    def get_command(self, ctx, name):
        ns = {}
        fn = os.path.join(plugin_folder, name + '.py')
        with open(fn) as f:
            code = compile(f.read(), fn, 'exec')
            eval(code, ns, ns)
        return ns['cli']

cli = MyCLI(help='This tool\'s subcommands are loaded from a '
            'plugin folder dynamically.')

if __name__ == '__main__':
    cli()
```

These custom classes can also be used with decorators:

```
@click.command(cls=MyCLI)
def cli():
    pass
```

1.6.6 Merging Multi Commands

In addition to implementing custom multi commands it can also be interesting to merge multiple together into one script. While this is generally not as recommended as nesting one below the other the merging approach can be useful in some circumstances for a nicer shell experience.

A default implementation for such a merging system is the `CommandCollection` class. It accepts a list of other multi commands and makes the commands available on the same class. It accepts a list of other multi commands and makes the commands available on the same level.

Example usage:

```
import click

@click.group()
def cli1():
    pass

@cli1.command()
def cmd1():
    """Command on cli1"""

@click.group()
def cli2():
    pass

@cli1.command()
def cmd2():
    """Command on cli2"""

cli = click.CommandCollection(sources=[cli1, cli2])

if __name__ == '__main__':
    cli()
```

And what it looks like:

```
$ cli --help
Usage: root [OPTIONS] COMMAND [ARGS]...

Options:
  --help  Show this message and exit.

Commands:
  cmd1  Command on cli1
  cmd2  Command on cli2
```

In case a command exists on more than one source, the first source wins.

1.6.7 Overriding Defaults

By default the default value for a parameter is pulled from the `default` flag that is provided when it's defined. But that's not the only place defaults can be loaded from. The other place is the `Context.default_map` (a dictionary) on the context. This allows defaults to be loaded from a config file to override the regular defaults.

This is useful if you plug in some commands from another package but you're not satisfied with the defaults.

The default map can be nested arbitrarily for each subcommand and be provided when the script is invoked. Alternatively it can also be overridden at any point by commands. For instance a toplevel command could load the defaults from a config file.

Example usage:

```
import click

@click.group()
def cli():
    pass

@cli.command()
@click.option('--port', default=8000)
def runserver(port):
    click.echo('Serving on http://127.0.0.1:%d/' % port)

if __name__ == '__main__':
    cli(default_map={
        'runserver': {
            'port': 5000
        }
    })
```

```
$ cli runserver
Serving on http://127.0.0.1:5000/
```

1.7 User Input Prompts

Click supports prompts in two different places. One is automated prompts when the parameter handling happens. The second option is to ask for prompts at a later point independently.

This can be accomplished with the `prompt()` function which asks for valid input according to a type or the `confirm()` function which asks for confirmation (yes / no).

1.7.1 Option Prompts

Option prompts are integrated into the option interface. See [Prompting](#) for more information. Internally it automatically calls into `prompt()` or `confirm()` as necessary.

1.7.2 Input Prompts

To manually ask for user input you can use the `prompt()` function. By default it accepts any unicode string but you can ask for any other type. For instance you can ask for a valid integer:

```
value = click.prompt('Please enter a valid integer', type=int)
```

The type is also automatically detected if a default is provided. The following for instance will only accept floats:

```
value = click.prompt('Please enter a number', default=42.0)
```

1.7.3 Confirmation Prompts

To ask if a user wants to continue with an action the `confirm()` function comes in handy. By default it returns the result of the prompt as boolean value:

```
if click.confirm('Do you want to continue?'):
    click.echo('Well done!')
```

There is also the option to make it automatically abort the execution:

```
click.confirm('Do you want to continue?', abort=True)
```

1.8 Documenting Scripts

Click makes it very easy to document your command line tools. First of all it automatically generates help pages for you. While these are currently not customizable in layout, all the texts can be changed.

1.8.1 Help Texts

Commands and options accept help arguments. In case of commands the doc string of the function is automatically used if provided.

Simple example:

```
@click.command()
@click.option('--count', default=1, help='number of greetings')
@click.argument('name')
def hello(count, name):
    """This script prints hello NAME COUNT times."""
    for x in range(count):
        click.echo('Hello %s!' % name)
```

And what it looks like:

```
$ hello --help
Usage: hello [OPTIONS] NAME

    This script prints hello NAME COUNT times.

Options:
  --count INTEGER  number of greetings
  --help           Show this message and exit.
```

Arguments cannot be documented this way. This is to follow general convention of Unix tools to use arguments only for the most necessary things and to document them in the introduction text by referring to them by name.

1.8.2 Preventing Rewrapping

The default behavior of click is to rewrap text to work correctly for the width of the terminal. In some circumstances this can become a problem. The main issue is showing code examples where newlines are significant.

Rewrapping can be disabled on a per-paragraph case by adding a line with just the `\b` escape marker in it. This line will be removed from the help text and rewrapping will be disabled.

Example:

```
@click.command()
def cli():
    """First paragraph.

    This is a very long second paragraph and as you
    can see wrapped very early in the source text
    but will be rewrapped to the terminal width in
    the final output.

    \b
    This is
    a paragraph
    without rewrapping.

    And this is a paragraph
    that will be rewrapped again.
    """
```

And what it looks like:

```
$ cli --help
Usage: cli [OPTIONS]

First paragraph.

This is a very long second paragraph and as you can see wrapped very early
in the source text but will be rewrapped to the terminal width in the
final output.

This is
a paragraph
without rewrapping.

And this is a paragraph that will be rewrapped again.

Options:
  --help  Show this message and exit.
```

1.8.3 Meta Vars

Options and parameters accept a `metavar` argument that can change the meta variable in the help page. The default version is the parameter name in uppercase with underscores and sometimes annotated differently if optional. This can be customized at all levels:

```
@click.command(options_metavar='<options>')
@click.option('--count', default=1, help='number of greetings',
```

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```

        metavar='<int>')
@click.argument('name', metavar='<name>')
def hello(count, name):
    """This script prints hello <name> <int> times."""
    for x in range(count):
        click.echo('Hello %s!' % name)

```

Example:

```

$ hello --help
Usage: hello <options> <name>

    This script prints hello <name> <int> times.

Options:
  --count <int>  number of greetings
  --help          Show this message and exit.

```

1.8.4 Command Short Help

For commands a short help is generated. By default it's the first part (until the first dot) of the help message of the command unless it's too long. This can also be overridden:

```

@click.group()
def cli():
    """A simple command line tool."""

@click.command('init', short_help='init the repo')
def init():
    """Initializes the repository."""

@click.command('delete', short_help='delete the repo')
def delete():
    """Deletes the repository."""

```

And what it looks like:

```

$ repo.py
Usage: cli [OPTIONS] COMMAND [ARGS]...

    A simple command line tool.

Options:
  --help  Show this message and exit.

Commands:
  delete  delete the repo
  init    init the repo

```

1.9 Usage with Setuptools

When writing command line utilities it's recommended to write them as modules that are distributed with setuptools instead of using UNIX shebangs. There are a bunch of reasons for this.

The first one is that `setuptools` automatically generates executable wrappers for Windows so your command line utilities work on Windows too.

The second reason is that `setuptools` scripts work with `virtualenv` on UNIX without the `virtualenv` having to be activated. This is a very useful concept which allows you to bundle your scripts with all requirements into a `virtualenv`.

1.9.1 Introduction

All you need to do to bundle your scripts with `setuptools` is your script in a python package and a `setup.py` file.

Imagine this layout:

```
yourpackage/  
  cli.py  
  setup.py
```

Contents of `cli.py`:

```
import click  
  
@click.command()  
def cli():  
    """Example script."""  
    click.echo('Hello World!')
```

Contents of `setup.py`:

```
from setuptools import setup, find_packages  
  
setup(  
    name='yourpackage',  
    version='0.1',  
    packages=find_packages(),  
    include_package_data=True,  
    install_requires=[  
        'Click',  
    ],  
    entry_points='''  
        [console_scripts]  
        yourscrip=yourpackage.cli:cli  
    ''',  
)
```

The magic is in the `entry_points` parameter. Below `console_scripts` each line identifies one console script. The first part before the equals sign (=) is the name of the script that should be generated, the second part is the import path followed by a colon (:) with the click command.

