
Validator Collection Documentation

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Insight Industry Inc.

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Python library of 60+ commonly-used validator functions

Version Compatability

The **Validator Collection** is designed to be compatible with Python 2.7 and Python 3.4 or higher.

Branch	Unit Tests
latest	
v. 1.1.0	
v. 1.0.0	
develop	

Validator Reference

Core	Date/Time	Numbers	File-related	Internet-related
<i>dict</i>	<i>date</i>	<i>numeric</i>	<i>bytesIO</i>	<i>email</i>
<i>string</i>	<i>datetime</i>	<i>integer</i>	<i>stringIO</i>	<i>url</i>
<i>iterable</i>	<i>time</i>	<i>float</i>	<i>path</i>	<i>domain</i>
<i>none</i>	<i>timezone</i>	<i>fraction</i>	<i>path_exists</i>	<i>ip_address</i>
<i>not_empty</i>		<i>decimal</i>	<i>file_exists</i>	<i>ipv4</i>
<i>uuid</i>			<i>directory_exists</i>	<i>sip6</i>
<i>variable_name</i>			<i>readable</i>	<i>mac_address</i>
			<i>writable</i>	
			<i>executable</i>	

1.1 Using Validators

A validator does what it says on the tin: It validates that an input value is what you think it should be, and returns its valid form.

Each validator is expressed as the name of the thing being validated, for example *email()*.

Each validator accepts a value as its first argument, and an optional *allow_empty* boolean as its second argument. For example:

```
email_address = validators.email(value, allow_empty = True)
```

If the value you're validating validates successfully, it will be returned. If the value you're validating needs to be coerced to a different type, the validator will try to do that. So for example:

```
validators.integer(1)
validators.integer('1')
```

will both return an *int* of 1.

If the value you're validating is empty/falsey and `allow_empty` is `False`, then the validator will raise a `EmptyValueError` exception (which inherits from the built-in `ValueError`). If `allow_empty` is `True`, then an empty/falsey input value will be converted to a `None` value.

Caution: By default, `allow_empty` is always set to `False`.

Hint: Some validators (particularly numeric ones like `integer`) have additional options which are used to make sure the value meets criteria that you set for it. These options are always included as keyword arguments *after* the `allow_empty` argument, and are documented for each validator below.

1.1.1 When Validation Fails

Validators raise exceptions when validation fails. All exceptions raised inherit from built-in exceptions like `ValueError`, `TypeError`, and `IOError`.

If the value you're validating fails its validation for some reason, the validator may raise different exceptions depending on the reason. In most cases, this will be a descendent of `ValueError` though it can sometimes be a `TypeError`, or an `IOError`, etc.

For specifics on each validator's likely exceptions and what can cause them, please review the [Validator Reference](#).

Hint: While validators will always raise built-in exceptions from the standard library, to give you greater programmatic control over how to respond when validation fails, we have defined a set of custom exceptions that inherit from those built-ins.

Our custom exceptions provide you with very specific, fine-grained information as to *why* validation for a given value failed. In general, most validators will raise `ValueError` or `TypeError` exceptions, and you can safely catch those and be fine. But if you want to handle specific types of situations with greater control, then you can instead catch `EmptyValueError`, `CannotCoerceError`, `MaximumValueError`, and the like.

For more detailed information, please see: [Error Reference](#) and [Validator Reference](#).

1.1.2 Disabling Validation

Caution: If you are disabling validators using the `VALIDATORS_DISABLED` environment variable, their related *checkers* will **also** be disabled (meaning they will always return `True`).

Validation can at times be an expensive (in terms of performance) operation. As a result, there are times when you want to disable certain kinds of validation when running in production. Using the **Validator-Collection** this is simple:

Just add the name of the validator you want disabled to the `VALIDATORS_DISABLED` environment variable, and validation will automatically be skipped.

Caution: `VALIDATORS_DISABLED` expects a comma-separated list of values. If it isn't comma-separated, it won't work properly.

Here's how it works in practice. Let's say we define the following environment variable:


```
$ export VALIDATORS_DISABLED = "variable_name, email, ipv4"
```

This disables the `variable_name()`, `email()`, and `ipv4()` validators respectively.

Now if we run:

```
from validator_collection import validators, errors

try:
    result = validators.variable_name('this is an invalid variable name')
except ValueError:
    # handle the error
```

The validator will return the value supplied to it un-changed. So that means `result` will be equal to `this is an invalid variable name`.

However, if we run:

```
from validator_collection import validators, errors

try:
    result = validators.integer('this is an invalid variable name')
except errors.NotAnIntegerError:
    # handle the error
```

the validator will run and raise `NotAnIntegerError`.

We can force validators to run (even if disabled using the environment variable) by passing a `force_run = True` keyword argument. For example:

```
from validator_collection import validators, errors

try:
    result = validators.variable_name('this is an invalid variable name',
                                     force_run = True)
except ValueError:
    # handle the error
```

will produce a `InvalidVariableNameError` (which is a type of `ValueError`).

1.2 Core

1.2.1 dict

dict (*value*, *allow_empty=False*, *json_serializer=None*, ***kwargs*)
Validate that *value* is a `dict`.

Hint: If *value* is a string, this validator will assume it is a JSON object and try to convert it into a `dict`

You can override the JSON serializer used by passing it to the `json_serializer` property. By default, will utilize the Python `json` encoder/decoder.

Parameters

- **value** – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.
- **json_serializer** (*callable*) – The JSON encoder/decoder to use to deserialize a string passed in value. If not supplied, will default to the Python `json` encoder/decoder.

Returns `value / None`

Return type `dict / None`

Raises

- *EmptyValueError* – if value is empty and `allow_empty` is False
- *CannotCoerceError* – if value cannot be coerced to a `dict`
- *NotADictError* – if value is not a `dict`

1.2.2 string

string (*value*, *allow_empty=False*, *coerce_value=False*, *minimum_length=None*, *maximum_length=None*, *whitespace_padding=False*, ***kwargs*)
Validate that value is a valid string.

Parameters

- **value** (*str / None*) – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.
- **coerce_value** (*bool*) – If True, will attempt to coerce value to a string if it is not already. If False, will raise a *ValueError* if value is not a string. Defaults to False.
- **minimum_length** (*int*) – If supplied, indicates the minimum number of characters needed to be valid.
- **maximum_length** (*int*) – If supplied, indicates the minimum number of characters needed to be valid.
- **whitespace_padding** (*bool*) – If True and the value is below the `minimum_length`, pad the value with spaces. Defaults to False.

Returns `value / None`

Return type `str / None`

Raises

- *EmptyValueError* – if value is empty and `allow_empty` is False
- *CannotCoerceError* – if value is not a valid string and `coerce_value` is False
- *MinimumLengthError* – if `minimum_length` is supplied and the length of value is less than `minimum_length` and `whitespace_padding` is False
- *MaximumLengthError* – if `maximum_length` is supplied and the length of value is more than the `maximum_length`

1.2.3 iterable

iterable (*value*, *allow_empty=False*, *forbid_literals=(<class 'str'>, <class 'bytes'>)*, *minimum_length=None*, *maximum_length=None*, ***kwargs*)

Validate that *value* is a valid iterable.

Parameters

- **value** – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.
- **forbid_literals** (*iterable*) – A collection of literals that will be considered invalid even if they are (actually) iterable. Defaults to *str* and *bytes*.
- **minimum_length** (*int*) – If supplied, indicates the minimum number of members needed to be valid.
- **maximum_length** (*int*) – If supplied, indicates the minimum number of members needed to be valid.

Returns *value* / None

Return type *iterable* / None

Raises

- *EmptyValueError* – if value is empty and *allow_empty* is False
- *NotAnIterableError* – if value is not a valid iterable or None
- *MinimumLengthError* – if *minimum_length* is supplied and the length of value is less than *minimum_length* and *whitespace_padding* is False
- *MaximumLengthError* – if *maximum_length* is supplied and the length of value is more than the *maximum_length*

1.2.4 none

none (*value*, *allow_empty=False*, ***kwargs*)

Validate that *value* is None.

Parameters

- **value** – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty but **not** None. If False, raises a *NotNoneError* if value is empty but **not** None. Defaults to False.

Returns None

Raises *NotNoneError* – if *allow_empty* is False and value is empty but **not** None and

1.2.5 not_empty

not_empty (*value*, *allow_empty=False*, ***kwargs*)

Validate that *value* is not empty.

Parameters

- **value** – The value to validate.

- **allow_empty** (bool) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns value / None

Raises *EmptyValueError* – if value is empty and allow_empty is False

1.2.6 uuid

uuid (value, allow_empty=False, **kwargs)

Validate that value is a valid UUID.

Parameters

- **value** – The value to validate.
- **allow_empty** (bool) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns value coerced to a UUID object / None

Return type UUID / None

Raises

- *EmptyValueError* – if value is empty and allow_empty is False
- *CannotCoerceError* – if value cannot be coerced to a UUID

1.2.7 variable_name

variable_name (value, allow_empty=False, **kwargs)

Validate that the value is a valid Python variable name.

Caution: This function does **NOT** check whether the variable exists. It only checks that the value would work as a Python variable (or class, or function, etc.) name.

Parameters

- **value** – The value to validate.
- **allow_empty** (bool) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns value / None

Return type str or None

Raises *EmptyValueError* – if allow_empty is False and value is empty

1.3 Date / Time

1.3.1 date

date (*value*, *allow_empty=False*, *minimum=None*, *maximum=None*, ***kwargs*)

Validate that *value* is a valid date.

Parameters

- **value** (*str* / *datetime* / *date* / *None*) – The value to validate.
- **allow_empty** (*bool*) – If *True*, returns *None* if value is empty. If *False*, raises a *EmptyValueError* if value is empty. Defaults to *False*.
- **minimum** (*datetime* / *date* / compliant *str* / *None*) – If supplied, will make sure that value is on or after this value.
- **maximum** (*datetime* / *date* / compliant *str* / *None*) – If supplied, will make sure that value is on or before this value.

Returns *value* / *None*

Return type *date* / *None*

Raises

- *EmptyValueError* – if value is empty and *allow_empty* is *False*
- *CannotCoerceError* – if value cannot be coerced to a *date* and is not *None*
- *MinimumValueError* – if minimum is supplied but value occurs before minimum
- *MaximumValueError* – if maximum is supplied but value occurs after maximum

1.3.2 datetime

datetime (*value*, *allow_empty=False*, *minimum=None*, *maximum=None*, ***kwargs*)

Validate that *value* is a valid datetime.

Caution: If supplying a string, the string needs to be in an ISO 8601-format to pass validation. If it is not in an ISO 8601-format, validation will fail.

Parameters

- **value** (*str* / *datetime* / *date* / *None*) – The value to validate.
- **allow_empty** (*bool*) – If *True*, returns *None* if value is empty. If *False*, raises a *EmptyValueError* if value is empty. Defaults to *False*.
- **minimum** (*datetime* / *date* / compliant *str* / *None*) – If supplied, will make sure that value is on or after this value.
- **maximum** (*datetime* / *date* / compliant *str* / *None*) – If supplied, will make sure that value is on or before this value.

Returns *value* / *None*

Return type *datetime* / *None*

Raises

- **`EmptyValueError`** – if value is empty and `allow_empty` is `False`
- **`CannotCoerceError`** – if value cannot be coerced to a `datetime` value and is not `None`
- **`MinimumValueError`** – if minimum is supplied but value occurs before minimum
- **`MaximumValueError`** – if maximum is supplied but value occurs after minimum

1.3.3 time

time (*value*, *allow_empty=False*, *minimum=None*, *maximum=None*, ***kwargs*)
Validate that *value* is a valid `time`.

