# base64io

Release 1.0.3

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This project is designed to develop a class, base6410. Base6410, that implements a streaming interface for Base64 encoding.

Python has supported native Base64 encoding since version 2.4. However, there is no streaming interface for Base64 encoding, and none is available from the community.

The legacy base64.encode and base64.decode interface lets you shuffle data between two streams, but it assumes that you have two complete streams. We wanted a standard stream that applies Base64 encoding and decoding.

base6410.Base6410 provides an *io* streaming interface with context manager support that transparently Base64-encodes data read from it. You can use it to transform large files without caching the entire context in memory, or to transform an existing stream.

For the latest full documentation, see Read the Docs.

Find us on GitHub.

Security issue notifications

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## **Getting Started**

base6410. Base6410 has no dependencies other than the standard library and should work with any version of Python greater than 2.6. We test it on CPython 2.6, 2.7, 3.3, 3.4, 3.5, 3.6, and 3.7.

### 1.1 Installation

\$ pip install base64io

Use

base6410.Base6410 wraps the input stream and transparently encodes or decodes data written to or read from the input stream.

- write() encodes data before writing it to the wrapped stream
- read () decodes data after reading it from the wrapped stream

Because the position of the base6410.Base6410 stream and the wrapped stream will almost always be different, base6410.Base6410 does not support:

- seek()
- tell()

Also, base6410.Base6410 does not support:

- fileno()
- truncate()

#### 2.1 Encode data

Warning: If you are not using <code>base64io.Base64IO</code> as a context manager, when you write to a <code>base64io.Base64IO</code> stream, you must close the stream after your final write. The Base64 transformation might hold up to two bytes of unencoded data in an internal buffer before writing it to the wrapped stream. Calling <code>close()</code> flushes this buffer and writes the padded result to the wrapped stream. The <code>base64io.Base64IO</code> context manager does this for you.

```
from base64io import Base64IO

with open("source_file", "rb") as source, open("encoded_file", "wb") as target:
    with Base64IO(target) as encoded_target:
```

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```
for line in source:
   encoded_target.write(line)
```

### 2.2 Decode data

**Note:** When it reads data from the wrapping stream, it might read up to three additional bytes from the underlying stream.

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Modules

base64io

Base64 stream with context manager support.

#### 4.1 base64io

Base64 stream with context manager support.

#### Classes

Base64IO(wrapped)

Base64 stream with context manager support.

class base64io.Base64IO(wrapped)

Bases: io.IOBase

Base64 stream with context manager support.

Wraps a stream, base64-decoding read results before returning them and base64-encoding written bytes before writing them to the stream. Instances of this class are not reusable in order maintain consistency with the io.IOBase behavior on close().

Note: Provides iterator and context manager interfaces.

**Warning:** Because up to two bytes of data must be buffered to ensure correct base64 encoding of all data written, this object **must** be closed after you are done writing to avoid data loss. If used as a context manager, we take care of that for you.

Parameters wrapped – Stream to wrap

Check for required methods on wrapped stream and set up read buffer.

Raises TypeError – if wrapped does not have attributes needed to determine the stream's state

#### close()

Close this stream, encoding and writing any buffered bytes is present.

**Note:** This does **not** close the wrapped stream.

#### writable()

Determine if the stream can be written to.

Delegates to wrapped stream when possible. Otherwise returns False.

#### Return type bool

#### readable()

Determine if the stream can be read from.

Delegates to wrapped stream when possible. Otherwise returns False.

#### Return type bool

#### flush()

Flush the write buffer of the wrapped stream.

#### write(b)

Base64-encode the bytes and write them to the wrapped stream.

Any bytes that would require padding for the next write call are buffered until the next write or close.

**Warning:** Because up to two bytes of data must be buffered to ensure correct base64 encoding of all data written, this object **must** be closed after you are done writing to avoid data loss. If used as a context manager, we take care of that for you.

**Parameters b** (bytes) – Bytes to write to wrapped stream

#### Raises

- ValueError if called on closed Base64IO object
- IOError if underlying stream is not writable

#### writelines (lines)

Write a list of lines.

Parameters lines (list) - Lines to write

#### read(b=-1)

Read bytes from wrapped stream, base64-decoding before return.

**Note:** The number of bytes requested from the wrapped stream is adjusted to return the requested number of bytes after decoding returned bytes.

Parameters **b** (int) – Number of bytes to read

**Returns** Decoded bytes from wrapped stream

#### Return type bytes

#### readline (limit=-1)

Read and return one line from the stream.

If limit is specified, at most limit bytes will be read.

**Note:** Because the source that this reads from may not contain any OEL characters, we read "lines" in chunks of length io.DEFAULT\_BUFFER\_SIZE.

#### Return type bytes

#### readlines (hint=-1)

Read and return a list of lines from the stream.

hint can be specified to control the number of lines read: no more lines will be read if the total size (in bytes/characters) of all lines so far exceeds hint.

Returns Lines of data

Return type list of bytes

#### next()

Python 2 iterator hook.

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## Changelog

### 5.1 1.0.3 - 2018-12-10

• Add support for strings on input for decoding to match functionality of base64.b64decode. #21 #23 #24

### 5.2 1.0.2 - 2018-08-01

• Move the base64io-python repository from awslabs to aws.

### 5.3 1.0.1 - 2018-06-12

• Fix minor compatibility issues with read() and \_\_exit\_\_() #6

### 5.4 1.0.0 - 2018-05-16

• Initial public release

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