That's it.

1.9.2 Testing The Script

To test the script you can make a new `virtualenv` and then install your package:

```
$ virtualenv venv  
$ . venv/bin/activate  
$ pip install --editable .
```


Afterwards your command should be available:

```
$ yourscript
```

1.10 Complex Applications

Click is designed to write complex and simple CLI tools alike. However the power of its design is the ability to arbitrarily nest systems together. For instance in case you have ever used Django you will have realized that it provides a command line utility. But so does Celery for instance. So when using Celery with Django there are two tools that need to interact with each other and be cross configured.

In a theoretical world of two separate click command line utilities they can solve this problem by nesting one inside the other. For instance the web framework could also load the commands for the message queue framework.

1.10.1 Basic Concepts

To understand how this works you need to understand two concepts: contexts and the calling convention.

Contexts

Whenever a click command is executed a `Context` object is created which holds state for this particular invocation. For instance it remembers parsed parameters, what command created it, which resources need to be cleaned up at the end of the function and so forth. It also holds an application defined object optionally.

Context objects build a linked list until they hit top one. Each context is linked to the parent context. This allows a command to work below another command and store its own information there without having to be afraid of messing up the state of the parent command.

Because the parent data is however available it's possible to navigate to it if needed.

Most of the time you don't see the context object, but when writing more complex applications it comes in handy. This brings us to the next point.

Calling Convention

When a click command callback is executed it's passed all the non hidden parameters as keyword arguments. Notably absent is the context. However a callback can opt-into being passed the context object by marking itself with `pass_context()`.

So how do you invoke a command callback if you don't know if it should receive the context or not? The answer is that the context itself provides a helper function (`Context.invoke()`) which can do this for you. It accepts the callback as first argument and then invokes the function correctly.

1.10.2 Building a Git

In this example we want to build a command line tool that resembles a version control system a bit. Systems like git usually provide one over-arching command that already accepts some parameters and configuration, and then has extra subcommands that do other things.

The Root Command

At the top level we need a group that can hold all our commands. In this case we use the basic `click.group()` which allows us to register other click commands below it.

For this command we also want to accept some parameters that configure the state of our tool:

```
import os
import click

class Repo(object):
    def __init__(self, home=None, debug=False):
        self.home = os.path.abspath(home or '.')
        self.debug = debug

@click.group()
@click.option('--repo-home', envvar='REPO_HOME', default='.repo')
@click.option('--debug/--no-debug', default=False,
              envvar='REPO_DEBUG')
@click.pass_context
def cli(ctx, repo_home, debug):
    ctx.obj = Repo(repo_home, debug)
```

So let's understand what this does. We create a group command which can have subcommands. When it is invoked it will create an instance of a `Repo` class. This holds the state for our command line tool. In this case it just remembers some parameters but at this point it could also start loading config files and so on.

This state object is then remembered as `obj` on the context. This is a special attribute where commands are supposed to remember what they need to pass on to their children.

In order for this to work we need to mark our function with `pass_context()` because otherwise the context object would be entirely hidden from us.

The First Child Command

So let's add our first child command to it. Let's go with the clone command:

```
@cli.command()
@click.argument('src')
@click.argument('dest', required=False)
def clone(src, dest):
    pass
```

So now we have a clone command, but how do we get access to the repo? As you can imagine one way is to use the `pass_context()` function which again will make our callback also get the context passed on which we memorized the repo. Even better there is a second version of this decorator called `pass_obj()` which will just pass the stored object, in our case the repo:

```
@cli.command()
@click.argument('src')
@click.argument('dest', required=False)
@click.pass_obj
def clone(repo, src, dest):
    pass
```

Interleaved Commands

While not relevant for this particular program we want to build there is also quite good support for interleaving systems. Imagine for instance there would be this super cool plugin for our version control system that needs a lot of configuration and wants to store its own configuration as *obj*. If we would then attach another command below that, all the sudden we would get the plugin config instead of our repo object.

One obvious way is to store a reference to the repo on the plugin but then a command needs to be aware that it's attached below such a plugin.

There is a much better system by taking advantage of the linked nature of contexts. We know that the plugin context is linked to the context that created our repo. Because of that we can start a search for the last level where the object stored on the context was a repo.

Built-in support for this is provided by the `make_pass_decorator()` factory which will create decorators for us that find objects (it internally calls into `Context.find_object()`). So in our case we know that we want to find the closest Repo object. So let's make a decorator for this:

```
pass_repo = click.make_pass_decorator(Repo)
```

If we now use `pass_repo` instead of `pass_obj` we will always get a repo instead of something else:

```
@cli.command()
@click.argument('src')
@click.argument('dest', required=False)
@pass_repo
def clone(repo, src, dest):
    pass
```

Ensuring Objects

The above example only works if there was an outer command that created a Repo object and stored it on the context. For some more advanced use cases this might be a problem for you. The default behavior of `make_pass_decorator()` is to call into `Context.find_object()` which will find the object. If it can't find the object it will raise an error. The alternative behavior is to use `Context.ensure_object()` which will find the object, or if it cannot find it, will create one and store it on the innermost context. This behavior can also be enabled for `make_pass_decorator()` by passing `ensure=True`:

```
pass_repo = click.make_pass_decorator(Repo, ensure=True)
```

In this case the innermost context gets such an object created if it's missing. This might replace objects being placed there earlier. In this case the command stays executable, even if the outer command does not run. For this to work the object type needs to have a constructor that accepts no arguments.

As such it runs standalone:

```
@click.command()
@pass_repo
def cp(repo):
    click.echo(repo)
```

As you can see:

```
$ cp
<Repo object at 0x7f3b06817b38>
```

1.11 Advanced Patterns

In addition to common functionality that is implemented in the library itself, there are countless of patterns that can be implemented by extending click. This page should give some inspiration of what can be accomplished.

1.11.1 Command Aliases

Many tools support aliases for commands. For instance you can configure `git` to accept `git ci` as alias for `git commit`. Other tools also support auto discovery for aliases by automatically shortening them.

Click does not support this out of the box but it's very easy to customize the `Group` or any other `MultiCommand` to provide this functionality.

As explained in *Custom Multi Commands* a multi command can provide two methods: `list_commands()` and `get_command()`. In this particular case you only need to override the latter as you generally don't want to enumerate the aliases on the help page to avoid confusion.

This following example implements a subclass of `Group` that accepts a prefix for a command. So if there is a command called `push` it would accept `pus` as alias if it's unique:

```
class AliasedGroup(click.Group):

    def get_command(self, ctx, cmd_name):
        rv = click.Group.get_command(self, ctx, cmd_name)
        if rv is not None:
            return rv
        matches = [x for x in self.list_commands(ctx)
                    if x.startswith(cmd_name)]
        if not matches:
            return None
        elif len(matches) == 1:
            return click.Group.get_command(self, ctx, matches[0])
        ctx.fail('Too many matches: %s' % ', '.join(sorted(matches)))
```

And it can be used like this then:

```
@click.command(cls=AliasedGroup)
def cli():
    pass

@cli.command()
def push():
    pass

@cli.command()
def pop():
    pass
```

1.11.2 Invoking Other Commands

Sometimes it might be interesting to invoke one command from another command. This is generally a pattern that is discouraged with click but possible nonetheless. For this you can use the `Context.invoke()` or `Context.forward()` methods.

They work similar but the difference is that `Context.invoke()` merely invokes another command with the arguments you provide as a caller, whereas `Context.forward()` fills in the arguments from the current command. Both accept the command as first argument and everything else is passed onwards as you would expect.

