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# **aiogram***opframework*

***Release 0.0.1***

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# CHAPTER 1

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## Installation

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install with:

```
pip install aiogram_oop_framework
```

uninstall with:

```
pip uninstall aiogram_oop_framework
```



## CHAPTER 2

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### Quick-Start

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#### 1) Create project

```
python -m aiogram_oop_framework startproject mybot
```

aiogram\_oop\_framework will create directory with your project.

Create projects in root directory, otherwise you may get in some bugs (but if you are ready to fix it, than it is even better for this framework's future xD)

2) Create your views in mybot.views directory You can create views anywhere inside mybot (but not outside), but preferably in mybot.views or it's subdirectories Your view must be inherited from any View class, for example: [MessageView](#) and have classmethod .execute() which is used to run code. And it also may have additional class-methods with any name, with filters (see [additional-filters](#) for more info about filters) Code example:

```
class Example(MessageView):

    @classmethod
    async def execute(cls, m: types.Message, state: FSMContext = None, **kwargs):
        await m.answer('Hello, World!')
```

3) If you had created views not in mybot.views (if you created views in it's subdirectories, this is also for you): In settings.py change project structure by writing struc.include(<path to directory containing your views> with dots as separators) before pr.structure = struc For example:

```
pr: Project = Project(PROJECT_NAME, PATH)
struc: ProjectStructure = ProjectStructure(pr)
struc.include('views')
struc.include('views.messages.user_commands')
struc.include('views.callbacks')
pr.structure = struc

PROJECT: Project = pr
```

4) Write your settings in settings.py (see detailed explanation of all settings in [Settings](#))

5) You can now start polling with `python -m mybot.manage start-polling` or in code:

```
from aiogram import executor

from mybot.manage import initialize_project

if __name__ == '__main__':
    dp, bot = initialize_project()
    executor.start_polling(dp)
```

OR

```
from aiogram import executor, Dispatcher, Bot

from mybot.manage import initialize_project
from mybot.settings import TELEGRAM_BOT_TOKEN

if __name__ == '__main__':
    bot: Bot = Bot(TELEGRAM_BOT_TOKEN)
    dp: Dispatcher = Dispatcher(bot)
    initialize_project(dp, bot)
    executor.start_polling(dp)
```



### 3.1 Message Views

**class** `aiogram_oop_framework.views.message.MessageView`

View for updates of type “message”

**custom\_filters**

Custom filters (for ex.: `[lambda m: m.reply_to_message]`).

**Type** list

**commands**

List of commands (for ex.: `['start', 'help']`), defaults to None

**Type** list

**regexp**

Regexp string for matching message text/caption (for ex.: `r'^hello$'`), defaults to None

**Type** str

**content\_types**

List of `content_type`'s of message (for ex.: `['text', 'photo']`), defaults to None

**Type** list

**state**

Function, which returns a State object of aiogram or “\*”, defaults to `lambda: None`

**Type** Callable

**run\_task**

Run callback in task (no wait results), defaults to None

**Type** bool

**register\_kwargs**

Kwargs, which you would add in `@dp.message_handler` in fresh aiogram, defaults to None

**Type** dict

**index**

in which order to register the view, defaults to None

**Type** int

**auto\_register**

set to False if you don't want re register the view automatically, ignored, if AUTO\_REGISTER\_VIEWS in settings.py is set to False, defaults to True

**Type** bool

Make sure you don't want to use a more high-level view like `aiogram_oop_framework.views.custom_views.command.CommandView` or `aiogram_oop_framework.views.content_types_views.text.TextView` instead.

You may found more info about custom\_filters, commands, regexp, content\_types, state and run\_task attributes in aiogram's docs on Dispatcher.message\_handler or you may not, depends on aiogram's docs.

**classmethod register** (dp: *aiogram.dispatcher.dispatcher.Dispatcher*)

method to register the handler, normally called automatically in manage.initialize\_project()

**Parameters** dp (*Dispatcher*) – in which dispatcher to register the handler

**class** aiogram\_oop\_framework.views.edited\_message\_view.**EditedMessageView**

**classmethod register** (dp: *aiogram.dispatcher.dispatcher.Dispatcher*)

method to register the handler, normally called automatically in manage.initialize\_project()

**Parameters** dp (*Dispatcher*) – in which dispatcher to register the handler

**class** aiogram\_oop\_framework.views.channel\_post\_view.**ChannelPostView**

**classmethod register** (dp: *aiogram.dispatcher.dispatcher.Dispatcher*)

method to register the handler, normally called automatically in manage.initialize\_project()

**Parameters** dp (*Dispatcher*) – in which dispatcher to register the handler

**class** aiogram\_oop\_framework.views.edited\_channel\_post\_view.**EditedChannelPostView**

**classmethod register** (dp: *aiogram.dispatcher.dispatcher.Dispatcher*)

method to register the handler, normally called automatically in manage.initialize\_project()