Caution: This validator will **always** return the time as timezone naive (effectively UTC). If *value* has a timezone / UTC offset applied, the validator will coerce the value returned back to UTC.

Parameters

- **value** (*datetime* or *time*-compliant *str* / *datetime* / *time*) – The value to validate.
- **allow_empty** (*bool*) – If `True`, returns `None` if value is empty. If `False`, raises a `EmptyValueError` if value is empty. Defaults to `False`.
- **minimum** (*datetime* or *time*-compliant *str* / *datetime* / *time*) – If supplied, will make sure that value is on or after this value.
- **maximum** (*datetime* or *time*-compliant *str* / *datetime* / *time*) – If supplied, will make sure that value is on or before this value.

Returns value in UTC time / `None`

Return type `time` / `None`

Raises

- **`EmptyValueError`** – if value is empty and `allow_empty` is `False`
- **`CannotCoerceError`** – if value cannot be coerced to a `time` and is not `None`
- **`MinimumValueError`** – if minimum is supplied but value occurs before minimum
- **`MaximumValueError`** – if maximum is supplied but value occurs after minimum

1.3.4 timezone

timezone (*value*, *allow_empty=False*, *positive=True*, ***kwargs*)
Validate that *value* is a valid `tzinfo`.

Caution: This does **not** verify whether the value is a timezone that actually exists, nor can it resolve timezone names (e.g. `'Eastern'` or `'CET'`).

For that kind of functionality, we recommend you utilize: `pytz`

Parameters

- **value** (*str* / *tzinfo* / *numeric* / `None`) – The value to validate.

- **allow_empty** (*bool*) – If *True*, returns *None* if value is empty. If *False*, raises a *EmptyValueError* if value is empty. Defaults to *False*.
- **positive** (*bool*) – Indicates whether the value is positive or negative (only has meaning if value is a string). Defaults to *True*.

Returns *value / None*

Return type *tzinfo / None*

Raises

- *EmptyValueError* – if value is empty and *allow_empty* is *False*
 - *CannotCoerceError* – if value cannot be coerced to *tzinfo* and is not *None*
 - *PositiveOffsetMismatchError* – if *positive* is *True*, but the offset indicated by value is actually negative
 - *NegativeOffsetMismatchError* – if *positive* is *False*, but the offset indicated by value is actually positive
-

1.4 Numbers

Note: Because Python’s *None* is implemented as an integer value, numeric validators do not check “falsiness”. Doing so would find false positives if *value* were set to 0.

Instead, all numeric validators explicitly check for the Python global singleton *None*.

1.4.1 numeric

numeric (*value*, *allow_empty=False*, *minimum=None*, *maximum=None*, ***kwargs*)

Validate that *value* is a numeric value.

Parameters

- **value** – The value to validate.
- **allow_empty** (*bool*) – If *True*, returns *None* if value is *None*. If *False*, raises an *EmptyValueError* if value is *None*. Defaults to *False*.
- **minimum** (*numeric*) – If supplied, will make sure that *value* is greater than or equal to this value.
- **maximum** (*numeric*) – If supplied, will make sure that *value* is less than or equal to this value.

Returns *value / None*

Raises

- *EmptyValueError* – if value is *None* and *allow_empty* is *False*
- *MinimumValueError* – if *minimum* is supplied and *value* is less than the *minimum*
- *MaximumValueError* – if *maximum* is supplied and *value* is more than the *maximum*
- *CannotCoerceError* – if value cannot be coerced to a numeric form

1.4.2 integer

integer (*value*, *allow_empty=False*, *coerce_value=False*, *minimum=None*, *maximum=None*, *base=10*, ***kwargs*)

Validate that *value* is an `int`.

Parameters

- **value** – The value to validate.
- **allow_empty** (`bool`) – If `True`, returns `None` if *value* is `None`. If `False`, raises a `EmptyValueError` if *value* is `None`. Defaults to `False`.
- **coerce_value** (`bool`) – If `True`, will force any numeric value to an integer (always rounding up). If `False`, will raise an error if *value* is numeric but not a whole number. Defaults to `False`.
- **minimum** (*numeric*) – If supplied, will make sure that *value* is greater than or equal to this value.
- **maximum** (*numeric*) – If supplied, will make sure that *value* is less than or equal to this value.
- **base** – Indicates the base that is used to determine the integer value. The allowed values are 0 and 2–36. Base-2, -8, and -16 literals can be optionally prefixed with `0b/0B`, `0o/0O/0`, or `0x/0X`, as with integer literals in code. Base 0 means to interpret the string exactly as an integer literal, so that the actual base is 2, 8, 10, or 16. Defaults to 10.

Returns *value* / `None`

Raises

- `EmptyValueError` – if *value* is `None` and *allow_empty* is `False`
- `MinimumValueError` – if *minimum* is supplied and *value* is less than the *minimum*
- `MaximumValueError` – if *maximum* is supplied and *value* is more than the *maximum*
- `NotAnIntegerError` – if *coerce_value* is `False`, and *value* is not an integer
- `CannotCoerceError` – if *value* cannot be coerced to an `int`

1.4.3 float

float (*value*, *allow_empty=False*, *minimum=None*, *maximum=None*, ***kwargs*)

Validate that *value* is a `float`.

Parameters

- **value** – The value to validate.
- **allow_empty** (`bool`) – If `True`, returns `None` if *value* is `None`. If `False`, raises a `EmptyValueError` if *value* is `None`. Defaults to `False`.

Returns *value* / `None`

Return type `float` / `None`

Raises

- `EmptyValueError` – if *value* is `None` and *allow_empty* is `False`
- `MinimumValueError` – if *minimum* is supplied and *value* is less than the *minimum*
- `MaximumValueError` – if *maximum* is supplied and *value* is more than the *maximum*

- **`CannotCoerceError`** – if unable to coerce value to a `float`

1.4.4 fraction

`fraction` (*value*, *allow_empty=False*, *minimum=None*, *maximum=None*, ***kwargs*)

Validate that value is a `Fraction`.

Parameters

- **`value`** – The value to validate.
- **`allow_empty`** (`bool`) – If True, returns None if value is None. If False, raises a `EmptyValueError` if value is None. Defaults to False.

Returns `value` / None

Return type `Fraction` / None

Raises

- **`EmptyValueError`** – if value is None and `allow_empty` is False
- **`MinimumValueError`** – if minimum is supplied and value is less than the minimum
- **`MaximumValueError`** – if maximum is supplied and value is more than the maximum
- **`CannotCoerceError`** – if unable to coerce value to a `Fraction`

1.4.5 decimal

`decimal` (*value*, *allow_empty=False*, *minimum=None*, *maximum=None*, ***kwargs*)

Validate that value is a `Decimal`.

Parameters

- **`value`** – The value to validate.
- **`allow_empty`** (`bool`) – If True, returns None if value is None. If False, raises a `EmptyValueError` if value is None. Defaults to False.
- **`minimum`** (`numeric`) – If supplied, will make sure that value is greater than or equal to this value.
- **`maximum`** (`numeric`) – If supplied, will make sure that value is less than or equal to this value.

Returns `value` / None

Return type `Decimal` / None

Raises

- **`EmptyValueError`** – if value is None and `allow_empty` is False
- **`MinimumValueError`** – if minimum is supplied and value is less than the minimum
- **`MaximumValueError`** – if maximum is supplied and value is more than the maximum
- **`CannotCoerceError`** – if unable to coerce value to a `Decimal`

1.5 File-related

1.5.1 `bytesIO`

bytesIO (*value*, *allow_empty=False*, ***kwargs*)

Validate that *value* is a `BytesIO` object.

Parameters

- **value** – The value to validate.
- **allow_empty** (`bool`) – If `True`, returns `None` if *value* is empty. If `False`, raises a `EmptyValueError` if *value* is empty. Defaults to `False`.

Returns *value* / `None`

Return type `BytesIO` / `None`

Raises

- `EmptyValueError` – if *value* is empty and *allow_empty* is `False`
- `NotBytesIOError` – if *value* is not a `BytesIO` object.

1.5.2 `stringIO`

stringIO (*value*, *allow_empty=False*, ***kwargs*)

Validate that *value* is a `StringIO` object.

Parameters

- **value** – The value to validate.
- **allow_empty** (`bool`) – If `True`, returns `None` if *value* is empty. If `False`, raises a `EmptyValueError` if *value* is empty. Defaults to `False`.

Returns *value* / `None`

Return type `StringIO` / `None`

Raises

- `EmptyValueError` – if *value* is empty and *allow_empty* is `False`
- `NotStringIOError` – if *value* is not a `StringIO` object

1.5.3 `path`

path (*value*, *allow_empty=False*, ***kwargs*)

Validate that *value* is a valid path-like object.

Parameters

- **value** – The value to validate.
- **allow_empty** (`bool`) – If `True`, returns `None` if *value* is empty. If `False`, raises a `EmptyValueError` if *value* is empty. Defaults to `False`.

Returns The path represented by *value*.

Return type Path-like object / `None`

Raises

- **`EmptyValueError`** – if `allow_empty` is `False` and `value` is empty
- **`NotPathlikeError`** – if `value` is not a valid path-like object

1.5.4 `path_exists`

`path_exists` (*value*, *allow_empty=False*, ***kwargs*)

Validate that `value` is a path-like object that exists on the local filesystem.

Parameters

- **`value`** – The value to validate.
- **`allow_empty`** (`bool`) – If `True`, returns `None` if `value` is empty. If `False`, raises a **`EmptyValueError`** if `value` is empty. Defaults to `False`.

Returns The file name represented by `value`.

Return type Path-like object / `None`

Raises

- **`EmptyValueError`** – if `allow_empty` is `False` and `value` is empty
- **`NotPathlikeError`** – if `value` is not a path-like object
- **`PathExistsError`** – if `value` does not exist

1.5.5 `file_exists`

`file_exists` (*value*, *allow_empty=False*, ***kwargs*)

Validate that `value` is a valid file that exists on the local filesystem.

Parameters

- **`value`** – The value to validate.
- **`allow_empty`** (`bool`) – If `True`, returns `None` if `value` is empty. If `False`, raises a **`EmptyValueError`** if `value` is empty. Defaults to `False`.

Returns The file name represented by `value`.

Return type Path-like object / `None`

Raises

- **`EmptyValueError`** – if `allow_empty` is `False` and `value` is empty
- **`NotPathlikeError`** – if `value` is not a path-like object
- **`PathExistsError`** – if `value` does not exist on the local filesystem
- **`NotAFileError`** – if `value` is not a valid file

1.5.6 `directory_exists`

`directory_exists` (*value*, *allow_empty=False*, ***kwargs*)

Validate that `value` is a valid directory that exists on the local filesystem.

Parameters

- **value** – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns The file name represented by value.

Return type Path-like object / None

Raises

- *EmptyValueError* – if allow_empty is False and value is empty
- *NotPathlikeError* – if value is not a path-like object
- *PathExistsError* – if value does not exist on the local filesystem
- *NotADirectoryError* – if value is not a valid directory

1.5.7 readable

readable (*value*, *allow_empty=False*, ***kwargs*)
Validate that value is a path to a readable file.

Caution: Use of this validator is an anti-pattern and should be used with caution.

Validating the readability of a file *before* attempting to read it exposes your code to a bug called **TOCTOU**.

This particular class of bug can expose your code to **security vulnerabilities** and so this validator should only be used if you are an advanced user.