Example:

```
cli = click.Group()

@cli.command()
@click.option('--count', default=1)
def test(count):
    click.echo('Count: %d' % count)

@cli.command()
@click.option('--count', default=1)
@click.pass_context
def dist(ctx, count):
    ctx.forward(test)
    ctx.invoke(test, count=42)
```

And what it looks like:

```
$ cli dist
Count: 1
Count: 42
```

1.11.3 Showing Long Texts

In some situations you might want to show long texts on the terminal and let a user scroll through it. This can be achieved by using the `echo_via_pager()` function which works similar to the `echo()` function but always writes to stdout and, if possible, through a pager.

Example:

```
@click.command()
def less():
    click.echo_via_pager('\n'.join('Line %d' % idx
                                    for idx in range(200)))
```

1.11.4 Callback Evaluation Order

Click works a bit different than some other command line parsers in that it attempts to reconcile the order of arguments as defined by the programmer with the order of arguments as defined by the user before invoking any callbacks.

This is an important concept to understand when implementing complex patterns ported from `optparse` or other systems to click. A parameter callback invocation in `optparse` happens as part of the parsing step whereas a callback invocation in click happens after the parsing.

The main difference is that in `optparse` callbacks are invoked with the raw value as it happens, whereas a callback in click is invoked after the value has been fully converted.

Generally the order of invocation is driven by the order in which the user provides the arguments to the script. So if there is an option called `--foo` and an option called `--bar` and the user calls it as `--bar --foo` then the callback for `bar` will fire before the one for `foo`.

There are two exceptions to this rule which are important to know:

Eagerness: An option can be set to be “eager”. All eager parameters are evaluated before all non-eager parameters, but again in the order as they were provided on the command line by the user.

This is important for parameters that execute and exit like `--help` and `--version`. Both are eager parameters but whatever parameter comes first on the command line will win and exit the program.

Repeated parameters: If an option or argument is split up on the command line into multiple places because it’s repeated (for instance `--exclude foo --include baz --exclude bar`) the callback will fire based on the position of the first option. So in this case the callback will fire for `exclude` and it will be passed both options (`foo` and `bar`), then the callback for `include` will fire with `baz` only.

Note that even if a parameter does not allow multiple versions, click will still accept the position of the first, but it will ignore every value except the first. The reason for this is to allow composability through shell aliases that set defaults.

Missing parameters: If a parameter is not defined on the command line the callback will still fire. This is different from how it works in `optparse` where undefined values do not fire the callback. Missing parameters fire their callbacks at the very end which makes it possible for them to default to values from a parameter that came before.

Most of the time you don’t need to be concerned about any of this stuff, but it’s important to know how it works for some advanced cases.

1.12 Testing Click Applications

For basic testing click provides the `click.testing` module which provides test functionality that helps you invoke command line applications and check their behavior.

These tools really only should be used for testing as they are changing the whole interpreter state for simplicity and they are not in any way thread safe!

1.12.1 Basic Testing

The basic functionality for testing click applications is the `CliRunner` which can invoke commands as command line scripts. The `CliRunner.invoke()` method runs the command line script in isolation and captures the output as both bytes and binary data.

The return value is a `Result` object which has the captured output data, exit code and optional exception attached.

Example:

```
import click
from click.testing import CliRunner

def test_hello_world():
    @click.command()
    @click.argument('name')
    def hello(name):
        click.echo('Hello %s!' % name)

    runner = CliRunner()
    result = runner.invoke(hello, ['Peter'])
    assert result.exit_code == 0
    assert result.output == 'Hello Peter!\n'
```

1.12.2 File System Isolation

For basic command line tools that want to operate with the file system the `CliRunner.isolated_filesystem()` method comes in useful which sets up an empty folder and changes the current working directory to.

Example:

```
import click
from click.testing import CliRunner

def test_cat():
    @click.command()
    @click.argument('f', type=click.File())
    def cat(f):
        click.echo(f.read())

    runner = CliRunner()
    with runner.isolated_filesystem():
        with open('hello.txt') as f:
            f.write('Hello World!')

    result = runner.invoke(cat, ['hello.txt'])
    assert result.exit_code == 0
    assert result.output == 'Hello World!\n'
```

1.12.3 Input Streams

The test wrapper can also be used to provide input data for the input stream (stdin). This is very useful for testing prompts for instance:

```
import click
from click.testing import CliRunner

def test_prompts():
    @click.command()
    @click.option('--foo', prompt=True)
    def test(foo):
        click.echo('foo=%s' % foo)

    runner = CliRunner()
    result = runner.invoke(test, input='wau wau\n')
    assert not result.exception
    assert result.output == 'Foo: wau wau\nfoo=wau wau\n'
```

Note that prompts will be emulated so that they write the input data to the output stream as well. If hidden input is expected then this obviously does not happen.

1.13 Utilities

Besides the functionality that click provides to interface with argument parsing and handling, it also provides a bunch of add-on functionality that is useful for writing command line utilities.

1.13.1 Printing to Stdout

The most obvious helper is the `echo()` function which in many ways works like the Python `print` statement or function. The main difference is that it works the same on Python 2 and 3 and it intelligently detects misconfigured output streams and will never fail (except on Python 3, for more information see [Python 3 Limitations](#)).

Example:

```
import click

click.echo('Hello World!')
```

Most importantly it can print both unicode and binary data, unlike the builtin `print` function on Python 3 which cannot output any bytes. It will however emit a trailing newline by default which needs to be suppressed by passing `nl=False`:

```
click.echo(b'\xe2\x98\x83', nl=False)
```

1.13.2 Printing Filenames

Because filenames might not be unicode formatting them can be a bit tricky. Generally this is easier on Python 2 than 3 as you can just write the bytes to stdout with the `print` function, but at least on Python 3 you will need to always operate in unicode.

The way this works with click is through the `format_filename()` function. It does a best effort conversion of the filename to Unicode and will never fail. This makes it possible to use these filenames in the context of a full unicode string.

Example:

```
click.echo('Path: %s' % click.format_filename(b'foo.txt'))
```

1.13.3 Standard Streams

For command line utilities it's very important to get access to input and output streams reliably. Python generally provides access to these streams through `sys.stdout` and friends, but unfortunately there are API differences between 2.x and 3.x. Especially in regards to how these streams respond to unicode and binary data there are wide differences.

Because of this click provides the `get_binary_stream()` and `get_text_stream()` which produce consistent results with different Python versions and for widely misconfigured terminals.

The end result is that these functions will always return a functional stream object (except in very odd cases on Python 3, see [Python 3 Limitations](#)).

Example:

```
import click

stdin_text = click.get_text_stream('stdin')
stdout_binary = click.get_binary_stream('stdout')
```


1.14 Python 3 Support

Click supports Python 3 but like all other command line utility libraries, it suffers from the Unicode text model in Python 3. All examples in the documentation were written so that they run on both Python 2.x and Python 3.3 or higher.

At the moment the strong recommendation is to use Python 2 for these utilities unless Python 3 is a hard requirement.

1.14.1 Python 3 Limitations

At the moment click suffers from a few problems on Python 3:

- The command line in Unix traditionally is in bytes and not unicode. While there are encoding hints for all of this, there are generally some situations where this can break. The most common one is SSH connections to machines with different locales.

Misconfigured environments can currently cause a wide range of unicode problems on Python 3 due to the lack of support for roundtripping surrogate escapes. This will not be fixed in click itself!

For more information see [Python 3 Surrogate Handling](#).

- Standard input and output on Python 3 is opened in unicode mode by default. Click has to reopen the stream in binary mode in certain situations. Because there is no standardized way to do this, this might not always work. Primarily this can become a problem when testing command-line applications.