**Parameters** dp (*Dispatcher*) – in which dispatcher to register the handler

### 3.1.1 Views by content\_types

**class** aiogram\_oop\_framework.views.content\_types\_views.animation.**AnimationView**

May be same as `aiogram_oop_framework.views.message.MessageView`, or `aiogram_oop_framework.views.edited_message_view.EditedMessageView`, or `aiogram_oop_framework.views.channel_post_view.ChannelPostView`, or `aiogram_oop_framework.views.edited_channel_post_view.EditedChannelPostView`, dependently on update\_type field, with difference that content\_types field defaults to [ContentType.ANIMATION], and it has one more field:

**update\_type**

Update type, must be one of: 'message', 'edited\_message', 'channel\_post', 'edited\_channel\_post', defaults to 'message's

**Type str**

```

class aiogram_oopframework.views.content_types_views.audio.AudioView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.AUDIO]

class aiogram_oopframework.views.content_types_views.connected_website.ConnectedWebsiteView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.CONNECTED_WEBSITE]

class aiogram_oopframework.views.content_types_views.contact.ContactView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.CONTACT]

class aiogram_oopframework.views.content_types_views.delete_chat_photo.DeleteChatPhotoView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.DELETE_CHAT_PHOTO]

class aiogram_oopframework.views.content_types_views.dice.DiceView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.DICE]

class aiogram_oopframework.views.content_types_views.document.DocumentView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.DOCUMENT]

class aiogram_oopframework.views.content_types_views.game.GameView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.GAME]

class aiogram_oopframework.views.content_types_views.group_chat_created.GroupChatCreatedView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.GROUP_CHAT_CREATED]

class aiogram_oopframework.views.content_types_views.invoice.InvoiceView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.INVOICE]

class aiogram_oopframework.views.content_types_views.left_chat_member.LeftChatMemberView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.LEFT_CHAT_MEMBER]

class aiogram_oopframework.views.content_types_views.location.LocationView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.LOCATION]

class aiogram_oopframework.views.content_types_views.migrate_from_chat_id.MigrateFromChatIdView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.MIGRATE_FROM_CHAT_ID]

class aiogram_oopframework.views.content_types_views.migrate_to_chat_id.MigrateToChatIdView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.MIGRATE_TO_CHAT_ID]

class aiogram_oopframework.views.content_types_views.new_chat_members.NewChatMembersView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.NEW_CHAT_MEMBERS]

class aiogram_oopframework.views.content_types_views.new_chat_photo.NewChatPhotoView
    Same      as      aiogram_oopframework.views.content_types_views.animation.
    AnimationView, but content_types defaults to [ContentType.NEW_CHAT_PHOTO]

```

```
class aiogram_oop_framework.views.content_types_views.new_chat_title.NewChatTitleView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.NEW_CHAT_TITLE]

class aiogram_oop_framework.views.content_types_views.passport_data.PassportDataView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.PASSPORT_DATA]

class aiogram_oop_framework.views.content_types_views.photo.PhotoView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.PHOTO]

class aiogram_oop_framework.views.content_types_views.pinned_message.PinnedMessageView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.PINNED_MESSAGE]

class aiogram_oop_framework.views.content_types_views.poll.PollMessageView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.POLL]

class aiogram_oop_framework.views.content_types_views.sticker.StickerView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.STICKER]

class aiogram_oop_framework.views.content_types_views.successful_payment.SuccessfulPaymentView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.SUCCESSFUL_PAYMENT]

class aiogram_oop_framework.views.content_types_views.text.TextView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.TEXT]

class aiogram_oop_framework.views.content_types_views.venue.VenueView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.VENUE]

class aiogram_oop_framework.views.content_types_views.video.VideoView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.VIDEO]

class aiogram_oop_framework.views.content_types_views.video_note.VideoNoteView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.VIDEO_NOTE]

class aiogram_oop_framework.views.content_types_views.voice.VoiceView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to [ContentType.VOICE]

class aiogram_oop_framework.views.content_types_views.any_content_type_message.AnyContentTypeMessageView
    Same      as      aiogram_oop_framework.views.content_types_views.animation.
                    AnimationView, but content_types defaults to ContentType.all()
```

## 3.2 Other update types' views

```
class aiogram_oop_framework.views.inline_query.InlineQueryView
    View for updates of type "message"

    custom_filters
        Custom filters (for ex.: [lambda m: m.reply_to_message]).
```

**Type** list

**state**

Function, which returns a State object of aiogram or “\*”

**Type** Callable

**run\_task**

Run callback in task (no wait results)

**Type** bool

**register\_kwargs**

Kwargs, which you would add in @dp.message\_handler in fresh aiogram

**Type** dict

You may found more info about attributes in aiogram’s docs on Dispatcher.message\_handler or you may not, depends on aiogram’s docs.

```
class aiogram_oopframework.views.callback_query.CallbackQueryView
```

```
class aiogram_oopframework.views.poll.PollView
```

```
class aiogram_oopframework.views.poll_answer.PollAnswerView
```

```
class aiogram_oopframework.views.shipping_query.ShippingQueryView
```