A better pattern to use when reading from a file is to apply the principle of EAFP (“easier to ask forgiveness than permission”), and simply attempt to write to the file using a `try ... except` block:

```
try:
    with open('path/to/filename.txt', mode = 'r') as file_object:
        # read from file here
except (OSError, IOError) as error:
    # Handle an error if unable to write.
```

Parameters

- **value** (*Path-like object*) – The path to a file on the local filesystem whose readability is to be validated.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns Validated path-like object or None

Return type Path-like object or None

Raises

- *EmptyValueError* – if allow_empty is False and value is empty
- *NotPathlikeError* – if value is not a path-like object
- *PathExistsError* – if value does not exist on the local filesystem
- *NotAFileError* – if value is not a valid file
- *NotReadableError* – if value cannot be opened for reading

1.5.8 writeable

writeable (*value*, *allow_empty=False*, ***kwargs*)

Validate that *value* is a path to a writeable file.

Caution: This validator does **NOT** work correctly on a Windows file system. This is due to the vagaries of how Windows manages its file system and the various ways in which it can manage file permission.

If called on a Windows file system, this validator will raise `NotImplementedError()`.

Caution: Use of this validator is an anti-pattern and should be used with caution.

Validating the writability of a file *before* attempting to write to it exposes your code to a bug called **TOCTOU**.

This particular class of bug can expose your code to **security vulnerabilities** and so this validator should only be used if you are an advanced user.

A better pattern to use when writing to file is to apply the principle of EAFP (“easier to ask forgiveness than permission”), and simply attempt to write to the file using a `try ... except` block:

```
try:
    with open('path/to/filename.txt', mode = 'a') as file_object:
        # write to file here
except (OSError, IOError) as error:
    # Handle an error if unable to write.
```

Note: This validator relies on `os.access()` to check whether *value* is writeable. This function has certain limitations, most especially that:

- It will **ignore** file-locking (yielding a false-positive) if the file is locked.
- It focuses on *local operating system permissions*, which means if trying to access a path over a network you might get a false positive or false negative (because network paths may have more complicated authentication methods).

Parameters

- **value** (*Path-like object*) – The path to a file on the local filesystem whose writeability is to be validated.
- **allow_empty** (*bool*) – If `True`, returns `None` if *value* is empty. If `False`, raises a `EmptyValueError` if *value* is empty. Defaults to `False`.

Returns Validated absolute path or `None`

Return type Path-like object or `None`

Raises

- `EmptyValueError` – if `allow_empty` is `False` and *value* is empty
- `NotImplementedError` – if used on a Windows system
- `NotPathlikeError` – if *value* is not a path-like object
- `NotWriteableError` – if *value* cannot be opened for writing

1.5.9 executable

executable (*value*, *allow_empty=False*, ***kwargs*)

Validate that *value* is a path to an executable file.

Caution: This validator does **NOT** work correctly on a Windows file system. This is due to the vagaries of how Windows manages its file system and the various ways in which it can manage file permission.

If called on a Windows file system, this validator will raise `NotImplementedError()`.

Caution: Use of this validator is an anti-pattern and should be used with caution.

Validating the executability of a file *before* attempting to execute it exposes your code to a bug called **TOC-TOU**.

This particular class of bug can expose your code to **security vulnerabilities** and so this validator should only be used if you are an advanced user.

A better pattern to use when writing to file is to apply the principle of EAFP (“easier to ask forgiveness than permission”), and simply attempt to execute the file using a `try ... except` block.

Note: This validator relies on `os.access()` to check whether *value* is executable. This function has certain limitations, most especially that:

- It will **ignore** file-locking (yielding a false-positive) if the file is locked.
 - It focuses on *local operating system permissions*, which means if trying to access a path over a network you might get a false positive or false negative (because network paths may have more complicated authentication methods).
-

Parameters

- **value** (*Path-like object*) – The path to a file on the local filesystem whose write-ability is to be validated.
- **allow_empty** (*bool*) – If True, returns None if *value* is empty. If False, raises a `EmptyValueError` if *value* is empty. Defaults to False.

Returns Validated absolute path or None

Return type Path-like object or None

Raises

- `EmptyValueError` – if *allow_empty* is False and *value* is empty
 - `NotImplementedError` – if used on a Windows system
 - `NotPathlikeError` – if *value* is not a path-like object
 - `NotAFileError` – if *value* does not exist on the local file system
 - `NotExecutableError` – if *value* cannot be executed
-

1.6 Internet-related

1.6.1 email

email (*value*, *allow_empty=False*, ***kwargs*)
Validate that *value* is a valid email address.

Note: Email address validation is...complicated. The methodology that we have adopted here is *generally* compliant with [RFC 5322](#) and uses a combination of string parsing and regular expressions.

String parsing in particular is used to validate certain *highly unusual* but still valid email patterns, including the use of escaped text and comments within an email address' local address (the user name part).

This approach ensures more complete coverage for unusual edge cases, while still letting us use regular expressions that perform quickly.

Parameters

- **value** (*str* / None) – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns *value* / None

Return type *str* / None

Raises

- *EmptyValueError* – if value is empty and *allow_empty* is False
- *CannotCoerceError* – if value is not a *str* or None
- *InvalidEmailError* – if value is not a valid email address or empty with *allow_empty* set to True

1.6.2 url

url (*value*, *allow_empty=False*, ***kwargs*)
Validate that *value* is a valid URL.

Parameters

- **value** (*str* / None) – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns *value* / None

Return type *str* / None

Raises

- *EmptyValueError* – if value is empty and *allow_empty* is False
- *CannotCoerceError* – if value is not a *str* or None
- *InvalidURLError* – if value is not a valid URL or empty with *allow_empty* set to True

1.6.3 domain

domain (*value*, *allow_empty=False*, ***kwargs*)
Validate that *value* is a valid domain name.

Caution: This validator does not verify that *value* **exists** as a domain. It merely verifies that its contents *might* exist as a domain.

Note: This validator checks to validate that *value* resembles a valid domain name. It is - generally - compliant with [RFC 1035](#), however it diverges in a number of key ways:

- Including authentication (e.g. `username:password@domain.dev`) will fail validation.
- Including a path (e.g. `domain.dev/path/to/file`) will fail validation.
- Including a port (e.g. `domain.dev:8080`) will fail validation.

If you are hoping to validate a more complete URL, we recommend that you see [url](#).

Hint: Leading and trailing whitespace will be automatically stripped.

Parameters

- **value** (*str* / *None*) – The value to validate.
- **allow_empty** (*bool*) – If *True*, returns *None* if *value* is empty. If *False*, raises a *EmptyValueError* if *value* is empty. Defaults to *False*.

Returns *value* / *None*

Return type *str* / *None*

Raises

- *EmptyValueError* – if *value* is empty and *allow_empty* is *False*
- *CannotCoerceError* – if *value* is not a *str* or *None*
- *InvalidDomainError* – if *value* is not a valid domain name or empty with *allow_empty* set to *True*
- *SlashInDomainError* – if *value* contains a slash or backslash
- *AtInDomainError* – if *value* contains an @ symbol
- *ColonInDomainError* – if *value* contains a : symbol
- *WhitespaceInDomainError* – if *value* contains whitespace

1.6.4 ip_address

ip_address (*value*, *allow_empty=False*, ***kwargs*)
Validate that *value* is a valid IP address.

Note: First, the validator will check if the address is a valid IPv6 address. If that doesn't work, the validator will check if the address is a valid IPv4 address.

If neither works, the validator will raise an error (as always).

Parameters

- **value** – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns value / None

Raises

- *EmptyValueError* – if value is empty and allow_empty is False
- *InvalidIPAddressError* – if value is not a valid IP address or empty with allow_empty set to True

1.6.5 ipv4

ipv4 (*value, allow_empty=False*)

Validate that value is a valid IP version 4 address.

Parameters

- **value** – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns value / None

Raises

- *EmptyValueError* – if value is empty and allow_empty is False
- *InvalidIPAddressError* – if value is not a valid IP version 4 address or empty with allow_empty set to True

1.6.6 ipv6

ipv6 (*value, allow_empty=False, **kwargs*)

Validate that value is a valid IP address version 6.

Parameters

- **value** – The value to validate.
- **allow_empty** (*bool*) – If True, returns None if value is empty. If False, raises a *EmptyValueError* if value is empty. Defaults to False.

Returns value / None

Raises

- *EmptyValueError* – if value is empty and allow_empty is False
- *InvalidIPAddressError* – if value is not a valid IP version 6 address or empty with allow_empty is not set to True

1.6.7 mac_address

mac_address (*value*, *allow_empty=False*, ***kwargs*)

Validate that *value* is a valid MAC address.

Parameters

- **value** (*str* / *None*) – The value to validate.
- **allow_empty** (*bool*) – If *True*, returns *None* if *value* is empty. If *False*, raises a *EmptyValueError* if *value* is empty. Defaults to *False*.

Returns *value* / *None*

Return type *str* / *None*

Raises

- *EmptyValueError* – if *value* is empty and *allow_empty* is *False*
- *CannotCoerceError* – if *value* is not a valid *str* or string-like object
- *InvalidMACAddressError* – if *value* is not a valid MAC address or empty with *allow_empty* set to *True*

Checker Reference

Core	Date/Time	Numbers	File-related	Internet-related
<code>is_type</code>	<code>is_date</code>	<code>is_numeric</code>	<code>is_bytesIO</code>	<code>is_email</code>
<code>is_between</code>	<code>is_datetime</code>	<code>is_integer</code>	<code>is_stringIO</code>	<code>is_url</code>
<code>has_length</code>	<code>is_time</code>	<code>is_float</code>	<code>is_pathlike</code>	<code>is_domain</code>
<code>are_equivalent</code>	<code>is_timezone</code>	<code>is_fraction</code>	<code>is_on_filesystem</code>	<code>is_ip_address</code>
<code>are_dicts_equivalent</code>		<code>is_decimal</code>	<code>is_file</code>	<code>is_ipv4</code>
<code>is_dict</code>			<code>is_directory</code>	<code>is_ipv6</code>
<code>is_string</code>			<code>is_readable</code>	<code>is_mac_address</code>
<code>is_iterable</code>			<code>is_writeable</code>	
<code>is_not_empty</code>			<code>is_executable</code>	
<code>is_none</code>				
<code>is_callable</code>				
<code>is_uuid</code>				
<code>is_variable_name</code>				

2.1 Using Checkers

A *checker* is what it sounds like: It checks that an input value is what you expect it to be, and tells you `True/False` whether it is or not.

Important: Checkers do *not* verify or convert object types. You can think of a checker as a tool that tells you whether its corresponding *validator* would fail. See *Best Practices* for tips and tricks on using the two together.

Each checker is expressed as the name of the thing being validated, prefixed by `is_`. So the checker for an email address is `is_email()` and the checker for an integer is `is_integer()`.

Checkers take the input value you want to check as their first (and often only) positional argument. If the input value validates, they will return `True`. Unlike *validators*, checkers will not raise an exception if validation fails. They will instead return `False`.

Hint: If you need to know *why* a given value failed to validate, use the validator instead.

Hint: Some checkers (particularly numeric ones like `is_integer`) have additional options which are used to make sure the value meets criteria that you set for it. These options are always *optional* and are included as keyword arguments *after* the input value argument. For details, please see the [Checker Reference](#).

2.1.1 Disabling Checking

Caution: If you are disabling validators using the `VALIDATORS_DISABLED` environment variable, their related checkers will **also** be disabled. This means they will always return `True` unless you call them using `force_run = True`.

