

# USER INTERFACE AND DESIGN

EXP. NO. : 3

Name: RAGUL A (230701252)

CLI(Command Line Interface):

Python code:

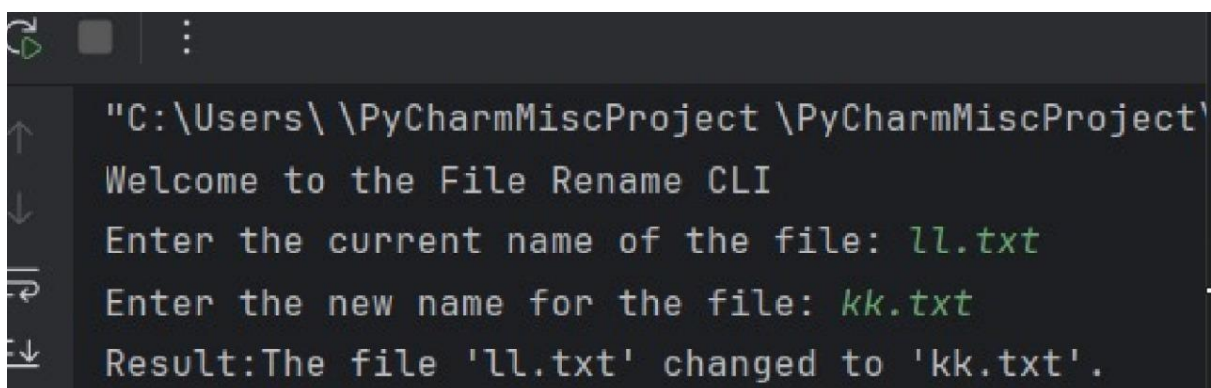
```
import os

def rename_file(old_name, new_name):
    try:
        os.rename(old_name, new_name)
        print(f"File renamed from '{old_name}' to '{new_name}' successfully.")
    except FileNotFoundError:
        print(f"Result:The file '{old_name}' changed to '{new_name}'.")
    except FileExistsError:
        print(f"Result: A file '{new_name}' is changed.")
    except Exception as e:
        print(f"An error occurred: {e}")

def main():
    print("Welcome to the File Rename CLI")
    old_name = input("Enter the current name of the file: ")
    new_name = input("Enter the new name for the file: ")
    rename_file(old_name, new_name)

if name == "main":
    main()
```

OUTPUT:

A screenshot of a terminal window with a dark background. The window title bar shows a green play button icon, a grey square, and a vertical ellipsis. The terminal output is as follows:  
"C:\Users\ \PyCharmMiscProject \PyCharmMiscProject"  
Welcome to the File Rename CLI  
Enter the current name of the file: ll.txt  
Enter the new name for the file: kk.txt  
Result:The file 'll.txt' changed to 'kk.txt'.

```

C:\Users\ \PyCharmMiscProject \PyCharmMiscProject
Welcome to the File Rename CLI
Enter the current name of the file: ll.txt
Enter the new name for the file: kk.txt
Result:The file 'll.txt' changed to 'kk.txt'.
```

# USER INTERFACE AND DESIGN

GUI(Graphical User Interface):

Python code:

```
import tkinter as tk

from tkinter import ttk

import ttkbootstrap as tb # Modern UI theme

from PIL import Image, ImageTk # For icons


def rename_file():

    old_name = old_file_entry.get()

    new_name = new_file_entry.get()

    if old_name and new_name:

        status_label.config(text=f'Renamed "{old_name}" to "{new_name}"', foreground="green")

    else:

        status_label.config(text="Please enter both filenames", foreground="red")


root = tb.Window(themename="darkly") # Dark modern theme

root.title("File Renamer")

root.geometry("500x300")

root.resizable(False, False)

root.configure(bg="#2C2F33") # Dark background


# Title Label

title_label = tk.Label(root, text="File Renamer", font=("Arial", 18, "bold"), fg="white",
bg="#23272A")

title_label.pack(fill="x", pady=10)


# Input Frame

frame = tk.Frame(root, bg="#2C2F33", padx=15, pady=15)

frame.pack(pady=10)


old_file_label = ttk.Label(frame, text="Old Filename:", font=("Arial", 12, "bold"),
background="#2C2F33", foreground="white")

old_file_label.grid(row=0, column=0, padx=10, pady=5, sticky="e")
```

## USER INTERFACE AND DESIGN

```
old_file_entry = ttk.Entry(frame, width=30, font=("Arial", 12))
```

```
old_file_entry.grid(row=0, column=1, padx=10, pady=5)
```

```
new_file_label = ttk.Label(frame, text="New Filename:", font=("Arial", 12, "bold"),  
background="#2C2F33", foreground="white")
```

```
new_file_label.grid(row=1, column=0, padx=10, pady=5, sticky="e")
```

```
new_file_entry = ttk.Entry(frame, width=30, font=("Arial", 12))
```

```
new_file_entry.grid(row=1, column=1, padx=10, pady=5)
```

```
# Rename Button
```

```
rename_button = tk.Button(root, text="Rename File", bootstyle="primary", command=rename_file,  
width=20)
```

```
rename_button.pack(pady=10)
```

```
# Status Label
```

```
status_label = tk.Label(root, text="", font=("Arial", 10), bg="#2C2F33", fg="white")
```

```
status_label.pack(pady=5)
```

```
root.mainloop()
```