This is not supported:

```
sys.stdin = io.StringIO('Input here')
sys.stdout = io.StringIO()
```

Instead you need to do this:

```
input = 'Input here'
in_stream = io.BytesIO(input.encode('utf-8'))
sys.stdin = io.TextIOWrapper(in_stream, encoding='utf-8')
out_stream = io.BytesIO()
sys.stdout = io.TextIOWrapper(out_stream, encoding='utf-8')
```

Remember that in that case you need to use `out_stream.getvalue()` and not `sys.stdout.getvalue()` if you want to access the buffer contents as the wrapper will not forward that method.

1.14.2 Python 2 / 3 Differences

Click attempts to minimize the differences between Python 2 and Python 3 by following the best practices for both languages.

On Python 2 the following is true:

- `sys.stdin`, `sys.stdout`, and `sys.stderr` are opened in binary mode but under some circumstances they support unicode output. Click attempts to not subvert this but provides support for forcing streams to be unicode-based.
- `sys.argv` is always bytes-based. Click will pass bytes to all input types and convert as necessary. The `STRING` type automatically will decode properly the input value into a string by trying the most appropriate encodings.
- When dealing with files, click will never go through the unicode APIs and will instead use the operating system's byte APIs to open the files.

On Python 3 the following is true:

- `sys.stdin`, `sys.stdout` and `sys.stderr` are by default text-based. When click needs a binary stream, it attempts to discover the underlying binary stream. See [Python 3 Limitations](#) for how this works.
- `sys.argv` is always unicode-based. This also means that the native type for input values to the types in click is unicode and not bytes.

This causes problems when the terminal is incorrectly set and Python does not figure out the encoding. In that case the unicode string will contain error bytes encoded as surrogate escapes.

- When dealing with files, click will always use the unicode file system API calls by using the operating system's reported or guessed filesystem encoding. Surrogates are supported for filenames, so it should be possible to open files through the `File` type even if the environment is misconfigured.

1.14.3 Python 3 Surrogate Handling

Click on Python 3 does all the unicode handling in the standard library and is subject to its behavior. On Python 2 click does all the unicode handling itself which means there are differences in error behavior.

The most glaring difference is that on Python 2 unicode will “just work” but requires extra care on Python 3. The reason for this is that on Python 3 the encoding detection is done in the interpreter and on Linux and certain other operating systems its encoding handling is problematic.

The biggest source of frustration there is that click scripts invoked by init systems (sysvinit, upstart, systemd, etc.), deployment tools (salt, puppet) or cron jobs (cron) will refuse to work unless a unicode locale is exported.

If click encounters such an environment it will prevent further execution to force you to set a locale. This is done because click cannot know about the state of the system once it's invoked and restore the values before Python's unicode handling kicked in.

If you see something like this error on Python 3:

```
Traceback (most recent call last):
...
RuntimeError: Click will abort further execution because Python 3 was
configured to use ASCII as encoding for the environment. Either switch
to Python 2 or consult for http://click.pocoo.org/python3/
mitigation steps.
```

You are dealing with an environment where Python 3 thinks you are restricted to ASCII data. The solution for these problems is different depending on which locale your computer is running in.

For instance if you have a German linux machine you can fix the problem by exporting the locale to `de_DE.utf-8`:

```
export LC_ALL=de_DE.utf-8
export LANG=de_DE.utf-8
```

If you are on a US machine, `en_EN.utf-8` is the encoding of choice. On some newer linux systems you can also try `C.UTF-8` as locale:

```
export LC_ALL=C.UTF-8
export LANG=C.UTF-8
```

You need to do this before you invoke your Python script. If you are curious about the reasons for this you can join the discussions in the Python 3 bug tracker:

- [ASCII is a bad filesystem default encoding](#)
- [Use surrogateescape as default error handler](#)

- Python 3 raises Unicode errors in the C locale
- `LC_CTYPE=C`: pydoc leaves terminal in an unusable state (this is relevant to Click because the pager support is provided by the stdlib pydoc module)

If you are looking for information on a specific function, class or method, this part of the documentation is for you.

2.1 API

This part of the documentation shows the full API reference of all public classes and functions.

2.1.1 Decorators

`click.command(name=None, cls=None, **attrs)`

Creates a new *Command* and uses the decorated function as callback. This will also automatically attach all decorated *option()*s and *argument()*s as parameters to the command.

The name of the command defaults to the name of the function. If you want to change that, you can pass the intended name as the first argument.

All keyword arguments are forwarded to the underlying command class.

Once decorated the function turns into a *Command* instance that can be invoked as a command line utility or be attached to a command *Group*.

Parameters

- **name** – the name of the command. This defaults to the function name.
- **cls** – the command class to instantiate. This defaults to *Command*.

`click.group(name=None, **attrs)`

Creates a new *Group* with a function as callback. This works otherwise the same as *command()* just that the *cls* parameter is set to *Group*.

`click.argument(*param_decls, **attrs)`

Attaches an option to the command. All positional arguments are passed as parameter declarations to *Argument*, all keyword arguments are forwarded unchanged. This is equivalent to creating an *Option* instance manually and attaching it to the *Command.params* list.

`click.option(*param_decls, **attrs)`

Attaches an option to the command. All positional arguments are passed as parameter declarations to `Option`, all keyword arguments are forwarded unchanged. This is equivalent to creating an `Option` instance manually and attaching it to the `Command.params` list.

`click.password_option(*param_decls, **attrs)`

Shortcut for password prompts.

This is equivalent to decorating a function with `option()` with the following parameters:

```
@click.command()
@click.option('--password', prompt=True, confirmation_prompt=True,
              hide_input=True)
def changeadmin(password):
    pass
```

`click.confirmation_option(*param_decls, **attrs)`

Shortcut for confirmation prompts that can be ignored by bypassed `--yes` as parameter.

This is equivalent to decorating a function with `option()` with the following parameters:

```
def callback(ctx, value):
    if not value:
        ctx.abort()

@click.command()
@click.option('--yes', is_flag=True, callback=callback,
              expose_value=False, prompt='Do you want to continue?')
def dropdb():
    pass
```

`click.version_option(version=None, *param_decls, **attrs)`

Adds a `--version` option which immediately ends the program printing out the version number. This is implemented as an eager option that prints the version and exits the program in the callback.

Parameters

- **version** – the version number to show. If not provided click attempts an auto discovery via `setuptools`.
- **prog_name** – the name of the program (defaults to autodetection)
- **message** – custom message to show instead of the default `'%(prog)s, version %(version)s'`
- **others** – everything else is forwarded to `option()`.

`click.help_option(*param_decls, **attrs)`

Adds a `--help` option which immediately ends the program printing out the help page. This is usually unnecessary to add as this is added by default to all commands unless suppressed.

Like `version_option()` this is implemented as eager option that prints in the callback and exits.

All arguments are forwarded to `option()`.

`click.pass_context(f)`

Marks a callback that it wants to receive the current context object as first argument.

`click.pass_obj(f)`

Similar to `pass_context()` but only pass the object on the context onwards (`Context.obj`). This is useful if that object represents the state of a nested system.

`click.make_pass_decorator(object_type, ensure=False)`

Given an object type this creates a decorator that will work similar to `pass_obj()` but instead of passing the object of the current context, it will find the innermost context of type `object_type()`.

This generates a decorator that works roughly like this:

```
from functools import update_wrapper

def decorator(f):
    @pass_context
    def new_func(ctx, *args, **kwargs):
        obj = ctx.find_object(object_type)
        return ctx.invoke(f, obj, *args, **kwargs)
    return update_wrapper(new_func, f)
return decorator
```

Parameters

- **object_type** – the type of the object to pass.
- **ensure** – if set to *True*, a new object will be created and remembered on the context if it's not there yet.

2.1.2 Utilities

`click.echo(message=None, file=None, nl=True)`

Prints a message plus a newline to the given file or stdout. On first sight this looks like the print function but it has improved support for handling unicode and binary data that does not fail no matter how badly configured the system is.

Primarily it means that you can print binary data as well as unicode data on both 2.x and 3.x to the given file in the most appropriate way possible. This is a very carefree function as in that it will try its best to not fail.

