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# **domplotlib**

*Release 0.4.0*

**Dom's extensions to matplotlib**

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## Installation

### 1.1 from PyPI

```
$ python3 -m pip install domplotlib --user
```

### 1.2 from GitHub

```
$ python3 -m pip install git+https://github.com/domdfcoding/domplotlib@master --user
```



# **Part I**

## **API Reference**





Dom's extensions to matplotlib.

**Functions:**

<code>create_figure(pagesize[, left, bottom, ...])</code>	Creates a figure with the given margins, and returns a tuple of the figure and its axes.
<code>horizontal_legend(fig[, handles, labels, ncol])</code>	Place a legend on the figure, with the items arranged to read right to left rather than top to bottom.
<code>save_svg(figure, fname, *[dpi, facecolor, ...])</code>	Save the given figure as an SVG.
<code>transpose(iterable, ncol)</code>	Transposes the contents of <code>iterable</code> so they are ordered right to left rather than top to bottom.

**create\_figure** (*pagesize*, *left*=0.2, *bottom*=0.14, *right*=0.025, *top*=0.13)

Creates a figure with the given margins, and returns a tuple of the figure and its axes.

**Parameters**

- **pagesize** (`PageSize`)
- **left** (`float`) – Left margin. Default 0.2.
- **bottom** (`float`) – Bottom margin. Default 0.14.
- **right** (`float`) – Right margin. Default 0.025.
- **top** (`float`) – Top margin. Default 0.13.

**Return type** `Tuple[Figure, Axes]`

**horizontal\_legend** (*fig*, *handles*=None, *labels*=None, \*, *ncol*=1, *\*\*kwargs*)

Place a legend on the figure, with the items arranged to read right to left rather than top to bottom.

**Parameters**

- **fig** (`Figure`) – The figure to plot the legend on.
- **handles** (`Optional[Iterable[Artist]]`) – Default None.
- **labels** (`Optional[Iterable[str]]`) – Default None.
- **ncol** (`int`) – The number of columns in the legend. Default 1.
- **kwargs** – Addition keyword arguments passed to `matplotlib.figure.Figure.legend()`.

**Return type** `Legend`

**save\_svg** (*figure*, *fname*, \*, *dpi*=None, *facecolor*='w', *edgecolor*='w', *orientation*='portrait',  
*transparent*=False, *bbox\_inches*=None, *pad\_inches*=0.1, *\*\*kwargs*)

Save the given figure as an SVG.

**Parameters**

- **figure** (`Figure`)
- **fname** (`Union[str, Path, PathLike, IO]`) – The file to save the SVG as. If `format` is set, it determines the output format, and the file is saved as `fname`. Note that `fname` is used verbatim, and there is no attempt to make the extension, if any, of `fname` match `format`, and no extension is appended.  
  
If `format` is not set, then the format is inferred from the extension of `fname`, if there is one.
- **dpi** (`Union[float, Literal['figure'], None]`) – The resolution in dots per inch. If 'figure', use the figure's dpi value. Default `None`.
- **facecolor** (`Union[str, Literal['auto']]`) – The facecolor of the figure. If 'auto', use the current figure facecolor. Default 'w'.
- **edgecolor** (`Union[str, Literal['auto']]`) – The edgecolor of the figure. If 'auto', use the current figure edgecolor. Default 'w'.
- **orientation** (`Literal['portrait', 'landscape']`) – Currently only supported by the postscript backend. Default 'portrait'.
- **transparent** (`bool`) – If `True`, the axes patches will all be transparent; the figure patch will also be transparent unless `facecolor` and/or `edgecolor` are specified. This is useful, for example, for displaying a plot on top of a colored background on a web page. The transparency of these patches will be restored to their original values upon exit of this function. Default `False`.
- **bbox\_inches** (`Optional[str]`) – Bounding box in inches: only the given portion of the figure is saved. If 'tight', try to figure out the tight bbox of the figure. Default `None`.
- **pad\_inches** (`float`) – Amount of padding around the figure when `bbox_inches` is 'tight'. Default 0.1.
- **\*\*kwargs** – Additional keyword arguments passed to `savefig()`.

**transpose** (`iterable, ncol`)

Transposes the contents of `iterable` so they are ordered right to left rather than top to bottom.

**Parameters**

- **iterable** (`Iterable[~T]`)
- **ncol** (`int`)

**Return type** `Iterable[~T]`

**Returns** An `Iterable` containing elements of the same type as `iterable`.

## `domplotlib.plots`

Custom plotting functions.

New in version 0.2.0.

### Functions:

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<code>pie_from_tally(tally[, explode, percent, ...])</code>	Construct a pie chart from <code>cawdrey.tally.Tally</code> .
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**pie\_from\_tally** (*tally*, *explode*=(), \*, *percent*=False, *reverse*=False, *autopct*=None, \*\**kwargs*)  
Construct a pie chart from `cawdrey.tally.Tally`.

#### Parameters

- **tally** (`Tally[str]`)
- **explode** (`Collection[str]`) – A list of key names to explode the segments for. Default `()`.
- **percent** (`bool`) – If `True`, shows the percentage of each element out of the sum of all elements. Default `False`.
- **reverse** (`bool`) – Order the wedges clockwise rather than anticlockwise.. Default `False`.
- **\*\*kwargs** – Other keyword arguments taken by `matplotlib.axes.Axes.pie()`.

**Return type** `Tuple[List, ...]`

#### Returns

- **patches** (`list`) – A sequence of `matplotlib.patches.Wedge` instances
- **texts** (`list`) – A list of the label `.Text` instances.
- **autotexts** (`list`) – A list of `.Text` instances for the numeric labels. This will only be returned if the parameter *autopct* is not `None`.