Checking can at times be an expensive (in terms of performance) operation. As a result, there are times when you want to disable certain kinds of checking when running in production. Using the **Validator-Collection** this is simple:

Just add the name of the checker you want disabled to the `CHECKERS_DISABLED` environment variable, and validation will automatically be skipped.

Caution: `CHECKERS_DISABLED` expects a comma-separated list of values. If it isn't comma-separated, it won't work properly.

Here's how it works in practice. Let's say we define the following environment variable:

```
$ export CHECKERS_DISABLED = "is_variable_name, is_email, is_ipv4"
```

This disables the `is_variable_name()`, `is_email()`, and `is_ipv4()` validators respectively.

Now if we run:

```
from validator_collection import checkers, errors

result = checkers.is_variable_name('this is an invalid variable name')
# result will be True
```

The checker will return `True`.

However, if we run:

```
from validator_collection import checkers

result = validators.is_integer('this is an invalid variable name')
# result will be False
```

the checker will return `False`

We can force checkers to run (even if disabled using the environment variable) by passing a `force_run = True` keyword argument. For example:

```
from validator_collection import checkers, errors

result = checkers.is_variable_name('this is an invalid variable name',
                                   force_run = True)

# result will be False
```

will return False.

2.2 Core

2.2.1 is_type

is_type (*obj*, *type_*, ***kwargs*)
Indicate if *obj* is a type in *type_*.

Hint: This checker is particularly useful when you want to evaluate whether *obj* is of a particular type, but importing that type directly to use in `isinstance()` would cause a circular import error.

To use this checker in that kind of situation, you can instead pass the *name* of the type you want to check as a string in *type_*. The checker will evaluate it and see whether *obj* is of a type or inherits from a type whose name matches the string you passed.

Parameters

- **obj** (*object*) – The object whose type should be checked.
- **type** (*type* / iterable of *type* / *str* with type name / iterable of *str* with type name) – The type(s) to check against.

Returns True if *obj* is a type in *type_*. Otherwise, False.

Return type *bool*

2.2.2 are_equivalent

are_equivalent (**args*, ***kwargs*)
Indicate if arguments passed to this function are equivalent.

Hint: This checker operates recursively on the members contained within iterables and `dict` objects.

Caution: If you only pass one argument to this checker - even if it is an iterable - the checker will *always* return True.

To evaluate members of an iterable for equivalence, you should instead unpack the iterable into the function like so:

```
obj = [1, 1, 1, 2]

result = are_equivalent(*obj)
# Will return ``False`` by unpacking and evaluating the iterable's members

result = are_equivalent(obj)
# Will always return True
```

Parameters `args` – One or more values, passed as positional arguments.

Returns True if `args` are equivalent, and False if not.

Return type `bool`

2.2.3 `are_dicts_equivalent`

`are_dicts_equivalent` (**args, **kwargs*)

Indicate if `dicts` passed to this function have identical keys and values.

Parameters `args` – One or more values, passed as positional arguments.

Returns True if `args` have identical keys/values, and False if not.

Return type `bool`

2.2.4 `is_between`

`is_between` (*value, minimum=None, maximum=None, **kwargs*)

Indicate whether `value` is greater than or equal to a supplied `minimum` and/or less than or equal to `maximum`.

Note: This function works on any `value` that support comparison operators, whether they are numbers or not. Technically, this means that `value`, `minimum`, or `maximum` need to implement the Python magic methods `__lte__` and `__gte__`.

If `value`, `minimum`, or `maximum` do not support comparison operators, they will raise `NotImplemented`.

Parameters

- **`value`** (*anything that supports comparison operators*) – The value to check.
- **`minimum`** (anything that supports comparison operators / None) – If supplied, will return True if `value` is greater than or equal to this value.
- **`maximum`** (anything that supports comparison operators / None) – If supplied, will return True if `value` is less than or equal to this value.

Returns True if `value` is greater than or equal to a supplied `minimum` and less than or equal to a supplied `maximum`. Otherwise, returns False.

Return type `bool`

Raises

- **`NotImplemented`** – if `value`, `minimum`, or `maximum` do not support comparison operators
- **`ValueError`** – if both `minimum` and `maximum` are None

2.2.5 has_length

has_length (*value*, *minimum=None*, *maximum=None*, ***kwargs*)

Indicate whether *value* has a length greater than or equal to a supplied *minimum* and/or less than or equal to *maximum*.

Note: This function works on any *value* that supports the `len()` operation. This means that *value* must implement the `__len__` magic method.

If *value* does not support length evaluation, the checker will raise `NotImplemented`.

Parameters

- **value** (*anything that supports length evaluation*) – The value to check.
- **minimum** (*numeric*) – If supplied, will return `True` if *value* is greater than or equal to this value.
- **maximum** (*numeric*) – If supplied, will return `True` if *value* is less than or equal to this value.

Returns `True` if *value* has length greater than or equal to a supplied *minimum* and less than or equal to a supplied *maximum*. Otherwise, returns `False`.

Return type `bool`

Raises

- **`TypeError`** – if *value* does not support length evaluation
- **`ValueError`** – if both *minimum* and *maximum* are `None`

2.2.6 is_dict

is_dict (*value*, ***kwargs*)

Indicate whether *value* is a valid `dict`

Note: This will return `True` even if *value* is an empty `dict`.

Parameters **value** – The value to evaluate.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.2.7 is_string

is_string (*value*, *coerce_value=False*, *minimum_length=None*, *maximum_length=None*, *whitespace_padding=False*, ***kwargs*)

Indicate whether *value* is a string.

Parameters

- **value** – The value to evaluate.

- **coerce_value** (*bool*) – If `True`, will check whether `value` can be coerced to a string if it is not already. Defaults to `False`.
- **minimum_length** (*int*) – If supplied, indicates the minimum number of characters needed to be valid.
- **maximum_length** (*int*) – If supplied, indicates the minimum number of characters needed to be valid.
- **whitespace_padding** (*bool*) – If `True` and the value is below the `minimum_length`, pad the value with spaces. Defaults to `False`.

Returns `True` if `value` is valid, `False` if it is not.

Return type `bool`

2.2.8 is_iterable

is_iterable (*obj*, *forbid_literals*=(<class 'str'>, <class 'bytes'>), *minimum_length*=None, *maximum_length*=None, ***kwargs*)
Indicate whether `obj` is iterable.

Parameters

- **forbid_literals** (*iterable*) – A collection of literals that will be considered invalid even if they are (actually) iterable. Defaults to a `tuple` containing `str` and `bytes`.
- **minimum_length** (*int*) – If supplied, indicates the minimum number of members needed to be valid.
- **maximum_length** (*int*) – If supplied, indicates the minimum number of members needed to be valid.

Returns `True` if `obj` is a valid iterable, `False` if not.

Return type `bool`

2.2.9 is_not_empty

is_not_empty (*value*, ***kwargs*)
Indicate whether `value` is empty.

Parameters **value** – The value to evaluate.

Returns `True` if `value` is empty, `False` if it is not.

Return type `bool`

2.2.10 is_none

is_none (*value*, *allow_empty*=`False`, ***kwargs*)
Indicate whether `value` is `None`.

Parameters

- **value** – The value to evaluate.
- **allow_empty** (*bool*) – If `True`, accepts falsey values as equivalent to `None`. Defaults to `False`.

Returns `True` if `value` is `None`, `False` if it is not.

Return type `bool`

2.2.11 `is_variable_name`

`is_variable_name` (*value*, ***kwargs*)

Indicate whether *value* is a valid Python variable name.

Caution: This function does **NOT** check whether the variable exists. It only checks that the *value* would work as a Python variable (or class, or function, etc.) name.

Parameters *value* – The value to evaluate.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.2.12 `is_callable`

`is_callable` (*value*, ***kwargs*)

Indicate whether *value* is callable (like a function, method, or class).

Parameters *value* – The value to evaluate.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.2.13 `is_uuid`

`is_uuid` (*value*, ***kwargs*)

Indicate whether *value* contains a `UUID`

Parameters *value* – The value to evaluate.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.3 Date / Time

2.3.1 `is_date`

`is_date` (*value*, *minimum=None*, *maximum=None*, ***kwargs*)

Indicate whether *value* is a `date`.

Parameters

- ***value*** – The value to evaluate.
- ***minimum*** (`datetime` / `date` / compliant `str` / `None`) – If supplied, will make sure that *value* is on or after this value.

- **maximum** (*datetime / date / compliant str / None*) – If supplied, will make sure that value is on or before this value.

Returns True if value is valid, False if it is not.

Return type `bool`

2.3.2 is_datetime

is_datetime (*value, minimum=None, maximum=None, **kwargs*)

Indicate whether value is a `datetime`.

Parameters

- **value** – The value to evaluate.
- **minimum** (*datetime / date / compliant str / None*) – If supplied, will make sure that value is on or after this value.
- **maximum** (*datetime / date / compliant str / None*) – If supplied, will make sure that value is on or before this value.

Returns True if value is valid, False if it is not.

Return type `bool`

2.3.3 is_time

is_time (*value, minimum=None, maximum=None, **kwargs*)

Indicate whether value is a `time`.

Parameters

- **value** – The value to evaluate.
- **minimum** (*datetime or time-compliant str / datetime / time*) – If supplied, will make sure that value is on or after this value.
- **maximum** (*datetime or time-compliant str / datetime / time*) – If supplied, will make sure that value is on or before this value.

Returns True if value is valid, False if it is not.

Return type `bool`

2.3.4 is_timezone

is_timezone (*value, positive=True, **kwargs*)

Indicate whether value is a `tzinfo`.

Caution: This does **not** validate whether the value is a timezone that actually exists, nor can it resolve timzone names (e.g. 'Eastern' or 'CET').

For that kind of functionality, we recommend you utilize: `pytz`

Parameters

- **value** – The value to evaluate.

- **positive** (`bool`) – Indicates whether the `value` is positive or negative (only has meaning if `value` is a string). Defaults to `True`.

Returns `True` if `value` is valid, `False` if it is not.

Return type `bool`

2.4 Numbers

2.4.1 `is_numeric`

`is_numeric` (*value*, *minimum=None*, *maximum=None*, ***kwargs*)

Indicate whether `value` is a numeric value.

Parameters

- **value** – The value to evaluate.
- **minimum** (*numeric*) – If supplied, will make sure that `value` is greater than or equal to this value.
- **maximum** (*numeric*) – If supplied, will make sure that `value` is less than or equal to this value.

Returns `True` if `value` is valid, `False` if it is not.

Return type `bool`

2.4.2 `is_integer`

`is_integer` (*value*, *coerce_value=False*, *minimum=None*, *maximum=None*, *base=10*, ***kwargs*)

Indicate whether `value` contains a whole number.

Parameters

- **value** – The value to evaluate.
- **coerce_value** (`bool`) – If `True`, will return `True` if `value` can be coerced to whole number. If `False`, will only return `True` if `value` is already a whole number (regardless of type). Defaults to `False`.
- **minimum** (*numeric*) – If supplied, will make sure that `value` is greater than or equal to this value.
- **maximum** (*numeric*) – If supplied, will make sure that `value` is less than or equal to this value.
- **base** (`int`) – Indicates the base that is used to determine the integer value. The allowed values are 0 and 2–36. Base-2, -8, and -16 literals can be optionally prefixed with `0b/0B`, `0o/0O/0`, or `0x/0X`, as with integer literals in code. Base 0 means to interpret the string exactly as an integer literal, so that the actual base is 2, 8, 10, or 16. Defaults to 10.

Returns `True` if `value` is valid, `False` if it is not.

