
teritorio

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`teritorio` two iterable singletons that `Countries` and `Currencies`, that contain all the relevant ISO information about countries and currencies, respectively.

IN A NUTSHELL

1.1 Installation

The easiest way is to use `poetry` to manage your dependencies and add *teritorio* to them. It requires Python 3.7.0+ to run.

```
[tool.poetry.dependencies]  
teritorio = "*"
```

It is advised to always use the latest release, so that you'll get the latest ISO codes

1.2 Usage

There are two iterable singletons that can be imported from `teritorio`: `Countries` and `Currencies`.

```
from territorio import Countries  
from territorio import Currencies
```


VERSIONING

The project project adheres to [Calendar Versioning](#). The reason is that the data are dominated by political decisions, making semantic versioning largely irrelevant.

- [Documentation](#)
- [Changelog](#)

3.1 Installation

The easiest way is to use [poetry](#) to manage your dependencies and add *teritorio* to them.

```
[tool.poetry.dependencies]
teritorio = "*"

```

It is advised to always use the latest release, so that you'll get the latest ISO codes

3.2 Usage

teritorio has two iterable singletons: `Countries` and `Currencies`, and two dataclasses: `Country` and `Currency`, that represent a specific country or currency. `Countries` and `Currencies` are importable from *teritorio*.

`Countries` and `Currencies`, as they are singletons, can be instantiated more than once with negligible performance penalty.

3.2.1 Countries

class `teritorio.main.Countries`

An iterable of all countries

XYZ

The country with 3-letter code XYZ. The same country is accessible via square brackets `Countries()["XYZ"]`

class `teritorio.main.Country`

A representation of a specific country.

english_name: `str`

The official name of the country in English

french_name: `str`

The official name of the country in French

alpha_2_code: str

The 2 letter code of the country

alpha_3_code: str

The 3 letter code of the country

numeric_code: int

The numeric code of the country

Example usage of the Countries class.

```
from territorio import Countries

# list all countries
for country in Countries():
    print(country)

# get a specific country
countries = Countries()

# access the country as an attribute
print(countries.DEU) # Country(english_name='Germany', french_name="Allemagne (1)",
↳ alpha_2_code='DE', alpha_3_code='DEU', numeric_code=276)
# access the country with square brackets
print(countries["DEU"]) # Country(english_name='Germany', french_name="Allemagne (1)",
↳ alpha_2_code='DE', alpha_3_code='DEU', numeric_code=276)
```

3.2.2 Currencies

class territorio.main.Currencies

An iterable of all currencies

XYZ

The currency with 3-letter code XYZ. The same currency is accessible via square brackets Currencies()["XYZ"]

class territorio.main.Currency

A representation of a specific currency.

code: str

The 3 letter code of the currency

name: str

The name of the currency

entities: tuple[str, ...]

The list of entities (countries) that use this currency

numeric_code: int

The numeric code of the currency

minor_units: int | None

The number of decimal digits of this currency, if applicable

Example usage of the Currencies class.

```

from territorio import Currencies

# list all currencies
for currency in Currencies():
    print(currency)

# get a specific currency
currencies = Currencies()

# access the currency as an attribute
print(currencies.GBP) # Currency(code='GBP', name='Pound Sterling', entities=('GUERNSEY',
↳ 'ISLE OF MAN', 'JERSEY', 'UNITED KINGDOM OF GREAT BRITAIN AND NORTHERN IRELAND (THE)'),
↳ numeric_code=826, minor_units=2)
# access the currency with square brackets
print(currencies["GBP"]) # Currency(code='GBP', name='Pound Sterling', entities=('GUERNSEY',
↳ 'ISLE OF MAN', 'JERSEY', 'UNITED KINGDOM OF GREAT BRITAIN AND NORTHERN IRELAND (THE)'),
↳ numeric_code=826, minor_units=2)

```

3.3 Changelog

All notable changes to this project will be documented in this file.

The format is based on [Keep a Changelog](#), and this project adheres to [Calendar Versioning](#).

3.3.1 Unreleased

3.3.2 2023.06.16

Added

- Add a .pyi file to contain type hints for countries and currencies

3.3.3 2023.06.13

Changed

- Change entities in currency from list to tuple

3.3.4 2023.04.28

Changed

- Rename the Netherlands to Kingdom of the Netherlands

3.3.5 2023.02.01

Changed

- Change Croatia's currency to Euro

3.3.6 2022.10.10

Added

- Add Leone currency

Changed

- Change North Macedonia's name
- Change Turkiye's name

Removed

- Removed changelog from the published wheel

3.3.7 2022.01.05

Removed

- Dropped python36 support

3.3.8 2021.10.22

Added

- Added python310 support
- Added VED

Changed

- Changed versioning scheme to calendar versioning

3.3.9 1.1.0 - 2020-08-31

Added

- Add support for python 3.6

3.3.10 1.0.1 - 2019-11-21

Fixed

- Fixed some typos

3.3.11 1.0.0 - 2019-11-14

Added

- Added currency ISO codes (ISO-4217)
- Added country ISO codes (ISO-3166)

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