CuttlePool Documentation

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CHAPTER 1

API

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- Parameters
 - factory (func) A factory that produces the desired resource.
 - capacity (int) Max number of resource instances in the pool.
 - **overflow** (*int*) The number of extra resource instances that can be made if the pool is exhausted. Defaults to 0.
 - timeout (int) Time in seconds to wait for a resource. Defaults to None.
 - resource_wrapper A Resource subclass.
 - **kwargs Keyword arguments that are passed to factory when a resource instance is created.

Raises

- **ValueError** If capacity <= 0 or overflow < 0 or timeout < 0.
- TypeError If timeout is not int or None.

capacity

The maximum capacity the pool will hold under normal circumstances.

connection_arguments

For compatibility with older versions, will be removed in 1.0.

empty()

Return True if pool is empty.

factory_arguments

Return a copy of the factory arguments used to create a resource.

get_connection (connection_wrapper=None)

For compatibility with older versions, will be removed in 1.0.

```
get_resource (resource_wrapper=None)
```

Returns a Resource instance.

Parameters resource_wrapper - A Resource subclass.

Returns A Resource instance.

Raises *PoolEmptyError* – If attempt to get resource fails or times out.

maxsize

The maximum possible number of resource instances that can exist at any one time.

normalize_connection (connection)

For compatibility with older versions, will be removed in 1.0.

normalize_resource (resource)

A user implemented function that resets the properties of the resource instance that was created by *factory*. This prevents unwanted behavior from a resource retrieved from the pool as it could have been changed when previously used.

Parameters resource (ob j) – A resource instance.

overflow

The number of additional resource instances the pool will create when it is at capacity.

ping (resource)

A user implemented function that ensures the Resource object is open.

Parameters resource (ob j) - A Resource object.

Returns A bool indicating if the resource is open (True) or closed (False).

put_connection (connection)

For compatibility with older versions, will be removed in 1.0.

put_resource (resource)

Adds a resource back to the pool or discards it if the pool is full.

Parameters resource – A resource object.

Raises UnknownResourceError – If resource was not made by the pool.

size

The number of existing resource instances that have been made by the pool.

Note This is not the number of resources *in* the pool, but the number of existing resources. This includes resources in the pool and resources in use.

Warning: This is not threadsafe. size can change when context switches to another thread.

timeout

The duration to wait for a resource to be returned to the pool when the pool is depleted.

class cuttlepool.Resource(resource, pool)

A wrapper around a resource instance.

Parameters

- resource A resource instance.
- pool A resource pool.

close()

Returns the resource to the resource pool.

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exception cuttlepool.CuttlePoolError

Base class for exceptions in this module.

exception cuttlepool.PoolEmptyError

Exception raised when pool timeouts.

exception cuttlepool.PoolFullError

Exception raised when there is no space to add a resource.

exception cuttlepool.UnknownResourceError

Exception raised when a resource is returned to the pool that was not made by the pool.

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