OUTPUT:



# USER INTERFACE AND DESIGN

VUI(Voice User Interface):

Python code:

```
import speech_recognition as sr
```

```
import os
```

```
def rename_file(old_name, new_name):
```

```
    try:
```

```
        if not os.path.exists(old_name):
```

```
            print(f"Error: The file '{old_name}' does not exist.")
```

```
            return
```

```
        os.rename(old_name, new_name)
```

```
        print(f"File successfully renamed from '{old_name}' to '{new_name}'.")
```

```
    except Exception as e:
```

```
        print(f"Error renaming file: {e}")
```

```
def parse_voice_command(command):
```

```
    try:
```

```
        command = command.lower()
```

```
        if "rename" in command and "to" in command:
```

```
            words = command.split()
```

```
            old_name_index = words.index("rename") + 1
```

```
            new_name_index = words.index("to") + 1
```

```
            old_name = words[old_name_index]
```

```
            new_name = words[new_name_index]
```

```
            return old_name, new_name
```

```
    else:
```

```
        print("Invalid command format. Please use: 'Rename <old_name> to <new_name>'")
```

```
        return None, None
```

```
except Exception as e:
```

```
    print(f"Error parsing command: {e}")
```

# USER INTERFACE AND DESIGN

```
return None, None
```

```
def listen_for_command():
```

```
    recognizer = sr.Recognizer()
```

```
    mic = sr.Microphone()
```

```
    print("Listening for a command to rename a file...")
```

```
    with mic as source:
```

```
        recognizer.adjust_for_ambient_noise(source)
```

```
        try:
```

```
            audio = recognizer.listen(source, timeout=20)
```

```
        except sr.WaitTimeoutError:
```

```
            print("Listening timed out. No command detected.")
```

```
            return
```

```
        try:
```

```
            command = recognizer.recognize_google(audio)
```

```
            print(f"Command received: {command}")
```

```
            old_name, new_name = parse_voice_command(command)
```

```
            if old_name and new_name:
```

```
                rename_file(old_name, new_name)
```

```
        except sr.UnknownValueError:
```

```
            print("Sorry, I couldn't understand the command. Please try again.")
```

```
    except sr.RequestError as e:
```

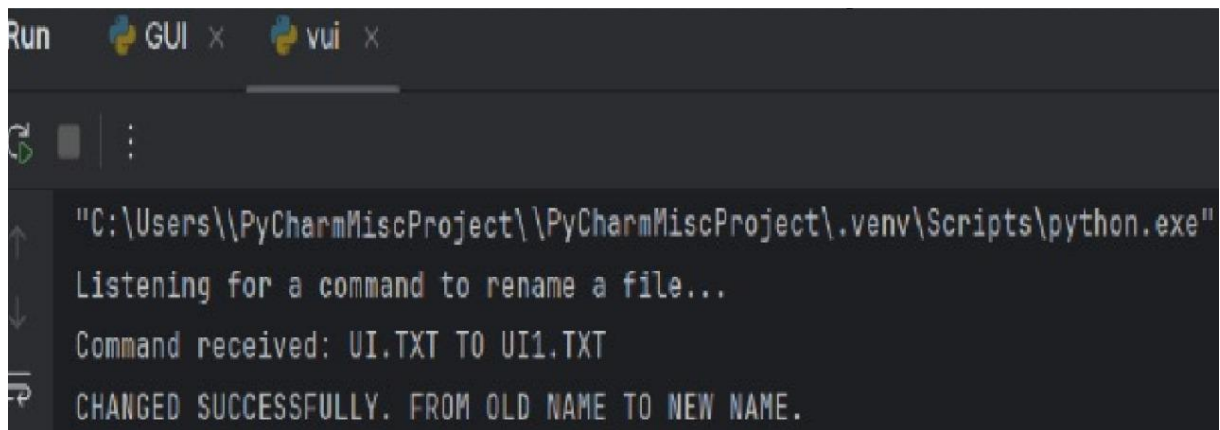
```
        print(f"Could not connect to Google Speech Recognition service; {e}")
```

```
if __name__ == "__main__":
```

```
    listen_for_comand()
```

## USER INTERFACE AND DESIGN

OUTPUT:



```
Run  GUI x  vui x  
"C:\Users\PyCharmMiscProject\PyCharmMiscProject\.venv\Scripts\python.exe"  
Listening for a command to rename a file...  
Command received: UI.TXT TO UI1.TXT  
CHANGED SUCCESSFULLY. FROM OLD NAME TO NEW NAME.
```