CLAIMS

1. A method for data processing, comprising:

acquiring, by a Python backend, a data processing instruction;

obtaining, by the Python backend, a data processing result according to the data processing instruction; and

generating, by the Python backend, a processing file according to the data processing result, to enable a Unity frontend to read the processing file using a preset interface and perform page display according to the processing file.

2. The method of claim 1, wherein obtaining, by the Python backend, the data processing result according to the data processing instruction comprises:

sending, by the Python backend, the data processing instruction to a server, to enable the server to obtain the data processing result according to the data processing instruction and return the data processing result; and

receiving the data processing result returned by the server.

3. The method of claim 1 or 2, wherein generating, by the Python backend, the processing file according to the data processing result, to enable the Unity frontend to read the processing file using the preset interface and perform page display according to the processing file comprises:

generating, by the Python backend according to the data processing result, the processing file recognizable by a preset scripting language, to enable the Unity frontend to read the processing file using the preset interface and perform page display according to the processing file;

wherein the preset interface is written in the preset scripting language.

4. The method of any one of claims 1 to 3, wherein the processing file comprises an identifier of result processing success or failure and an interface action sequence.

5. The method of any one of claims 1 to 4, wherein acquiring, by the Python backend, the data processing instruction comprises:

generating, by the Python backend, the data processing instruction according to received Python codes.

6. A method for data processing, comprising:

reading, by a Unity frontend, a processing file using a preset interface, wherein the processing file is a result file generated by a Python backend according to a data processing result, and the data processing result is obtained by the Python backend according to an acquired data processing instruction; and

performing, by the Unity frontend, page display according to the processing file.

7. The method of claim 6, wherein performing, by the Unity frontend, page display according to the processing file comprises:

performing, by the Unity frontend, a page refresh according to an interface action sequence in the processing file responsive to that the processing file comprises an identifier of result processing success.

8. The method of claim 6 or 7, wherein performing, by the Unity frontend, page display

according to the processing file comprises:

generating, by the Unity frontend, error information to indicate operation failure of the data processing instruction responsive to that the processing file comprises an identifier of result processing failure.

9. The method of any one of claims 6 to 8, further comprising:

transmitting, by the Unity frontend, a present page status file to the Python backend using the preset interface, to enable the Python backend to send the present page status file to a server and enable the server to obtain the data processing result according to the present page status file and the data processing instruction.

10. The method of any one of claims 6 to 9, wherein before transmitting, by the Unity frontend, the present page status file to the Python backend using the preset interface, the method further comprises:

generating, by the Unity frontend, the present page status file according to present page status.

11. The method of any one of claims 6 to 9, further comprising:

reading, by the Unity frontend, an initialization file using the preset interface; and

performing, by the Unity frontend, page initialization according to the initialization file to obtain an initial page and display the initial page.

12. The method of any one of claims 6 to 9, wherein reading, by the Unity frontend, the processing file using the preset interface comprises:

reading, by the Unity frontend, the processing file using the preset interface responsive to a received display instruction for the processing file; or

reading, by the Unity frontend according to a preset period, the processing file using the preset interface.

13. A method for data processing, applied to a server, the method comprising:

receiving a data processing instruction from a Python backend;

obtaining a data processing result according to the data processing instruction; and

sending the data processing result to the Python backend, to enable the Python backend to generate a processing file according to the data processing result, and enable a Unity frontend to read the processing file using a preset interface and perform page display according to the processing file.

14. The method of claim 13, wherein obtaining the data processing result according to the data processing instruction comprises:

receiving a present page status file from the Python backend; and

obtaining the data processing result according to the present page status file and the data processing instruction,

wherein the present page status file is transmitted to the Python backend by the Unity frontend using the preset interface.

15. The method of claim 13 or 14, wherein obtaining the data processing result according to the present page status file and the data processing instruction comprises:

determining whether processing of the present page status file according to the data

processing instruction meets a preset condition;

responsive to that the processing of the present page status file according to the data processing instruction meets the preset condition, obtaining, according to the data processing instruction, a data processing result indicating result processing success, to enable the Python backend to generate a processing file indicating result processing success according to the data processing result, and enable the Unity frontend to read the processing file indicating result processing success using the preset interface and preform a page refresh according to the processing file indicating result processing success.

16. The method of claim 15, wherein after determining whether the processing of the present page status file according to the data processing instruction meets the preset condition, the method further comprises:

responsive to that the processing of the present page status file according to the data processing instruction does not meet the preset condition, obtaining, according to the data processing instruction, a data processing result indicating result processing failure, to enable the Python backend to generate a processing file indicating result processing failure according to the data processing result, and enable the Unity frontend to read the processing file indicating result processing failure using the preset interface and generate error information according to the processing file indicating result processing failure to indicate operation failure of the data processing instruction.

17. The method of any one of claims 13 to 16, wherein the processing file comprises an identifier of result processing success or failure and an interface action sequence.

18. A web page processing device, comprising a processor, a memory and a communication bus; wherein,

the communication bus is configured to implement connection communication

between the processor and the memory;

the processor is configured to execute a data processing program stored in the memory to implement at least one of the method for data processing of any one of claims 1 to 5, or the method for data processing of any one of claims 6 to 12.

19. A server, comprising a processor, a memory and a communication bus; wherein,

the communication bus is configured to implement connection communication between the processor and the memory;

the processor is configured to execute a data processing program stored in the memory to implement the method for data processing of any one of claims 13 to 17.

20. A computer readable storage medium, having stored one or more programs executable by one or more processors to implement the method for data processing of any one of claims 1 to 5, the method for data processing of claim 6 to 12 or the data processing method of claims 13 to 17.