
Lumache

Release 0.1

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Jan 22, 2023

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

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

Note: This project is under active development.

CONTENTS

1.1 home

Note: This project is under active development.

1.2 esp32-s3_cam

Note: This project is under active development.

```
def do_connect():
    import network
    wlan = network.WLAN(network.STA_IF)
    wlan.active(True)
    if not wlan.isconnected():
        print('connecting to network...')
        wlan.connect('++', '++')
        while not wlan.isconnected():
            pass
    print('network config:', wlan.ifconfig())

do_connect()

import webrepl
webrepl.start(port=8255,password='++')

import blynklib
blynk = blynklib.Blynk('++', server='++', port=8080)
@blynk.handle_event("connect")
def connect_handler():
    print('Blynk connected')

@blynk.handle_event("disconnect")
def connect_handler():
    print('Blynk disconnected')
```

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```
@blynk.handle_event('write V1')
def write_virtual_pin_handler(pin, value_1):
    if value_1 == ['1']:
        print('pwm0.duty', value_1)
    else:
        print('pwm0.duty', value_1)

CMD_LIST = ['logo', 'version', 'sysinfo', 'ls']

@blynk.handle_event('write V2')
def write_handler(pin, values):
    if values:
        in_args = values[0].split(' ')
        cmd = in_args[0]
        cmd_args = in_args[1:]

        if cmd == 'help':
            output = ' '.join(CMD_LIST)
        elif cmd == CMD_LIST[0]:
            output = blynklib.LOGO
        elif cmd == CMD_LIST[1]:
            output = blynklib.__version__
        elif cmd == CMD_LIST[2]:
            output = uos.uname()
        elif cmd == CMD_LIST[3]:
            arg = cmd_args[0] if cmd_args else ''
            output = uos.listdir(arg)
        else:
            output = "[ERR]: Not supported command '{}".format(values[0])

        blynk.virtual_write(pin, output)
        blynk.virtual_write(pin, '\n')

while True:
    blynk.run()
```

1.3 Usage

1.3.1 Installation

To use Lumache, first install it using pip:

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


1.3.2 Creating recipes

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

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

For example:

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

1.4 API

1.5 about

Note: This project is under active development.