### 3.3 Custom views

```
class aiogram_oopframework.views.custom_views.command.CommandView
```

May be same as `aiogram_oopframework.views.message.MessageView`, or `aiogram_oopframework.views.edited_message_view.EditedMessageView`, or `aiogram_oopframework.views.channel_post_view.ChannelPostView`, or `aiogram_oopframework.views.edited_channel_post_view.EditedChannelPostView`, dependently on `update_type` field, with difference that `content_types` field defaults to [ContentType.TEXT], and it has some differences, look down:

**update\_type**

Update type, must be one of: ‘message’, ‘edited\_message’, ‘channel\_post’, ‘edited\_channel\_post’, defaults to ‘message’

**Type** str

**append\_commands**

If you set commands manually, does it need to append to the commands the default command or not

**Type** bool

while registering looks at your view’s name and creates a default command with it (Start -> [‘start’])

```
classmethod register(dp: aiogram.dispatcher.dispatcher.Dispatcher)
```



## CHAPTER 4

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### Settings

---

Your project settings should be in `projects_name/settings.py`

**PATH:** path to folder in which project folder is **PROJECT\_NAME:** name of the folder of the project

**PROJECT:** `aiogram_oop_framework.core.project.Project` instance, you don't need to change it, only it's structure field (see in quick-start)

**AUTO\_REGISTER\_VIEWS:** does the framework need to register your views automatically or you will do it yourself

**TELEGRAM\_BOT\_TOKEN:** token of your bot

**MIDDLEWARES:** list of your middlewares (from aiogram), must be classes, not instances

**BOT\_STORAGE:** storage of the bot, you may look closer about that in aiogram's docs, or you may not, depends in aiogram's docs

**MEMORY\_STORAGE:** DEPRECATED IN 0.2.dev3, will be removed, old name of **BOT\_STORAGE**

**PARSE\_MODE:** default parse mode for your bot





## 5.1 Different code execution dependently on chat type

### 5.1.1 DEPRECATED

You can add special methods to your views to execute different code dependently on chat type by writing `execute_in_<chat_type>`:

```
from aiogram import types
from aiogram.dispatcher import FSMContext

from aiogram_oop_framework.views import MessageView

class Example(MessageView):

    @classmethod
    async def execute(cls, m: types.Message, state: FSMContext = None, **kwargs):
        """this will be executed if chat type is not private"""
        await m.answer('undef')

    @classmethod
    async def execute_in_private(cls, m: types.Message, state: FSMContext = None,
→ **kwargs):
        """execute in private chat"""
        await m.answer('gg private brr')
```

Surely, it only works in views for objects, which may give access to chat like `MessageView` and `CallbackQueryView`, but NOT `InlineQueryView`

## 5.2 filter\_execute decorator for methods

You can add to your views additional filters for calling different methods dependently on conditions. `filter_execute` accepts all `aiogram` filters with `content_types` set to `ContentType.all()` by default

Example:

```
from aiogram import types
from aiogram.dispatcher import FSMContext
from aiogram.types.chat_member import ChatMemberStatus

from aiogram_oop_framework.views import MessageView
from aiogram_oop_framework.filters import filter_execute

class Example(MessageView):

    @classmethod
    async def execute(cls, m: types.Message, state: FSMContext = None, **kwargs):
        """this will be executed if chat type is not private"""
        await m.answer('undef')

    @classmethod
    @filter_execute(chat_member_status=ChatMemberStatus.ADMINISTRATOR)
    async def execute_for_admins(cls, m: types.Message, state: FSMContext = None,
    → **kwargs):
        """execute if sender is administrator"""
        await m.answer('gg ADMIN brr')
```

### 5.2.1 aiogram\_oop\_framework builtin filters list:

**chat\_member\_status** status of from\_user member (it calls `bot.get_chat_member` to find out the status!)

**chat\_type** type of chat where update occurred

**entities** if `message.entities/message.caption_entities/poll.explanation_entities` contains entities with specified types

**poll\_type** type of the Poll

**dice\_emoji** dice's emoji

**func** *la* callable, which returns boolean value **DEPRECATED** in 0.2.dev4, because of starting using `aiogram` filters, so you can simply put the func in args (ex.: `filter_execute(foo)`)

While `func` may only be a function or lambda, other filter types accept much more values:

- str
- `aiogram.util.helper.Item` (for ex.: `ChatType.PRIVATE`)
- list of the above
- a function, which accepts a `TelegramObject` as parameter and returns any of the above

Note!

`filter_execute` works with `execute_in_<chat_type>` with no problem, if it's given `chat_type` in `filter_execute`, then `chat_type` from method's name is omitted

## CHAPTER 6

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### Indices and tables

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