Return type `bool`

2.4.3 is_float

is_float (*value*, *minimum=None*, *maximum=None*, ***kwargs*)

Indicate whether *value* is a `float`.

Parameters

- **value** – The value to evaluate.
- **minimum** (*numeric*) – If supplied, will make sure that *value* is greater than or equal to this value.
- **maximum** (*numeric*) – If supplied, will make sure that *value* is less than or equal to this value.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.4.4 is_fraction

is_fraction (*value*, *minimum=None*, *maximum=None*, ***kwargs*)

Indicate whether *value* is a `Fraction`.

Parameters

- **value** – The value to evaluate.
- **minimum** (*numeric*) – If supplied, will make sure that *value* is greater than or equal to this value.
- **maximum** (*numeric*) – If supplied, will make sure that *value* is less than or equal to this value.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.4.5 is_decimal

is_decimal (*value*, *minimum=None*, *maximum=None*, ***kwargs*)

Indicate whether *value* contains a `Decimal`.

Parameters

- **value** – The value to evaluate.
- **minimum** (*numeric*) – If supplied, will make sure that *value* is greater than or equal to this value.
- **maximum** (*numeric*) – If supplied, will make sure that *value* is less than or equal to this value.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.5 File-related

2.5.1 is_bytesIO

is_bytesIO (*value*, ***kwargs*)

Indicate whether *value* is a `BytesIO` object.

Note: This checker will return `True` even if *value* is empty, so long as its type is a `BytesIO`.

Parameters *value* – The value to evaluate.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.5.2 is_stringIO

is_stringIO (*value*, ***kwargs*)

Indicate whether *value* is a `StringIO` object.

Note: This checker will return `True` even if *value* is empty, so long as its type is a `String`.

Parameters *value* – The value to evaluate.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.5.3 is_pathlike

is_pathlike (*value*, ***kwargs*)

Indicate whether *value* is a path-like object.

Parameters *value* – The value to evaluate.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.5.4 is_on_filesystem

is_on_filesystem (*value*, ***kwargs*)

Indicate whether *value* is a file or directory that exists on the local filesystem.

Parameters *value* – The value to evaluate.

Returns `True` if *value* is valid, `False` if it is not.

Return type `bool`

2.5.5 is_file

is_file (*value*, ***kwargs*)

Indicate whether *value* is a file that exists on the local filesystem.

Parameters *value* – The value to evaluate.

Returns True if *value* is valid, False if it is not.

Return type bool

2.5.6 is_directory

is_directory (*value*, ***kwargs*)

Indicate whether *value* is a directory that exists on the local filesystem.

Parameters *value* – The value to evaluate.

Returns True if *value* is valid, False if it is not.

Return type bool

2.5.7 is_readable

is_readable (*value*, ***kwargs*)

Indicate whether *value* is a readable file.

Caution: Use of this validator is an anti-pattern and should be used with caution.

Validating the readability of a file *before* attempting to read it exposes your code to a bug called [TOCTOU](#).

This particular class of bug can expose your code to **security vulnerabilities** and so this validator should only be used if you are an advanced user.

A better pattern to use when reading from a file is to apply the principle of EAFP (“easier to ask forgiveness than permission”), and simply attempt to write to the file using a `try ... except` block:

```
try:
    with open('path/to/filename.txt', mode = 'r') as file_object:
        # read from file here
except (OSError, IOError) as error:
    # Handle an error if unable to write.
```

Parameters *value* (*Path-like object*) – The value to evaluate.

Returns True if *value* is valid, False if it is not.

Return type bool

2.5.8 is_writeable

is_writeable (*value*, ***kwargs*)

Indicate whether *value* is a writeable file.

Caution: This validator does **NOT** work correctly on a Windows file system. This is due to the vagaries of how Windows manages its file system and the various ways in which it can manage file permission.

If called on a Windows file system, this validator will raise `NotImplementedError()`.

Caution: Use of this validator is an anti-pattern and should be used with caution.

Validating the writability of a file *before* attempting to write to it exposes your code to a bug called **TOCTOU**.

This particular class of bug can expose your code to **security vulnerabilities** and so this validator should only be used if you are an advanced user.

A better pattern to use when writing to file is to apply the principle of EAFP (“easier to ask forgiveness than permission”), and simply attempt to write to the file using a `try ... except` block:

```
try:
    with open('path/to/filename.txt', mode = 'a') as file_object:
        # write to file here
except (OSError, IOError) as error:
    # Handle an error if unable to write.
```

Note: This validator relies on `os.access()` to check whether `value` is writeable. This function has certain limitations, most especially that:

- It will **ignore** file-locking (yielding a false-positive) if the file is locked.
- It focuses on *local operating system permissions*, which means if trying to access a path over a network you might get a false positive or false negative (because network paths may have more complicated authentication methods).

Parameters `value` (*Path-like object*) – The value to evaluate.

Returns `True` if `value` is valid, `False` if it is not.

Return type `bool`

Raises `NotImplementedError` – if called on a Windows system

2.5.9 `is_executable`

`is_executable` (`value`, ***kwargs*)

Indicate whether `value` is an executable file.

Caution: This validator does **NOT** work correctly on a Windows file system. This is due to the vagaries of how Windows manages its file system and the various ways in which it can manage file permission.

If called on a Windows file system, this validator will raise `NotImplementedError()`.

Caution: Use of this validator is an anti-pattern and should be used with caution.

Validating the writability of a file *before* attempting to execute it exposes your code to a bug called **TOCTOU**.

This particular class of bug can expose your code to **security vulnerabilities** and so this validator should only be used if you are an advanced user.

A better pattern to use when writing to file is to apply the principle of EAFP (“easier to ask forgiveness than permission”), and simply attempt to execute the file using a `try ... except` block.

Note: This validator relies on `os.access()` to check whether `value` is writeable. This function has certain limitations, most especially that:

- It will **ignore** file-locking (yielding a false-positive) if the file is locked.
- It focuses on *local operating system permissions*, which means if trying to access a path over a network you might get a false positive or false negative (because network paths may have more complicated authentication methods).

Parameters `value` (*Path-like object*) – The value to evaluate.

Returns True if `value` is valid, False if it is not.

Return type `bool`

Raises `NotImplementedError` – if called on a Windows system

2.6 Internet-related

2.6.1 `is_email`

`is_email` (`value`, ***kwargs*)

Indicate whether `value` is an email address.

Note: Email address validation is...complicated. The methodology that we have adopted here is *generally* compliant with [RFC 5322](#) and uses a combination of string parsing and regular expressions.

String parsing in particular is used to validate certain *highly unusual* but still valid email patterns, including the use of escaped text and comments within an email address’ local address (the user name part).

This approach ensures more complete coverage for unusual edge cases, while still letting us use regular expressions that perform quickly.

Parameters `value` – The value to evaluate.

Returns True if `value` is valid, False if it is not.

Return type `bool`

2.6.2 `is_url`

`is_url` (`value`, ***kwargs*)

Indicate whether `value` is a URL.

Parameters **value** – The value to evaluate.

Returns True if `value` is valid, False if it is not.

Return type `bool`

2.6.3 `is_domain`

`is_domain` (*value*, ***kwargs*)

Indicate whether `value` is a valid domain.

Parameters **value** – The value to evaluate.

Returns True if `value` is valid, False if it is not.

Return type `bool`

2.6.4 `is_ip_address`

`is_ip_address` (*value*, ***kwargs*)

Indicate whether `value` is a valid IP address (version 4 or version 6).

Parameters **value** – The value to evaluate.

Returns True if `value` is valid, False if it is not.

Return type `bool`

2.6.5 `is_ipv4`

`is_ipv4` (*value*, ***kwargs*)

Indicate whether `value` is a valid IP version 4 address.

Parameters **value** – The value to evaluate.

Returns True if `value` is valid, False if it is not.

Return type `bool`

2.6.6 `is_ipv6`

`is_ipv6` (*value*, ***kwargs*)

Indicate whether `value` is a valid IP version 6 address.

Parameters **value** – The value to evaluate.

Returns True if `value` is valid, False if it is not.

Return type `bool`

2.6.7 `is_mac_address`

`is_mac_address` (*value*, ***kwargs*)

Indicate whether `value` is a valid MAC address.

Parameters **value** – The value to evaluate.

Returns True if `value` is valid, False if it is not.

Return type `bool`

- *Handling Errors*
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 - *ColonInDomainError* (from *InvalidDomainError*)
 - *WhitespaceInDomainError* (from *InvalidDomainError*)
 - *InvalidIPAddressError* (from *ValueError*)
 - *InvalidMACAddressError* (from *ValueError*)

3.1 Handling Errors

Tip: By design, *checkers* **never** raise exceptions. If a given value fails, a checker will just return `False`.

Validators **always** raise exceptions when validation fails.

When *validators* fail, they raise exceptions. There are three ways for exceptions to provide you with information that is useful in different circumstances:

1. **Exception Type.** The type of the exception itself (and the name of that type) tells you a lot about the nature of the error. On its own, this should be enough for you to understand “what went wrong” and “why validation failed”. Most importantly, this is easy to catch in your code using `try ... except` blocks, giving you fine-grained control over how to handle exceptional situations.
2. **Message.** Each exception is raised when a human-readable message, a brief string that says “this is why this exception was raised”. This is primarily useful in debugging your code, because at run-time we don’t want to parse strings to make control flow decisions.
3. **Stack Trace.** Each exception is raised with a stacktrace of the exceptions and calls that preceded it. This helps to provide the context for the error, and is (typically) most useful for debugging and logging purposes. In rare circumstances, we might want to programmatically parse this information. . . but that’s a pretty rare requirement.

We have designed the exceptions raised by the **Validator-Collection** to leverage all three of these types of information.

3.1.1 Validator Names/Types

By design, all exceptions raised by the **Validator-Collection** inherit from the [built-in exceptions](#) defined in the standard library. This makes it simple to plug the **Validator-Collection** into existing validation code you have which already catches `ValueError`, `TypeError`, and the like.

However, because we have sub-classed the built-in exceptions, you can easily apply more fine-grained control over your code.

For example, let us imagine a validation which will fail:

```
from validator_collection import validators

value = validators.decimal('123.45',
                           allow_empty = False,
                           minimum = 0,
                           maximum = 100)
```

By design, we know that this value will fail validation. We have specified a maximum of 100, and the value being passed in is (a string) with a value of 123.45. This **will** fail.

We can catch this using a standard/built-in `ValueError` like so:

```
from validator_collection import validators

try:
    value = validators.decimal('123.45',
                              allow_empty = False,
                              minimum = 0,
                              maximum = 100)
except ValueError as error:
    # Handle the error
```

Looking at the documentation for `validators.decimal()`, we can see that this will catch all of the following situations:

- when an empty/false value is passed with `allow_empty = False`,
- when a value is less than the allowed minimum,
- when a value is more than the allowed maximum

But maybe we want to handle each of these situations a little differently? In that case, we can use the custom exceptions defined by the **Validator-Collection**:

```
from validator_collection import validators, errors

try:
    value = validators.decimal('123.45',
                               allow_empty = False,
                               minimum = 0,
                               maximum = 100)
except errors.EmptyValueError as error:
    # Handle the situation where an empty value was received.
except errors.MinimumValueError as error:
    # Handle the situation when a value is less than the allowed minimum.
except errors.MaximumValueError as error:
    # Handle the situation when a value is more than the allowed minimum.
```

Both approaches will work, but one gives you a little more precise control over how your code handles a failed validation.