Parameters

- **message** – the message to print
- **file** – the file to write to (defaults to `stdout`)
- **nl** – if set to *True* (the default) a newline is printed afterwards.

`click.echo_via_pager(text)`

This function takes a text and shows it via an environment specific pager on stdout.

Parameters **text** – the text to page.

`click.prompt(text, default=None, hide_input=False, confirmation_prompt=False, type=None, value_proc=None, prompt_suffix=': ', show_default=True)`

Prompts a user for input. This is a convenience function that can be used to prompt a user for input later.

If the user aborts the input by sending a interrupt signal this function will catch it and raise a `Abort` exception.

Parameters

- **text** – the text to show for the prompt.
- **default** – the default value to use if no input happens. If this is not given it will prompt until it's aborted.
- **hide_input** – if this is set to true then the input value will be hidden.
- **confirmation_prompt** – asks for confirmation for the value.

- **type** – the type to use to check the value against.
- **value_proc** – if this parameter is provided it's a function that is invoked instead of the type conversion to convert a value.
- **prompt_suffix** – a suffix that should be added to the prompt.
- **show_default** – shows or hides the default value in the prompt.

`click.confirm(text, default=False, abort=False, prompt_suffix=': ', show_default=True)`

Prompts for confirmation (yes/no question).

If the user aborts the input by sending an interrupt signal this function will catch it and raise a [*Abort*](#) exception.

Parameters

- **text** – the question to ask.
- **default** – the default for the prompt.
- **abort** – if this is set to *True* a negative answer aborts the exception by raising [*Abort*](#).
- **prompt_suffix** – a suffix that should be added to the prompt.
- **show_default** – shows or hides the default value in the prompt.

`click.format_filename(filename, shorten=False)`

Formats a filename for user display. The main purpose of this function is to ensure that the filename can be displayed at all. This will decode the filename to unicode if necessary in a way that it will not fail. Optionally it can shorten the filename to not include the full path to the filename.

Parameters

- **filename** – formats a filename for UI display. This will also convert the filename into unicode without failing.
- **shorten** – this optionally shortens the filename to strip of the path that leads up to it.

`click.get_terminal_size()`

Returns the current size of the terminal as tuple in the form (width, height) in columns and rows.

`click.get_binary_stream(name)`

Returns a system stream for byte processing. This essentially returns the stream from the sys module with the given name but it solves some compatibility issues between different Python versions. Primarily this function is necessary for getting binary streams on Python 3.

Parameters **name** – the name of the stream to open. Valid names are 'stdin', 'stdout' and 'stderr'

`click.get_text_stream(name, encoding=None, errors='strict')`

Returns a system stream for text processing. This usually returns a wrapped stream around a binary stream returned from [*get_binary_stream\(\)*](#) but it also can take shortcuts on Python 3 for already correctly configured streams.

Parameters

- **name** – the name of the stream to open. Valid names are 'stdin', 'stdout' and 'stderr'
- **encoding** – overrides the detected default encoding.
- **errors** – overrides the default error mode.

2.1.3 Commands

class `click.BaseCommand(name)`

The base command implements the minimal API contract of commands. Most code will never use this as it does not implement a lot of useful functionality but it can act as the direct subclass of alternative parsing methods that do not depend on the click parser.

For instance this can be used to bridge Click and other systems like `argparse` or `docopt`.

Because base commands do not implement a lot of the API that other parts of click take for granted they are not supported for all operations. For instance they cannot be used with the decorators usually and they have no built-in callback system.

Parameters `name` – the name of the command to use unless a group overrides it.

invoke (`ctx`)

Given a context, this invokes the command. The default implementation is raising a not implemented error.

main (`args=None, prog_name=None, **extra`)

This is the way to invoke a script with all the bells and whistles as a command line application. This will always terminate the application after a call. If this is not wanted, `SystemExit` needs to be caught.

This method is also available by directly calling the instance of a [Command](#).

Parameters

- **args** – the arguments that should be used for parsing. If not provided, `sys.argv[1:]` is used.
- **prog_name** – the program name that should be used. By default the program name is constructed by taking the file name from `sys.argv[0]`.
- **extra** – extra keyword arguments are forwarded to the context constructor. See [Context](#) for more information.

make_context (`info_name, args, parent=None, **extra`)

This function when given an info name and arguments will kick off the parsing and create a new [Context](#). It does not invoke the actual command callback though.

Parameters

- **info_name** – the info name for this invocation. Generally this is the most descriptive name for the script or command. For the toplevel script it's usually the name of the script, for commands below it it's the name of the script.
- **args** – the arguments to parse as list of strings.
- **parent** – the parent context if available.
- **extra** – extra keyword arguments forwarded to the context constructor.

name = None

the name the command thinks it has. Upon registering a command on a [Group](#) the group will default the command name with this information. You should instead use the [Context](#)'s `info_name` attribute.

parse_args (`ctx, args`)

Given a context and a list of arguments this creates the parser and parses the arguments, then modifies the context as necessary. This is automatically invoked by [make_context\(\)](#).

class `click.Command(name, callback=None, params=None, help=None, epilog=None, short_help=None, options_metavar='[OPTIONS]', add_help_option=True)`

Commands are the basic building block of command line interfaces in click. A basic command handles command line parsing and might dispatch more parsing to commands nested below it.

Parameters

- **name** – the name of the command to use unless a group overrides it.
- **callback** – the callback to invoke. This is optional.
- **params** – the parameters to register with this command. This can be either *Option* or *Argument* objects.
- **help** – the help string to use for this command.
- **epilog** – like the help string but it's printed at the end of the help page after everything else.
- **short_help** – the short help to use for this command. This is shown on the command listing of the parent command.
- **add_help_option** – by default each command registers a `--help` option. This can be disabled by this parameter.

add_help_option()

Adds a help option to the command.

callback = None

the callback to execute when the command fires. This might be *None* in which case nothing happens.

collect_usage_pieces(*ctx*)

Returns all the pieces that go into the usage line and returns it as a list of strings.

format_epilog(*ctx*, *formatter*)

Writes the epilog into the formatter if it exists.

format_help(*ctx*, *formatter*)

Writes the help into the formatter if it exists.

This calls into the following methods:

- *format_usage()*
- *format_help_text()*
- *format_options()*
- *format_epilog()*

format_help_text(*ctx*, *formatter*)

Writes the help text to the formatter if it exists.

format_options(*ctx*, *formatter*)

Writes all the options into the formatter if they exist.

format_usage(*ctx*, *formatter*)

Writes the usage line into the formatter.

get_help(*ctx*)

Formats the help into a string and returns it. This creates a formatter and will call into the following formatting methods:

invoke(*ctx*)

Given a context, this invokes the attached callback (if it exists) in the right way.

make_parser(*ctx*)

Creates the underlying option parser for this command.

params = None

the list of parameters for this command in the order they should show up in the help page and execute. Eager parameters will automatically be handled before non eager ones.

parse_args (ctx, args)

Given a context and a list of arguments this creates the parser and parses the arguments, then modifies the context as necessary. This is automatically invoked by `make_context()`.

class `click.MultiCommand` (name=None, invoke_without_command=False, no_args_is_help=None, subcommand_metavar='COMMAND [ARGS]...', **attrs)

A multi command is the basic implementation of a command that dispatches to subcommands. The most common version is the `Command`.

