

WSGI 1.0 Cheat-sheet

Definitions

- **Server:** HTTP server that has Python embedded (or it's itself a Python application), and calls the WSGI application callable directly.
- **Gateway:** Server-independent Python-powered application that calls the WSGI application callable directly and “connects” it to the Web server.
- **Application:** The WSGI application callable.
- **Middleware:** Callable that wraps one or more WSGI applications, to filter their requests and/or responses.

WSGI environ variables

There are many variables, but the following are possibly the most commonly used ones when you want to do something simple yet low-level without a framework:

- **REQUEST_METHOD:** The HTTP request method (e.g., “POST”, “GET”, “HEAD”, “PUT”).
- **SCRIPT_NAME:** The portion of the URL path that is not consumed by the application. For example, if you have Trac running on <http://example.org/trac/>, the script name for Trac will always be “/trac”. If Trac is running on <http://example.org/> then the script name is an empty string.
- **PATH_INFO:** The portion of the URL path that is consumed by the application. For example, if you have Trac running on <http://example.org/trac/>, the path info for Trac will always be **everything after “/trac”**. It is the path info is the part of the URL path not use by the script name.
- **QUERY_STRING:** The URL-encoded string that contains the so-called “GET arguments”. If set, it comes after the question mark in URLs.

- **REMOTE_USER:** If the user that made the request has been authenticated successfully (in this request or in a previous one), this variable represents his unique user identifier (e.g., a name).
- **HTTP_* variables:** Those present in the HTTP request, in upper case and with hyphens replaced with underscores. For example, *User-Agent* becomes *HTTP_USER_AGENT*.
- **wsgi.input:** The file-like object that contains the **body of the request**.
- **wsgi.url_scheme:** The scheme portion of the URL (“http” or “https”).

API

WSGI application

It can be any callable. It takes two positional arguments, the WSGI environ and the server-provided `start_response()` callable. To send a response, `start_response()` must be called to send the headers first and then an iterable representing the body must be returned.

WSGI middleware

WSGI middleware must be a callable with the same API as a WSGI application. Servers or gateways must not try to distinguish an application from a piece of middleware.

WSGI environ

A *dict* instance. Not a dictionary-like object.

start_response()

A callable provided by the server or gateway on every request, used by the WSGI application to send its

response headers. It takes two positional arguments: The HTTP status string (e.g., “200 OK”) and a list made up of tuples whose first element is the header name and the second is the header value.

It returns a callable which can be used by legacy applications to send the body (aka `write()` callable), if they cannot return an iterable. It can be called multiple times and its only argument is a string to be sent.

File wrapper

If the server or gateway supports a high performance method to send files, it'd be available in the WSGI environ as “`wsgi.file_wrapper`”.

It's a callable that takes one mandatory argument (the file-like object whose contents should be sent) and an optional size hint (the amount of bytes that should be sent at the same time).

wsgi.errors

A file-like object in the WSGI environ where non-fatal errors should be written. The messages are usually sent to the server's main error log.

Links

- **Web-SIG:** The best place to ask WSGI-related questions:
<http://mail.python.org/mailman/listinfo/web-sig>
<http://wsgi.org/>
- **PEP-333:** <http://www.python.org/dev/peps/pep-0333/>

WSGI “shops”

- **Paste:** <http://www.pythonpaste.org>
- **Repoze:** <http://www.repoze.org/>