Tip: We **strongly** recommend that you review the exceptions raised by each of the [Validator Reference](#) you use. Each validator precisely documents which exceptions it raises, and each exception’s documentation shows what built-in exceptions it inherits from.

3.1.2 Validator Messages

Because the **Validator-Collection** produces exceptions which inherit from the standard library, we leverage the same API. This means they print to standard output with a human-readable message that provides an explanation for “what went wrong.”

3.1.3 Stack Traces

Because the **Validator-Collection** produces exceptions which inherit from the standard library, it leverages the same API for handling stack trace information. This means that it will be handled just like a normal exception in unit test frameworks, logging solutions, and other tools that might need that information.

3.2 Standard Errors

3.2.1 EmptyValueError (from ValueError)

class EmptyValueError

Exception raised when an empty value is detected, but the validator does not allow for empty values.

Note: While in general, an “empty” value means a value that is falsey, for certain specific validators “empty” means explicitly `None`.

Please see: [Validator Reference](#).

INHERITS FROM: `ValueError`

3.2.2 CannotCoerceError (from TypeError)

class CannotCoerceError

Exception raised when a value cannot be coerced to an expected type.

INHERITS FROM: `TypeError`

3.2.3 MinimumValueError (from ValueError)

class MinimumValueError

Exception raised when a value has a lower or earlier value than the minimum allowed.

INHERITS FROM: `ValueError`

3.2.4 MaximumValueError (from ValueError)

class MaximumValueError

Exception raised when a value exceeds a maximum allowed value.

INHERITS FROM: `ValueError`

3.2.5 ValidatorUsageError (from ValueError)

class ValidatorUsageError

Exception raised when the validator was used incorrectly.

INHERITS FROM: `ValueError`

3.2.6 CoercionFunctionEmptyError (from ValidatorUsageError)

class CoercionFunctionEmptyError

Exception raised when a coercion function was empty.

INHERITS FROM: `ValueError -> ValidatorUsageError`

3.2.7 CoercionFunctionError (from ValueError)

class CoercionFunctionError

Exception raised when a Coercion Function produces an `Exception`.

INHERITS FROM: `ValueError`

3.3 Core

3.3.1 MinimumLengthError (from ValueError)

class MinimumLengthError

Exception raised when a value has a lower length than the minimum allowed.

INHERITS FROM: `ValueError`

3.3.2 MaximumLengthError (from ValueError)

class MaximumLengthError

Exception raised when a value exceeds a maximum allowed length.

INHERITS FROM: `ValueError`

3.3.3 NotNoneError (from ValueError)

class NotNoneError

Exception raised when a value of `None` is expected, but a different empty value was detected.

INHERITS FROM: `ValueError`

3.3.4 NotADictError (from ValueError)

class NotADictError

Exception raised when a value is not a `dict`.

INHERITS FROM: `ValueError`

3.3.5 NotAnIterableError (from CannotCoerceError)

class NotAnIterableError

Exception raised when a value is not an iterable.

INHERITS FROM: `TypeError` -> `CannotCoerceError`

3.3.6 NotCallableError (from ValueError)

class NotCallableError

Exception raised when a given value is not callable.

INHERITS FROM: `ValueError`

3.3.7 InvalidVariableNameError (from ValueError)

class InvalidVariableNameError

Exception raised when a value is not a valid Python variable name.

INHERITS FROM: `ValueError`

3.4 Date / Time

3.4.1 UTCOffsetError (from ValueError)

class UTCOffsetError

Exception raised when the UTC offset exceeds +/- 24 hours.

INHERITS FROM: `ValueError`

3.4.2 NegativeOffsetMismatchError (from ValueError)

class NegativeOffsetMismatchError

Exception raised when a negative offset is expected, but the value indicates a positive offset.

INHERITS FROM: `ValueError`

3.4.3 PositiveOffsetMismatchError (from ValueError)

class PositiveOffsetMismatchError

Exception raised when a positive offset is expected, but the value indicates a negative offset.

INHERITS FROM: `ValueError`

3.5 Numbers

3.5.1 NotAnIntegerError (from ValueError)

class NotAnIntegerError

Exception raised when a value is not being coerced and is not an integer type.

INHERITS FROM: `ValueError`

3.6 File-related

3.6.1 NotPathlikeError (from ValueError)

class NotPathlikeError

Exception raised when a given value is not a path-like object.

INHERITS FROM: `ValueError`

3.6.2 PathExistsError (from IOError)

class PathExistsError

Exception raised when a path does not exist.

INHERITS FROM: `IOError`

3.6.3 NotAFileError (from IOError)

class NotAFileError

Exception raised when a path is not a file.

INHERITS FROM: `IOError`

3.6.4 NotADirectoryError (from IOError)

class NotADirectoryError
Exception raised when a path is not a directory.
INHERITS FROM: `IOError`

3.6.5 NotReadableError (from IOError)

class NotReadableError
Exception raised when a path is not readable.
INHERITS FROM: `IOError`

3.6.6 NotWritableError (from IOError)

class NotWritableError
Exception raised when a path is not writeable.
INHERITS FROM: `IOError`

3.6.7 NotExecutableError (from IOError)

class NotExecutableError
Exception raised when a path is not executable.
INHERITS FROM: `IOError`

3.6.8 NotBytesIOError (from ValueError)

class NotBytesIOError
Exception raised when a given value is not a `BytesIO` object.
INHERITS FROM: `ValueError`

3.6.9 NotStringIOError (from ValueError)

class NotStringIOError
Exception raised when a given value is not a `StringIO` object.
INHERITS FROM: `ValueError`

3.7 Internet-related

3.7.1 InvalidEmailError (from ValueError)

class InvalidEmailError
Exception raised when an email fails validation.
INHERITS FROM: `ValueError`

3.7.2 InvalidURLError (from ValueError)

class InvalidURLError
Exception raised when a URL fails validation.
INHERITS FROM: `ValueError`

3.7.3 InvalidDomainError (from ValueError)

class InvalidDomainError
Exception raised when a domain fails validation.
INHERITS FROM: `ValueError`

3.7.4 SlashInDomainError (from InvalidDomainError)

class SlashInDomainError
Exception raised when a domain value contains a slash or backslash.
INHERITS FROM: `ValueError` -> `InvalidDomainError`

3.7.5 AtInDomainError (from InvalidDomainError)

class AtInDomainError
Exception raised when a domain value contains an @ symbol.
INHERITS FROM: `ValueError` -> `InvalidDomainError`

3.7.6 ColonInDomainError (from InvalidDomainError)

class ColonInDomainError
Exception raised when a domain value contains a colon (:).
INHERITS FROM: `ValueError` -> `InvalidDomainError`

3.7.7 WhitespaceInDomainError (from InvalidDomainError)

class WhitespaceInDomainError
Exception raised when a domain value contains whitespace.
INHERITS FROM: `ValueError` -> `InvalidDomainError`

3.7.8 InvalidIPAddressError (from ValueError)

class InvalidIPAddressError
Exception raised when a value is not a valid IP address.
INHERITS FROM: `ValueError`

3.7.9 InvalidMACAddressError (from ValueError)

class InvalidMACAddressError

Exception raised when a value is not a valid MAC address.

INHERITS FROM: `ValueError`

Contributing to the Validator Collection

Note: As a general rule of thumb, the **Validator Collection** applies **PEP 8** styling, with some important differences.

Branch	Unit Tests
latest	
v. 1.1.0	
v. 1.0.0	
develop	

What makes an API idiomatic?

One of my favorite ways of thinking about idiomatic design comes from a talk given by Luciano Ramalho at Pycon 2016⁵ where he listed traits of a Pythonic API as being:

- don't force [the user] to write boilerplate code
- provide ready to use functions and objects
- don't force [the user] to subclass unless there's a *very good* reason
- include the batteries: make easy tasks easy
- are simple to use but not simplistic: make hard tasks possible
- leverage the Python data model to:
 - provide objects that behave as you expect
 - avoid boilerplate through introspection (reflection) and metaprogramming.

⁵ <https://www.youtube.com/watch?v=k55d3ZUF3ZQ>

Contents:

- *Design Philosophy*
- *Style Guide*
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4.1 Design Philosophy

The **Validator Collection** is meant to be a “beautiful” and “usable” library. That means that it should offer an idiomatic API that:

- works out of the box as intended,
- minimizes “bootstrapping” to produce meaningful output, and
- does not force users to understand how it does what it does.

In other words:

Users should simply be able to drive the car without looking at the engine.

4.2 Style Guide

4.2.1 Basic Conventions

- Do not terminate lines with semicolons.
- Line length should have a maximum of *approximately* 90 characters. If in doubt, make a longer line or break the line between clear concepts.
- Each class should be contained in its own file.
- If a file runs longer than 2,000 lines. . . it should probably be refactored and split.
- All imports should occur at the top of the file.

- Do not use single-line conditions:

```
# GOOD
if x:
    do_something()

# BAD
if x: do_something()
```

- When testing if an object has a value, be sure to use `if x is None:` or `if x is not None:`. Do **not** confuse this with `if x:` and `if not x:`.
- Use the `if x:` construction for testing truthiness, and `if not x:` for testing falsiness. This is **different** from testing:
 - `if x is True:`
 - `if x is False:`
 - `if x is None:`
- As of right now, because we feel that it negatively impacts readability and is less-widely used in the community, we are **not** using type annotations.

4.2.2 Naming Conventions

- `variable_name` and not `variableName` or `VariableName`. Should be a noun that describes what information is contained in the variable. If a bool, preface with `is_` or `has_` or similar question-word that can be answered with a yes-or-no.
- `function_name` and not `function_name` or `functionName`. Should be an imperative that describes what the function does (e.g. `get_next_page`).
- `CONSTANT_NAME` and not `constant_name` or `ConstantName`.
- `ClassName` and not `class_name` or `Class_Name`.

4.2.3 Design Conventions

- Functions at the module level can only be aware of objects either at a higher scope or singletons (which effectively have a higher scope).
- Functions and methods can use **one** positional argument (other than `self` or `cls`) without a default value. Any other arguments must be keyword arguments with default value given.

```
def do_some_function(argument):
    # rest of function...

def do_some_function(first_arg,
                      second_arg = None,
                      third_arg = True):
    # rest of function ...
```

- Functions and methods that accept values should start by validating their input, throwing exceptions as appropriate.
- When defining a class, define all attributes in `__init__`.

- When defining a class, start by defining its attributes and methods as private using a single-underscore prefix. Then, only once they're implemented, decide if they should be public.
- Don't be afraid of the private attribute/public property/public setter pattern:

```
class SomeClass(object):
    def __init__(*args, **kwargs):
        self._private_attribute = None

    @property
    def private_attribute(self):
        # custom logic which may override the default return

        return self._private_attribute

    @setter.private_attribute
    def private_attribute(self, value):
        # custom logic that creates modified_value

        self._private_attribute = modified_value
```

- Separate a function or method's final (or default) return from the rest of the code with a blank line (except for single-line functions/methods).

4.2.4 Documentation Conventions

We are very big believers in documentation (maybe you can tell). To document the **PDF Layer Extractor** we rely on several tools:

Sphinx¹

Sphinx¹ is used to organize the library's documentation into this lovely readable format (which will also be published to ReadTheDocs²). This documentation is written in reStructuredText³ files which are stored in <project>/docs.

Tip: As a general rule of thumb, we try to apply the ReadTheDocs² own Documentation Style Guide⁴ to our RST documentation.

Hint: To build the HTML documentation locally:

1. In a terminal, navigate to <project>/docs.
2. Execute `make html`.

When built locally, the HTML output of the documentation will be available at `./docs/_build/index.html`.