Parameters

- **invoke_without_command** – this controls how the multi command itself is invoked. By default it's only invoked if a subcommand is provided.
- **no_args_is_help** – this controls what happens if no arguments are provided. This option is enabled by default if `invoke_without_command` is disabled or disabled if it's enabled. If enabled this will add `--help` as argument if no arguments are passed.
- **subcommand_metavar** – the string that is used in the documentation to indicate the subcommand place.

collect_usage_pieces (ctx)

Returns all the pieces that go into the usage line and returns it as a list of strings.

format_commands (ctx, formatter)

Extra format methods for multi methods that adds all the commands after the options.

format_options (ctx, formatter)

Writes all the options into the formatter if they exist.

get_command (ctx, cmd_name)

Given a context and a command name, this returns a `Command` object if it exists or returns `None`.

invoke (ctx)

Given a context, this invokes the attached callback (if it exists) in the right way.

list_commands (ctx)

Returns a list of subcommand names in the order they should appear.

make_parser (ctx)

Creates the underlying option parser for this command.

parse_args (ctx, args)

Given a context and a list of arguments this creates the parser and parses the arguments, then modifies the context as necessary. This is automatically invoked by `make_context()`.

class `click.Group` (name=None, commands=None, **attrs)

A group allows a command to have subcommands attached. This is the most common way to implement nesting in click.

Parameters **commands** – a dictionary of commands.

add_command (cmd, name=None)

Registers another `Command` with this group. If the name is not provided, the name of the command is used.

command (*args, **kwargs)

A shortcut decorator for declaring and attaching a command to the group. This takes the same argu-

ments as `command()` but immediately registers the created command with this instance by calling into `add_command()`.

commands = None

the registered subcommands by their exported names.

get_command(*ctx*, *cmd_name*)

Given a context and a command name, this returns a `Command` object if it exists or returns `None`.

group(**args*, ***kwargs*)

A shortcut decorator for declaring and attaching a group to the group. This takes the same arguments as `group()` but immediately registers the created command with this instance by calling into `add_command()`.

list_commands(*ctx*)

Returns a list of subcommand names in the order they should appear.

class `click.CommandCollection`(*name=None*, *sources=None*, ***attrs*)

A command collection is a multi command that merges multiple multi commands together into one. This is a straightforward implementation that accepts a list of different multi commands as sources and provides all the commands for each of them.

add_source(*multi_cmd*)

Adds a new multi command to the chain dispatcher.

get_command(*ctx*, *cmd_name*)

Given a context and a command name, this returns a `Command` object if it exists or returns `None`.

list_commands(*ctx*)

Returns a list of subcommand names in the order they should appear.

sources = None

The list of registered multi commands.

2.1.4 Parameters

class `click.Parameter`(*param_decls=None*, *type=None*, *required=False*, *default=None*, *callback=None*, *nargs=1*, *metavar=None*, *expose_value=True*, *is_eager=False*, *envvar=None*)

A parameter to a command comes in two versions: they are either `Options` or `Arguments`. Other subclasses are currently not supported by design as some of the internals for parsing are intentionally not finalized.

Some settings are supported by both options and arguments.

Parameters

- **param_decls** – the parameter declarations for this option or argument. This is a list of flags or argument names.
- **type** – the type that should be used. Either a `ParamType` or a python type. The later is converted into the former automatically if supported.
- **required** – controls if this is optional or not.
- **default** – the default value if omitted. This can also be a callable in which case it's invoked when the default is needed without any arguments.
- **callback** – a callback that should be executed after the parameter was matched. This is called as `fn(ctx, value)` and needs to return the value.
- **nargs** – the number of arguments to match. If not 1 the return value is a tuple instead of single value.

- **metavar** – how the value is represented in the help page.
- **expose_value** – if this is *True* then the value is passed onwards to the command callback and stored on the context, otherwise it's skipped.
- **is_eager** – eager values are processed before non eager ones. This should not be set for arguments or it will inverse the order of processing.
- **envvar** – a string or list of strings that are environment variables that should be checked.

get_default (*ctx*)

Given a context variable this calculates the default value.

process_value (*ctx, value*)

Given a value and context this runs the logic to convert the value as necessary.

```
class click.Option(param_decls=None, show_default=False, prompt=False, confirmation_prompt=False, hide_input=False, is_flag=None, flag_value=None, multiple=False, count=False, allow_from_autoenv=True, type=None, help=None,
                  **attrs)
```

Options are usually optional values on the command line and have some extra features that arguments don't have.

All other parameters are passed onwards to the parameter constructor.

Parameters

- **show_default** – controls if the default value should be shown on the help page. Normally defaults are not shown.
- **prompt** – if set to *True* or a non empty string then the user will be prompted for input if not set. If set to *True* the prompt will be the option name capitalized.
- **confirmation_prompt** – if set then the value will need to be confirmed if it was prompted for.
- **hide_input** – if this is *True* then the input on the prompt will be hidden from the user. This is useful for password input.
- **is_flag** – forces this option to act as a flag. The default is auto detection.
- **flag_value** – which value should be used for this flag if it's enabled. This is set to a boolean automatically if the option string contains a slash to mark two options.
- **multiple** – if this is set to *True* then the argument is accepted multiple times and recorded. This is similar to `nargs` in how it works but supports arbitrary number of arguments.
- **count** – this flag makes an option increment an integer.
- **allow_from_autoenv** – if this is enabled then the value of this parameter will be pulled from an environment variable in case a prefix is defined on the context.
- **help** – the help string.

```
class click.Argument(param_decls, required=True, **attrs)
```

Arguments are positional parameters to a command. They generally provide fewer features than options but can have infinite `nargs` and are required by default.

All parameters are passed onwards to the parameter constructor.

2.1.5 Context

```
class click.Context (command,          parent=None,          info_name=None,          obj=None,
                    auto_envvar_prefix=None, default_map=None, terminal_width=None)
```

The context is a special internal object that holds state relevant for the script execution at every single level. It's normally invisible to commands unless they opt-in to getting access to it.

The context is useful as it can pass internal objects around and can control special execution features such as reading data from environment variables.

A context can be used as context manager in which case it will call `close()` on teardown.

Parameters

- **command** – the command class for this context.
- **parent** – the parent context.
- **info_name** – the info name for this invocation. Generally this is the most descriptive name for the script or command. For the toplevel script is usually the name of the script, for commands below it's the name of the script.
- **obj** – an arbitrary object of user data.
- **auto_envvar_prefix** – the prefix to use for automatic environment variables. If this is `None` then reading from environment variables is disabled. This does not affect manually set environment variables which are always read.
- **default_map** – a dictionary (like object) with default values for parameters.
- **terminal_width** – the width of the terminal. The default is inherit from parent context. If no context defines the terminal width then auto detection will be applied.

abort()

Aborts the script.

args = None

the leftover arguments.

call_on_close(f)

This decorator remembers a function as callback that should be executed when the context tears down. This is most useful to bind resource handling to the script execution. For instance file objects opened by the `File` type will register their close callbacks here.

Parameters *f* – the function to execute on teardown.

close()

Invokes all close callbacks.

command = None

the `Command` for this context.

command_path

The computed command path. This is used for the usage information on the help page. It's automatically created by combining the info names of the chain of contexts to the root.

default_map = None

A dictionary (like object) with defaults for parameters.

ensure_object(object_type)

Like `find_object()` but sets the innermost object to a new instance of `object_type` if it does not exist.

exit(code=0)

Exits the application with a given exit code.

fail (*message*)

Aborts the execution of the program with a specific error message.

Parameters **message** – the error message to fail with.

find_object (*object_type*)

Finds the closest object of a given type.

find_root ()

Finds the outermost context.

forward (***kwargs*)

Similar to *forward()* but fills in default keyword arguments from the current context if the other command expects it. This cannot invoke callbacks directly, only other commands.

get_help ()

Helper method to get formatted help page for the current context and command.

get_usage ()

Helper method to get formatted usage string for the current context and command.

info_name = **None**

the descriptive information name

invoke (***kwargs*)

Invokes a command callback in exactly the way it expects.

invoked_subcommand = **None**

this flag indicates if a subcommand is going to be executed. a group callback can use this information to figure out if it's being executed directly or because the execution flow passes onwards to a subcommand. By default it's *None* but it can be the name of the subcommand to execute.

lookup_default (*name*)

Looks up the default for a parameter name. This by default looks into the *default_map* if available.

make_formatter ()

Creates the formatter for the help and usage output.

obj = **None**

the user object stored.

params = **None**

the parsed parameters except if the value is hidden in which case it's not remembered.

parent = **None**

the parent context or *None* if none exists.

terminal_width = **None**

The width of the terminal (None is autodetection).