#### Overloads

- `pie_from_tally(tally: Tally[str], explode = (), percent = ..., reverse = ..., autopct: None = ..., kwargs) -> Tuple[List[Wedge], List[Text]]`
- `pie_from_tally(tally, explode = (), percent = ..., reverse = ..., autopct: str, kwargs) -> Tuple[List[Wedge], List[Text], List[Text]]`



## **domplotlib.styles**

Each of these styles expose `plt`, which is an alias of `matplotlib.pyplot`. Importing one of these styles configures matplotlib to use the desired style.

The styles currently available are:

- `default` – The default matplotlib style. Forces the backend to be `TkAgg` if `tkinter` is available.
- `domdf` – A theme adapted from `Solarize_Light2`.

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**Note:** Importing a style for a second time will not change the current style. Use `importlib.reload()` to reload the module after importing to ensure the style is correctly set.

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## **Part II**

# **Contributing**





## Overview

domplotlib uses `tox` to automate testing and packaging, and `pre-commit` to maintain code quality.

Install `pre-commit` with `pip` and install the git hook:

```
$ python -m pip install pre-commit
$ pre-commit install
```



## Coding style

`formate` is used for code formatting.

It can be run manually via `pre-commit`:

```
$ pre-commit run formate -a
```

Or, to run the complete autoformatting suite:

```
$ pre-commit run -a
```



## Automated tests

Tests are run with `tox` and `pytest`. To run tests for a specific Python version, such as Python 3.6:

```
$ tox -e py36
```

To run tests for all Python versions, simply run:

```
$ tox
```



## Type Annotations

Type annotations are checked using `mypy`. Run `mypy` using `tox`:

```
$ tox -e mypy
```





## Build documentation locally

The documentation is powered by Sphinx. A local copy of the documentation can be built with `tox`:

```
$ tox -e docs
```



## Downloading source code

The domplotlib source code is available on GitHub, and can be accessed from the following URL: <https://github.com/domdfcoding/domplotlib>

If you have git installed, you can clone the repository with the following command:

```
$ git clone https://github.com/domdfcoding/domplotlib
```

```
Cloning into 'domplotlib'...
remote: Enumerating objects: 47, done.
remote: Counting objects: 100% (47/47), done.
remote: Compressing objects: 100% (41/41), done.
remote: Total 173 (delta 16), reused 17 (delta 6), pack-reused 126
Receiving objects: 100% (173/173), 126.56 KiB | 678.00 KiB/s, done.
Resolving deltas: 100% (66/66), done.
```

Alternatively, the code can be downloaded in a 'zip' file by clicking:

*Clone or download -> Download Zip*

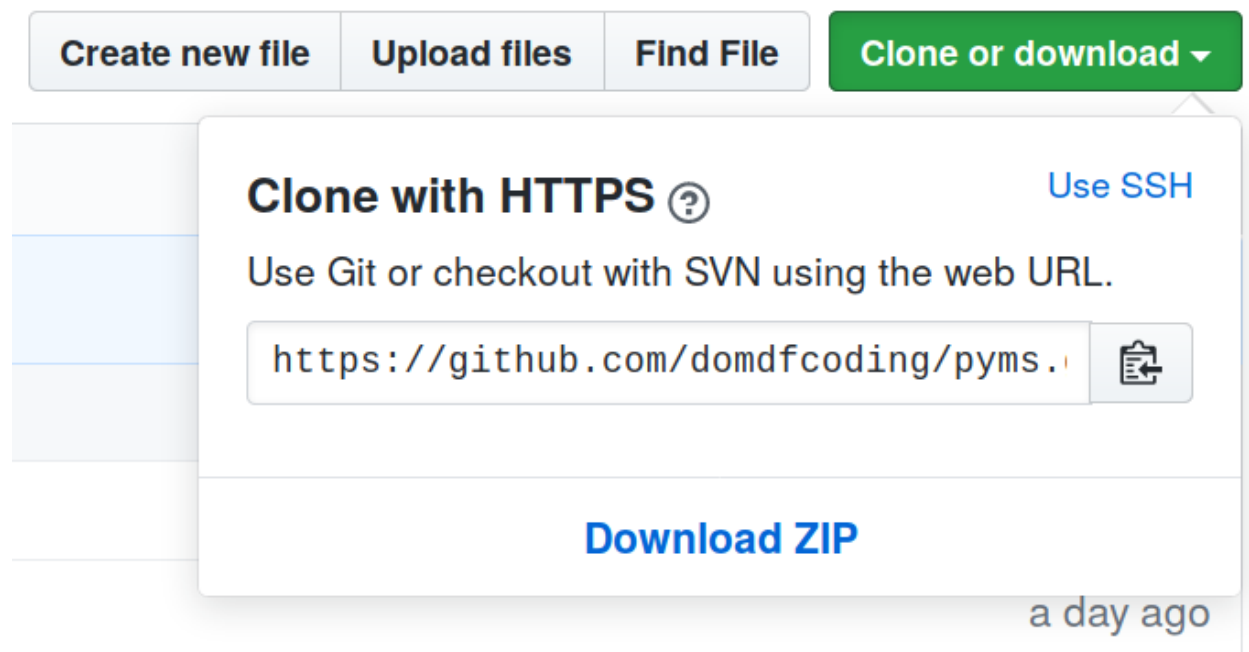


Fig. 1: Downloading a 'zip' file of the source code

## 10.1 Building from source

The recommended way to build `domplotlib` is to use `tox`:

```
$ tox -e build
```

The source and wheel distributions will be in the directory `dist`.

If you wish, you may also use `pep517.build` or another **PEP 517**-compatible build tool.

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