¹ <http://sphinx-doc.org>

² <https://readthedocs.org>

³ <http://www.sphinx-doc.org/en/stable/rest.html>

⁴ <http://documentation-style-guide-sphinx.readthedocs.io/en/latest/style-guide.html>

Docstrings

- Docstrings are used to document the actual source code itself. When writing docstrings we adhere to the conventions outlined in [PEP 257](#).

4.3 Dependencies

Python 3.x

Python 2.x

None. Uses the standard library.

The [regex](#) drop-in replacement for Python's (buggy) standard `re` module.

Note: This conditional dependency will be automatically installed if you are installing to Python 2.x.

4.4 Preparing Your Development Environment

In order to prepare your local development environment, you should:

1. Fork the [Git repository](#).
2. Clone your forked repository.
3. Set up a virtual environment (optional).
4. Install dependencies:

```
validator-collection/ $ pip install -r requirements.txt
```

And you should be good to go!

4.5 Ideas and Feature Requests

Check for open [issues](#) or create a new issue to start a discussion around a bug or feature idea.

4.6 Testing

If you've added a new feature, we recommend you:

- create local unit tests to verify that your feature works as expected, and
- run local unit tests before you submit the pull request to make sure nothing else got broken by accident.

See also:

For more information about the **Validator Collection** testing approach please see: [Testing the Validator Collection](#)

4.7 Submitting Pull Requests

After you have made changes that you think are ready to be included in the main library, submit a pull request on Github and one of our developers will review your changes. If they're ready (meaning they're well documented, pass unit tests, etc.) then they'll be merged back into the main repository and slated for inclusion in the next release.

4.8 Building Documentation

In order to build documentation locally, you can do so from the command line using:

```
validator-collection/ $ cd docs
validator-collection/docs $ make html
```

When the build process has finished, the HTML documentation will be locally available at:

```
validator-collection/docs/_build/html/index.html
```

Note: Built documentation (the HTML) is **not** included in the project's Git repository. If you need local documentation, you'll need to build it.

4.9 References

Testing the Validator Collection

Contents

- *Testing the Validator Collection*
 - *Testing Philosophy*
 - *Test Organization*
 - *Configuring & Running Tests*
 - * *Installing with the Test Suite*
 - * *Command-line Options*
 - * *Configuration File*
 - * *Running Tests*
 - *Skipping Tests*
 - *Incremental Tests*

5.1 Testing Philosophy

Note: Unit tests for the **Validator Collection** are written using `pytest`¹ and a comprehensive set of test automation are provided by `tox`².

There are many schools of thought when it comes to test design. When building the **Validator Collection**, we decided to focus on practicality. That means:

¹ <https://docs.pytest.org/en/latest/>

² <https://tox.readthedocs.io>

- **DRY is good, KISS is better.** To avoid repetition, our test suite makes extensive use of fixtures, parametrization, and decorator-driven behavior. This minimizes the number of test functions that are nearly-identical. However, there are certain elements of code that are repeated in almost all test functions, as doing so will make future readability and maintenance of the test suite easier.
- **Coverage matters...kind of.** We have documented the primary intended behavior of every function in the **Validator Collection** library, and the most-likely failure modes that can be expected. At the time of writing, we have about 85% code coverage. Yes, yes: We know that is less than 100%. But there are edge cases which are almost impossible to bring about, based on confluences of factors in the wide world. Our goal is to test the key functionality, and as bugs are uncovered to add to the test functions as necessary.

5.2 Test Organization

Each individual test module (e.g. `test_validators.py`) corresponds to a conceptual grouping of functionality. For example:

- `test_validators.py` tests validator functions found in `validator_collection/_validators.py`

Certain test modules are tightly coupled, as the behavior in one test module may have implications on the execution of tests in another. These test modules use a numbering convention to ensure that they are executed in their required order, so that `test_1_NAME.py` is always executed before `test_2_NAME.py`.

5.3 Configuring & Running Tests

5.3.1 Installing with the Test Suite

Installing via pip

From Local Development Environment

```
$ pip install validator-collection[tests]
```

See also:

When you *create a local development environment*, all dependencies for running and extending the test suite are installed.

5.3.2 Command-line Options

The **Validator Collection** does not use any custom command-line options in its test suite.

Tip: For a full list of the CLI options, including the defaults available, try:

```
validator-collection $ cd tests/  
validator-collection/tests/ $ pytest --help
```

5.3.3 Configuration File

Because the **Validator Collection** has a very simple test suite, we have not prepared a `pytest.ini` configuration file.

5.3.4 Running Tests

Entire Test Suite

Test Module

Test Function

```
tests/ $ pytest
```

```
tests/ $ pytest tests/test_module.py
```

```
tests/ $ pytest tests/test_module.py -k 'test_my_test_function'
```

5.4 Skipping Tests

Note: Because of the simplicity of the **Validator Collection**, the test suite does not currently support any test skipping.

5.5 Incremental Tests

Note: The **Validator Collection** test suite does support incremental testing using, however at the moment none of the tests designed rely on this functionality.

A variety of test functions are designed to test related functionality. As a result, they are designed to execute incrementally. In order to execute tests incrementally, they need to be defined as methods within a class that you decorate with the `@pytest.mark.incremental` decorator as shown below:

```
@pytest.mark.incremental
class TestIncremental(object):
    def test_function1(self):
        pass
    def test_modification(self):
        assert 0
    def test_modification2(self):
        pass
```

This class will execute the `TestIncremental.test_function1()` test, execute and fail on the `TestIncremental.test_modification()` test, and automatically fail `TestIncremental.test_modification2()` because of the `.test_modification()` failure.

To pass state between incremental tests, add a state argument to their method definitions. For example:

```
@pytest.mark.incremental
class TestIncremental(object):
    def test_function(self, state):
        state.is_logged_in = True
        assert state.is_logged_in == True
    def test_modification1(self, state):
        assert state.is_logged_in == True
        state.is_logged_in = False
        assert state.is_logged_in == False
    def test_modification2(self, state):
        assert state.is_logged_in == True
```

Given the example above, the third test (`test_modification2`) will fail because `test_modification` updated the value of `state.is_logged_in`.

Note: `state` is instantiated at the level of the entire test session (one run of the test suite). As a result, it can be affected by tests in other test modules.

Contents

- *Release History*
 - *Release 1.1.0 (released April 23, 2018)*
 - * *Features Added*
 - * *Bugs Fixed*
 - * *Testing*
 - * *Documentation*
 - *Release 1.0.0 (released April 16, 2018)*

6.1 Release 1.1.0 (released April 23, 2018)

6.1.1 Features Added

- Added `validators.domain()` and `checkers.is_domain()` support with unit tests.
- #8: Added more verbose exceptions while retaining backwards-compatibility with standard library exceptions.
- #6: Made it possible to disable validators by adding the validator name to the `VALIDATORS_DISABLED` environment variable.
- #6: Made it possible to disable checkers by adding the checker name to the `CHECKERS_DISABLED` environment variable.
- #6: Made it possible to force a validator or checker to run (even if disabled) by passing it a `force_run = True` keyword argument.

- #5: Added `validators.readable()` and `checkers.is_readable()` support to validate whether a file (path) is readable.
- #4: Added `validators.writeable()` and `checkers.is_writeable()` support to validate whether a file (path) is writeable. Only works on Linux, by design.
- #9: Added `validators.executable()` and `checkers.is_executable()` support to validate whether a file is executable. Only works on Linux, by design.

6.1.2 Bugs Fixed

- #7: Refactored `validators.email()` to more-comprehensively validate email addresses in compliance with RFC 5322.

6.1.3 Testing

- #6: Added unit tests for disabling validators and checkers based on the `VALIDATORS_DISABLED` and `CHECKERS_DISABLED` environment variables, with support for the `force_run = True` override.
- #7: Added more extensive email address cases to test compliance with RFC 5322.
- Added unit tests for `validators.domain()` and `checkers.is_domain()`.
- #5: Added unit tests for `validators.readable()` and `checkers.is_readable()` that work on the Linux platform. Missing unit tests on Windows.
- #4: Added unit tests for `validators.writeable()` and `checkers.is_writeable()`.
- #9: Added unit tests for `validators.executable()` and `checkers.is_executable()`.

6.1.4 Documentation

- Added `CHANGES.rst`.
 - #7: Added additional detail to `validators.email()` documentation.
 - #8: Added detailed exception / error handling documentation.
 - #8: Updated validator error documentation.
 - #6: Added documentation on disabling validators and checkers.
 - #5: Added documentation for `validators.readable()` and `checkers.is_readable()`.
 - #4: Added documentation for `validators.writeable()` and `checkers.is_writeable()`.
 - #9: Added documentation for `validators.executable()` and `checkers.is_executable()`.
-

6.2 Release 1.0.0 (released April 16, 2018)

- First public release

Checker A function which takes an input value and indicates (`True/False`) whether it contains what you expect. Will always return a Boolean value, and will not raise an exception on failure.

Validator A function which takes an input value and ensures that it is what (the type or contents) you expect it to be. Will return the value or `None` depending on the arguments you pass to it, and will raise an exception if validation fails.

The **Validator Collection** is a Python library that provides more than 60 functions that can be used to validate the type and contents of an input value.

Each function has a consistent syntax for easy use, and has been tested on Python 2.7, 3.4, 3.5, and 3.6.

For a list of validators available, please see the lists below.

Contents

- *Validator Collection*
 - *Installation*
 - * *Dependencies*
 - *Available Validators and Checkers*
 - *Hello, World and Standard Usage*
 - * *Using Validators*
 - * *Using Checkers*
 - *Best Practices*
 - * *Defensive Approach: Check, then Convert if Necessary*
 - * *Confident Approach: try ... except*
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CHAPTER 8

Installation

To install the **Validator Collection**, just execute:

```
$ pip install validator-collection
```

8.1 Dependencies

Python 3.x

Python 2.x

None. Uses the standard library.

The **regex** drop-in replacement for Python's (buggy) standard `re` module.

Note: This conditional dependency will be automatically installed if you are installing to Python 2.x.