2.1.6 Types

click.STRING = STRING

A unicode string parameter type which is the implicit default. This can also be selected by using *str* as type.

click.INT = INT

An integer parameter. This can also be selected by using *int* as type.

click.FLOAT = FLOAT

A floating point value parameter. This can also be selected by using *float* as type.

`click.BOOL = BOOL`

A boolean parameter. This is the default for boolean flags. This can also be selected by using `bool` as a type.

`click.UUID = UUID`

A UUID parameter.

class `click.File` (*mode='r', encoding=None, errors='strict', lazy=None*)

Declares a parameter to be a file for reading or writing. The file is automatically closed once the context tears down (after the command finished working).

Files can be opened for reading or writing. The special value `-` indicates stdin or stdout depending on the mode.

By default the file is opened for reading text data but it can also be opened in binary mode or for writing. The encoding parameter can be used to force a specific encoding.

The *lazy* flag controls if the file should be opened immediately or upon first IO. The default is to be non lazy for standard input and output streams as well as files opened for reading, lazy otherwise.

See [File Arguments](#) for more information.

class `click.Path` (*exists=False, file_okay=True, dir_okay=True, writable=False, readable=True, resolve_path=False*)

The path type is similar to the [File](#) type but it performs different checks. First of all, instead of returning a open file handle it returns just the filename. Secondly it can perform various basic checks about what the file or directory should be.

Parameters

- **exists** – if set to true, the file or directory needs to exist for this value to be valid. If this is not required and a file does indeed not exist, then all further checks are silently skipped.
- **file_okay** – controls if a file is a possible value.
- **dir_okay** – controls if a directory is a possible value.
- **writable** – if true, a writable check is performed.
- **readable** – if true, a readable check is performed.
- **resolve_path** – if this is true, then the path is fully resolved before the value is passed onwards. This means that it's absolute and symlinks are resolved.

class `click.Choice` (*choices*)

The choice type allows a value to be checked against a fixed set of supported values. All of these values have to be integers.

See [Choice Options](#) for an example.

class `click.IntRange` (*min=None, max=None, clamp=False*)

A parameter that works similar to `click.INT` but restricts the value to fit into a range. The default behavior is to fail if the value falls outside the range, but it can also be silently clamped between the two edges.

See [Range Options](#) for an example.

class `click.ParamType`

Helper for converting values through types. The following is necessary for a valid type:

- it needs a name
- it needs to pass through None unchanged
- it needs to convert from a string
- it needs to convert its result type through unchanged (eg: needs to be idempotent)

- it needs to be able to deal with param and context being none. This can be the case when the object is used with prompt inputs.

convert (*param, ctx, value*)

Converts the value. This is not invoked for values that are *None* (the missing value).

envvar_list_splitter = *None*

if a list of this type is expected and the value is pulled from a string environment variable, this is what splits it up. *None* means any whitespace. For all parameter the general rule is that whitespace splits them up. The exception are paths and files which are split by `os.path.pathsep` by default (":" on unix and ";" on windows).

fail (*message, param=None, ctx=None*)

Helper method to fail with an invalid value message.

get_metavar (*param*)

Returns the metavar default for this param if it provides one.

name = *None*

the descriptive name of this type

split_envvar_value (*rv*)

Given a value from an environment variable this splits it up into small chunks depending on the defined envvar list splitter.

If the splitter is set to *None* which means that whitespace splits, then leading and trailing whitespace is ignored. Otherwise leading and trailing splitters usually lead to empty items being included.

2.1.7 Exceptions

exception `click.ClickException` (*message*)

An exception that click can handle and show to the user..

exception `click.Abort`

An internal signalling exception that signals click to abort.

exception `click.UsageError` (*message, ctx=None*)

An internal exception that signals a usage error. This typically aborts any further handling.

exception `click.FileError` (*filename, hint=None*)

Raised if a file cannot be opened.

2.1.8 Formatting

class `click.HelpFormatter` (*indent_increment=2, width=None*)

This class helps with formatting text based help pages. It's usually just needed for very special internal cases but it's also exposed so that developers can write their own fancy outputs.

At present it always writes into memory.

Parameters

- **indent_increment** – the additional increment for each level.
- **width** – the width for the text. This defaults to the terminal width clamped to a maximum of 78.

dedent ()

Decreases the indentation.

getvalue()

Returns the buffer contents.

indent()

Increases the indentation.

indentation()

A context manager that increases the indentation.

section(name)

Helpful context manager that writes a paragraph, a heading and the indents.

Parameters **name** – the section name that is written as heading.

write(string)

Writes a unicode string into the internal buffer.

write_dl(rows, col_max=30, col_spacing=2)

Writes a definition list into the buffer. This is how options and commands are usually formatted.

Parameters

- **rows** – a list of two item tuples for the terms and values.
- **col_max** – the maximum width of the first column.
- **col_spacing** – the number of spaces between the first and second column.

write_heading(heading)

Writes a heading into the buffer.

write_paragraph()

Writes a paragraph into the buffer.

write_text(text)

Writes re-indented text into the buffer. This rewraps and preserves paragraphs.

write_usage(prog, args=",", prefix='Usage: ')

Writes a usage line into the buffer.

Parameters

- **prog** – the program name.
- **args** – whitespace separated list of arguments.
- **prefix** – the prefix for the first line.

click.wrap_text(text, width=78, initial_indent="", subsequent_indent="", preserve_paragraphs=False)

A helper function that intelligently wraps text. By default it assumes that it operates on a single paragraph of text but if the *preserve_paragraphs* parameter is provided it will intelligently handle paragraphs (defined by two empty lines).

If paragraphs are handled a paragraph can be prefixed with an empty line containing the `\b` character (`\x08`) to indicate that no rewrapping should happen in that block.

Parameters

- **text** – the text that should be rewrapped.
- **width** – the maximum width for the text.
- **initial_indent** – the initial indent that should be placed on the first line as a string.
- **subsequent_indent** – the indent string that should be placed on each consecutive line.

- **preserve_paragraphs** – if this flag is set then the wrapping will intelligently handle paragraphs.

2.1.9 Parsing

class `click.OptionParser` (*ctx=None*)

The option parser is an internal class that is ultimately used to parse options and arguments. It's modelled after `optparse` and brings a similar but vastly simplified API. It should generally not be used directly as the high level click classes wrap it for you.

It's not nearly as extensible as `optparse` or `argparse` as it does not implement features that are implemented on a higher level (such as types or defaults).

Parameters **ctx** – optionally the *Context* where this parser should go with.

add_argument (*dest*, *nargs=1*, *obj=None*)

Adds a positional argument named *dest* to the parser.

The *obj* can be used to identify the option in the order list that is returned from the parser.

add_option (*opts*, *dest*, *action=None*, *nargs=1*, *const=None*, *obj=None*)

Adds a new option named *dest* to the parser. The destination is not inferred unlike with `optparse` and needs to be explicitly provided. Action can be any of `store`, `store_const`, `append`, `append_const` or `count`.

The *obj* can be used to identify the option in the order list that is returned from the parser.

allow_interspersed_args = **None**

This controls how the parser deals with interspersed arguments. If this is set to *False*, the parser will stop on the first non-option. Click uses this to implement nested subcommands safely.

ctx = **None**

The *Context* for this parser. This might be *None* for some advanced use cases.

parse_args (*args*)

Parses positional arguments and returns (*values*, *args*, *order*) for the parsed options and arguments as well as the leftover arguments if there are any. The order is a list of objects as they appear on the command line. If arguments appear multiple times they will be memorized multiple times as well.