Available Validators and Checkers

Validators

Checkers

Core	Date/Time	Numbers	File-related	Internet-related
<i>dict</i>	<i>date</i>	<i>numeric</i>	<i>bytesIO</i>	<i>email</i>
<i>string</i>	<i>datetime</i>	<i>integer</i>	<i>stringIO</i>	<i>url</i>
<i>iterable</i>	<i>time</i>	<i>float</i>	<i>path</i>	<i>domain</i>
<i>none</i>	<i>timezone</i>	<i>fraction</i>	<i>path_exists</i>	<i>ip_address</i>
<i>not_empty</i>		<i>decimal</i>	<i>file_exists</i>	<i>ipv4</i>
<i>uuid</i>			<i>directory_exists</i>	<i>ipv6</i>
<i>variable_name</i>			<i>readable</i>	<i>mac_address</i>
			<i>writable</i>	
			<i>executable</i>	

Core	Date/Time	Numbers	File-related	Internet-related
<i>is_type</i>	<i>is_date</i>	<i>is_numeric</i>	<i>is_bytesIO</i>	<i>is_email</i>
<i>is_between</i>	<i>is_datetime</i>	<i>is_integer</i>	<i>is_stringIO</i>	<i>is_url</i>
<i>has_length</i>	<i>is_time</i>	<i>is_float</i>	<i>is_pathlike</i>	<i>is_domain</i>
<i>are_equivalent</i>	<i>is_timezone</i>	<i>is_fraction</i>	<i>is_on_filesystem</i>	<i>is_ip_address</i>
<i>are_dicts_equivalent</i>		<i>is_decimal</i>	<i>is_file</i>	<i>is_ipv4</i>
<i>is_dict</i>			<i>is_directory</i>	<i>is_ipv6</i>
<i>is_string</i>			<i>is_readable</i>	<i>is_mac_address</i>
<i>is_iterable</i>			<i>is_writable</i>	
<i>is_not_empty</i>			<i>is_executable</i>	
<i>is_none</i>				
<i>is_callable</i>				
<i>is_uuid</i>				
<i>is_variable_name</i>				

CHAPTER 10

Hello, World and Standard Usage

All validator functions have a consistent syntax so that using them is pretty much identical. Here's how it works:

```
from validator_collection import validators, checkers, errors

email_address = validators.email('test@domain.dev')
# The value of email_address will now be "test@domain.dev"

email_address = validators.email('this-is-an-invalid-email')
# Will raise a ValueError

try:
    email_address = validators.email(None)
    # Will raise an EmptyValueError
except errors.EmptyValueError:
    # Handling logic goes here
except errors.InvalidEmailError:
    # More handlign logic goes here

email_address = validators.email(None, allow_empty = True)
# The value of email_address will now be None

email_address = validators.email('', allow_empty = True)
# The value of email_address will now be None

is_email_address = checkers.is_email('test@domain.dev')
# The value of is_email_address will now be True

is_email_address = checkers.is_email('this-is-an-invalid-email')
# The value of is_email_address will now be False

is_email_address = checkers.is_email(None)
# The value of is_email_address will now be False
```

Pretty simple, right? Let's break it down just in case: Each validator comes in two flavors: a *validator* and a *checker*.

10.1 Using Validators

A validator does what it says on the tin: It validates that an input value is what you think it should be, and returns its valid form.

Each validator is expressed as the name of the thing being validated, for example `email()`.

Each validator accepts a value as its first argument, and an optional `allow_empty` boolean as its second argument. For example:

```
email_address = validators.email(value, allow_empty = True)
```

If the value you're validating validates successfully, it will be returned. If the value you're validating needs to be coerced to a different type, the validator will try to do that. So for example:

```
validators.integer(1)
validators.integer('1')
```

will both return an `int` of 1.

If the value you're validating is empty/falsey and `allow_empty` is `False`, then the validator will raise a `EmptyValueError` exception (which inherits from the built-in `ValueError`). If `allow_empty` is `True`, then an empty/falsey input value will be converted to a `None` value.

Caution: By default, `allow_empty` is always set to `False`.

Hint: Some validators (particularly numeric ones like `integer`) have additional options which are used to make sure the value meets criteria that you set for it. These options are always included as keyword arguments *after* the `allow_empty` argument, and are documented for each validator below.

10.1.1 When Validation Fails

Validators raise exceptions when validation fails. All exceptions raised inherit from built-in exceptions like `ValueError`, `TypeError`, and `IOError`.

If the value you're validating fails its validation for some reason, the validator may raise different exceptions depending on the reason. In most cases, this will be a descendent of `ValueError` though it can sometimes be a `TypeError`, or an `IOError`, etc.

For specifics on each validator's likely exceptions and what can cause them, please review the [Validator Reference](#).

Hint: While validators will always raise built-in exceptions from the standard library, to give you greater programmatic control over how to respond when validation fails, we have defined a set of custom exceptions that inherit from those built-ins.

Our custom exceptions provide you with very specific, fine-grained information as to *why* validation for a given value failed. In general, most validators will raise `ValueError` or `TypeError` exceptions, and you can safely catch those and be fine. But if you want to handle specific types of situations with greater control, then you can instead catch `EmptyValueError`, `CannotCoerceError`, `MaximumValueError`, and the like.

For more detailed information, please see: [Error Reference](#) and [Validator Reference](#).

10.1.2 Disabling Validation

Caution: If you are disabling validators using the `VALIDATORS_DISABLED` environment variable, their related *checkers* will **also** be disabled (meaning they will always return `True`).

Validation can at times be an expensive (in terms of performance) operation. As a result, there are times when you want to disable certain kinds of validation when running in production. Using the **Validator-Collection** this is simple:

Just add the name of the validator you want disabled to the `VALIDATORS_DISABLED` environment variable, and validation will automatically be skipped.

Caution: `VALIDATORS_DISABLED` expects a comma-separated list of values. If it isn't comma-separated, it won't work properly.

Here's how it works in practice. Let's say we define the following environment variable:

```
$ export VALIDATORS_DISABLED = "variable_name, email, ipv4"
```

This disables the `variable_name()`, `email()`, and `ipv4()` validators respectively.

Now if we run:

```
from validator_collection import validators, errors

try:
    result = validators.variable_name('this is an invalid variable name')
except ValueError:
    # handle the error
```

The validator will return the value supplied to it un-changed. So that means `result` will be equal to `this is an invalid variable name`.

However, if we run:

```
from validator_collection import validators, errors

try:
    result = validators.integer('this is an invalid variable name')
except errors.NotAnIntegerError:
    # handle the error
```

the validator will run and raise `NotAnIntegerError`.

We can force validators to run (even if disabled using the environment variable) by passing a `force_run = True` keyword argument. For example:

```
from validator_collection import validators, errors

try:
    result = validators.variable_name('this is an invalid variable name',
                                     force_run = True)
except ValueError:
    # handle the error
```

will produce a `InvalidVariableNameError` (which is a type of `ValueError`).

10.2 Using Checkers

A *checker* is what it sounds like: It checks that an input value is what you expect it to be, and tells you `True/False` whether it is or not.

Important: Checkers do *not* verify or convert object types. You can think of a checker as a tool that tells you whether its corresponding *validator* would fail. See *Best Practices* for tips and tricks on using the two together.

Each checker is expressed as the name of the thing being validated, prefixed by `is_`. So the checker for an email address is `is_email()` and the checker for an integer is `is_integer()`.

Checkers take the input value you want to check as their first (and often only) positional argument. If the input value validates, they will return `True`. Unlike *validators*, checkers will not raise an exception if validation fails. They will instead return `False`.

Hint: If you need to know *why* a given value failed to validate, use the validator instead.

Hint: Some checkers (particularly numeric ones like `is_integer`) have additional options which are used to make sure the value meets criteria that you set for it. These options are always *optional* and are included as keyword arguments *after* the input value argument. For details, please see the *Checker Reference*.

10.2.1 Disabling Checking

Caution: If you are disabling validators using the `VALIDATORS_DISABLED` environment variable, their related checkers will **also** be disabled. This means they will always return `True` unless you call them using `force_run = True`.

Checking can at times be an expensive (in terms of performance) operation. As a result, there are times when you want to disable certain kinds of checking when running in production. Using the **Validator-Collection** this is simple:

Just add the name of the checker you want disabled to the `CHECKERS_DISABLED` environment variable, and validation will automatically be skipped.

Caution: `CHECKERS_DISABLED` expects a comma-separated list of values. If it isn't comma-separated, it won't work properly.

Here's how it works in practice. Let's say we define the following environment variable:

```
$ export CHECKERS_DISABLED = "is_variable_name, is_email, is_ipv4"
```

This disables the `is_variable_name()`, `is_email()`, and `is_ipv4()` validators respectively.

Now if we run:

```
from validator_collection import checkers, errors
```

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```
result = checkers.is_variable_name('this is an invalid variable name')  
# result will be True
```

The checker will return True.

However, if we run:

```
from validator_collection import checkers  
  
result = validators.is_integer('this is an invalid variable name')  
# result will be False
```

the checker will return False

We can force checkers to run (even if disabled using the environment variable) by passing a `force_run = True` keyword argument. For example:

```
from validator_collection import checkers, errors  
  
result = checkers.is_variable_name('this is an invalid variable name',  
                                   force_run = True)  
# result will be False
```

will return False.

Checkers and *Validators* are designed to be used together. You can think of them as a way to quickly and easily verify that a value contains the information you expect, and then make sure that value is in the form your code needs it in.

There are two fundamental patterns that we find work well in practice.

11.1 Defensive Approach: Check, then Convert if Necessary

We find this pattern is best used when we don't have any certainty over a given value might contain. It's fundamentally defensive in nature, and applies the following logic:

1. Check whether `value` contains the information we need it to or can be converted to the form we need it in.
2. If `value` does not contain what we need but *can* be converted to what we need, do the conversion.
3. If `value` does not contain what we need but *cannot* be converted to what we need, raise an error (or handle it however it needs to be handled).

We tend to use this where we're first receiving data from outside of our control, so when we get data from a user, from the internet, from a third-party API, etc.

Here's a quick example of how that might look in code:

```
from validator_collection import checkers, validators

def some_function(value):
    # Check whether value contains a whole number.
    is_valid = checkers.is_integer(value,
                                   coerce_value = False)

    # If the value does not contain a whole number, maybe it contains a
    # numeric value that can be rounded up to a whole number.
    if not is_valid and checkers.is_integer(value, coerce_value = True):
        # If the value can be rounded up to a whole number, then do so:
        value = validators.integer(value, coerce_value = True)
```

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```

elif not is_valid:
    # Since the value does not contain a whole number and cannot be converted to
    # one, this is where your code to handle that error goes.
    raise ValueError('something went wrong!')

return value

value = some_function(3.14)
# value will now be 4

new_value = some_function('not-a-number')
# will raise ValueError

```

Let's break down what this code does. First, we define `some_function()` which takes a value. This function uses the `is_integer()` checker to see if `value` contains a whole number, regardless of its type.

If it doesn't contain a whole number, maybe it contains a numeric value that can be rounded up to a whole number? It again uses the `is_integer()` to check if that's possible. If it is, then it calls the `integer()` validator to coerce `value` to a whole number.

If it can't coerce `value` to a whole number? It raises a `ValueError`.

11.2 Confident Approach: try ... except

Sometimes, we'll have more confidence in the values that we can expect to work with. This means that we might expect `value` to *generally* have the kind of data we need to work with. This means that situations where `value` doesn't contain what we need will truly be exceptional situations, and can be handled accordingly.

In this situation, a good approach is to apply the following logic:

1. Skip a *checker* entirely, and just wrap the validator in a `try...except` block.

We tend to use this in situations where we're working with data that our own code has produced (meaning we know - generally - what we can expect, unless something went seriously wrong).

Here's an example:

```

from validator_collection import validators, errors

def some_function(value):
    try:
        email_address = validators.email(value, allow_empty = False)
    except errors.InvalidEmailError as error:
        # handle the error here
    except ValueError as error:
        # handle other ValueErrors here

    # do something with your new email address value

    return email_address

email = some_function('email@domain.com')
# This will return the email address.

email = some_function('not-a-valid-email')
# This will raise a ValueError that some_function() will handle.

```

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```
email = some_function(None)
# This will raise a ValueError that some_function() will handle.
```

So what's this code do? It's pretty straightforward. `some_function()` expects to receive a value that contains an email address. We expect that value will *typically* be an email address, and not something weird (like a number or something). So we just try the validator - and if validation fails, we handle the error appropriately.

CHAPTER 12

Questions and Issues

You can ask questions and report issues on the project's [Github Issues Page](#)

CHAPTER 13

Contributing

We welcome contributions and pull requests! For more information, please see the [Contributor Guide](#)

CHAPTER 14

Testing

We use [TravisCI](#) for our build automation and [ReadTheDocs](#) for our documentation.

Detailed information about our test suite and how to run tests locally can be found in our *[Testing Reference](#)*.

CHAPTER 15

License

The **Validator Collection** is made available on a **MIT License**.

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