2.1.10 Testing

class `click.testing.CliRunner` (*charset=None*, *env=None*, *echo_stdin=False*)

The CLI runner provides functionality to invoke a Click command line script for unittesting purposes in a isolated environment. This only works in single-threaded systems without any concurrency as it changes global interpreter state.

Parameters

- **charset** – the character set for the input and output data. This is utf-8 by default and should not be changed currently as the reporting to click only works on Python 2 properly.
- **env** – a dictionary with environment variables for overriding.
- **echo_stdin** – if this is set to *True*, then reading from stdin writes to stdout. This is useful for showing examples in some circumstances. Note that regular prompts will automatically echo the input.

get_default_prog_name (*cli*)

Given a command object it will return the default program name for it. The default is the *name* attribute or "root" if not set.

isolated_filesystem ()

A context manager that creates a temporary folder and changes the current working directory to it for isolated filesystem tests.

isolation (*input=None, env=None*)

A context manager that set up the isolation for invoking of a command line tool. This sets up stdin with the given input data, and *os.environ* with the overrides from the given dictionary. This also rebinds some internals in Click to be mocked (like the prompt functionality).

This is automatically done in the *invoke()* method.

Parameters

- **input** – the input stream to put into sys.stdin.
- **env** – the environment overrides as dictionary.

make_env (*overrides=None*)

Returns the environment overrides for invoking a script.

class `click.testing.Result` (*runner, output_bytes, exit_code, exception*)

Holds the captured result of an invoked CLI script.

exception = None

The exception that happend if one did.

exit_code = None

The exit code as integer.

output

The output as unicode string.

output_bytes = None

The output as bytes.

runner = None

The runner that created the result

C

`click`, 41

A

Abort, 53
 abort() (click.Context method), 50
 add_argument() (click.OptionParser method), 55
 add_command() (click.Group method), 47
 add_help_option() (click.Command method), 46
 add_option() (click.OptionParser method), 55
 add_source() (click.CommandCollection method), 48
 allow_interspersed_args (click.OptionParser attribute), 55
 args (click.Context attribute), 50
 Argument (class in click), 49
 argument() (in module click), 41

B

BaseCommand (class in click), 45
 BOOL (in module click), 51

C

call_on_close() (click.Context method), 50
 callback (click.Command attribute), 46
 Choice (class in click), 52
 click (module), 41
 ClickException, 53
 CliRunner (class in click.testing), 55
 close() (click.Context method), 50
 collect_usage_pieces() (click.Command method), 46
 collect_usage_pieces() (click.MultiCommand method), 47
 Command (class in click), 45
 command (click.Context attribute), 50
 command() (click.Group method), 47
 command() (in module click), 41
 command_path (click.Context attribute), 50
 CommandCollection (class in click), 48
 commands (click.Group attribute), 48
 confirm() (in module click), 44
 confirmation_option() (in module click), 42
 Context (class in click), 50
 convert() (click.ParamType method), 53

ctx (click.OptionParser attribute), 55

D

dedent() (click.HelpFormatter method), 53
 default_map (click.Context attribute), 50

E

echo() (in module click), 43
 echo_via_pager() (in module click), 43
 ensure_object() (click.Context method), 50
 envvar_list_splitter (click.ParamType attribute), 53
 exception (click.testing.Result attribute), 56
 exit() (click.Context method), 50
 exit_code (click.testing.Result attribute), 56

F

fail() (click.Context method), 50
 fail() (click.ParamType method), 53
 File (class in click), 52
 FileError, 53
 find_object() (click.Context method), 51
 find_root() (click.Context method), 51
 FLOAT (in module click), 51
 format_commands() (click.MultiCommand method), 47
 format_epilog() (click.Command method), 46
 format_filename() (in module click), 44
 format_help() (click.Command method), 46
 format_help_text() (click.Command method), 46
 format_options() (click.Command method), 46
 format_options() (click.MultiCommand method), 47
 format_usage() (click.Command method), 46
 forward() (click.Context method), 51

G

get_binary_stream() (in module click), 44
 get_command() (click.CommandCollection method), 48
 get_command() (click.Group method), 48
 get_command() (click.MultiCommand method), 47
 get_default() (click.Parameter method), 49

`get_default_prog_name()` (`click.testing.CliRunner` method), 55
`get_help()` (`click.Command` method), 46
`get_help()` (`click.Context` method), 51
`get_metavar()` (`click.ParamType` method), 53
`get_terminal_size()` (in module `click`), 44
`get_text_stream()` (in module `click`), 44
`get_usage()` (`click.Context` method), 51
`getvalue()` (`click.HelpFormatter` method), 53
`Group` (class in `click`), 47
`group()` (`click.Group` method), 48
`group()` (in module `click`), 41

H

`help_option()` (in module `click`), 42
`HelpFormatter` (class in `click`), 53

I

`indent()` (`click.HelpFormatter` method), 54
`indentation()` (`click.HelpFormatter` method), 54
`info_name` (`click.Context` attribute), 51
`INT` (in module `click`), 51
`IntRange` (class in `click`), 52
`invoke()` (`click.BaseCommand` method), 45
`invoke()` (`click.Command` method), 46
`invoke()` (`click.Context` method), 51
`invoke()` (`click.MultiCommand` method), 47
`invoked_subcommand` (`click.Context` attribute), 51
`isolated_filesystem()` (`click.testing.CliRunner` method), 56
`isolation()` (`click.testing.CliRunner` method), 56

L

`list_commands()` (`click.CommandCollection` method), 48
`list_commands()` (`click.Group` method), 48
`list_commands()` (`click.MultiCommand` method), 47
`lookup_default()` (`click.Context` method), 51

M

`main()` (`click.BaseCommand` method), 45
`make_context()` (`click.BaseCommand` method), 45
`make_env()` (`click.testing.CliRunner` method), 56
`make_formatter()` (`click.Context` method), 51
`make_parser()` (`click.Command` method), 46
`make_parser()` (`click.MultiCommand` method), 47
`make_pass_decorator()` (in module `click`), 42
`MultiCommand` (class in `click`), 47

N

`name` (`click.BaseCommand` attribute), 45
`name` (`click.ParamType` attribute), 53

O

`obj` (`click.Context` attribute), 51

`Option` (class in `click`), 49
`option()` (in module `click`), 42
`OptionParser` (class in `click`), 55
`output` (`click.testing.Result` attribute), 56
`output_bytes` (`click.testing.Result` attribute), 56

P

`Parameter` (class in `click`), 48
`params` (`click.Command` attribute), 46
`params` (`click.Context` attribute), 51
`ParamType` (class in `click`), 52
`parent` (`click.Context` attribute), 51
`parse_args()` (`click.BaseCommand` method), 45
`parse_args()` (`click.Command` method), 47
`parse_args()` (`click.MultiCommand` method), 47
`parse_args()` (`click.OptionParser` method), 55
`pass_context()` (in module `click`), 42
`pass_obj()` (in module `click`), 42
`password_option()` (in module `click`), 42
`Path` (class in `click`), 52
`process_value()` (`click.Parameter` method), 49
`prompt()` (in module `click`), 43

R

`Result` (class in `click.testing`), 56
`runner` (`click.testing.Result` attribute), 56

S

`section()` (`click.HelpFormatter` method), 54
`sources` (`click.CommandCollection` attribute), 48
`split_envvar_value()` (`click.ParamType` method), 53
`STRING` (in module `click`), 51

T

`terminal_width` (`click.Context` attribute), 51

U

`UsageError`, 53
`UUID` (in module `click`), 52

V

`version_option()` (in module `click`), 42

W

`wrap_text()` (in module `click`), 54
`write()` (`click.HelpFormatter` method), 54
`write_dl()` (`click.HelpFormatter` method), 54
`write_heading()` (`click.HelpFormatter` method), 54
`write_paragraph()` (`click.HelpFormatter` method), 54
`write_text()` (`click.HelpFormatter` method), 54
`write_usage()` (`click.HelpFormatter` method), 54