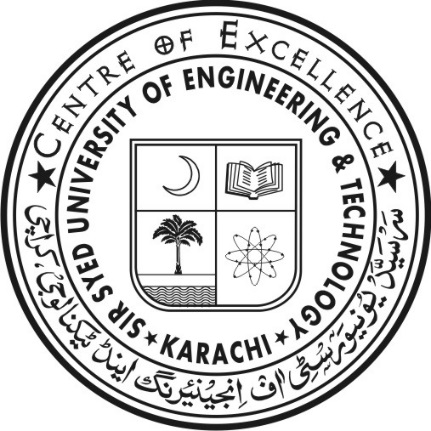
****

Software Engineering Department

**Sir Syed University of Engineering & Technology**

**Project Report**

**Of**

**Group #8**

**Course** T**itle: Programming Fundamental (SWE-102)**

**School Management System**

**Batch: 2020, Semester 1st**

|  |
| --- |
|  |

**Group Members:**

* **Abdul Moiz Chishti**
* **Abdul Moiz Khan**
* **Asma Hashim Khan**
* **Shaheer Khan Qureshi**

**Contributors:**

**Project searching, data gathering:** Abdul Moiz Chishti, Asma Hashim Khan, Shaheer khan Qureshi

**Programming, code modification:** Abdul Moiz Chishti, Abdul Moiz Khan

T**echnical Writing and maintaining proposal, report:** Abdul Moiz Khan, Shaheer Khan Qureshi, Asma Hashim Khan

**Submitted on:** 4th January 2021

**Submitted to: Sir Adnan Afroz, Miss Fizzah**

**Purpose of Project:** To get familiar with the management system of school using python.

**FLOW CHART:**

|  |
| --- |
|  |

**Reference Code:** **(**Follow the instruction of pasting the code and should be in **Consolas** font**)**

|  |
| --- |
| file = open(username\_info, "w")  file.write(username\_info + "\n")  file.write(password\_info)  file.close()  list\_of\_files = os.listdir()  if username1 in list\_of\_files:  file1 = open(username1, "r")  verify = file1.read().splitlines() |

**Modified Code:(** (Paste your code with modification and highlight your changes with yellow color and **in Consolas** font**)**

|  |
| --- |
| # import modules  from tkinter import \*  import os  # Designing window for registration  def register():  global register\_screen  register\_screen = Toplevel(main\_screen)  register\_screen.title("Register")  register\_screen.geometry("300x250")  global username  global password  global username\_entry  global password\_entry  username = StringVar()  password = StringVar()  Label(register\_screen, text="Please enter details below", bg="cyan",font=("Arial", 13)).pack()  Label(register\_screen, text="").pack()  username\_lable = Label(register\_screen, text="Username \* ")  username\_lable.pack()  username\_entry = Entry(register\_screen, textvariable=username)  username\_entry.pack()  password\_lable = Label(register\_screen, text="Password \* ")  password\_lable.pack()  password\_entry = Entry(register\_screen, textvariable=password, show='\*')  password\_entry.pack()  Label(register\_screen, text="").pack()  Button(register\_screen, text="Register", width=10, height=1, bg="black",fg="white", command=register\_user).pack()  # Designing window for login  def login():  global login\_screen  login\_screen = Toplevel(main\_screen)  login\_screen.title("Login")  login\_screen.geometry("358x250")  Label(login\_screen, text="Please enter details below to login",bg="cyan",height="2",font=("Arial", 13)).pack()  Label(login\_screen, text="").pack()  global username\_verify  global password\_verify  username\_verify = StringVar()  password\_verify = StringVar()  global username\_login\_entry  global password\_login\_entry  Label(login\_screen, text="Username \* ").pack()  username\_login\_entry = Entry(login\_screen, textvariable=username\_verify)  username\_login\_entry.pack()  Label(login\_screen, text="").pack()  Label(login\_screen, text="Password \* ").pack()  password\_login\_entry = Entry(login\_screen, textvariable=password\_verify, show='\*')  password\_login\_entry.pack()  Label(login\_screen, text="").pack()  Button(login\_screen, text="Login", width=10, height=1, command=login\_verify, bg="black", fg="white").pack()  # Implementing event on register button  def register\_user():  username\_info = username.get()  password\_info = password.get()  file = open(username\_info, "w")  file.write(username\_info + "\n")  file.write(password\_info)  file.close()  username\_entry.delete(0, END)  password\_entry.delete(0, END)  Label(register\_screen, text="Registration Success", fg="green", font=("calibri", 11)).pack()  # Implementing event on login button  def login\_verify():  username1 = username\_verify.get()  password1 = password\_verify.get()  username\_login\_entry.delete(0, END)  password\_login\_entry.delete(0, END)  list\_of\_files = os.listdir()  if username1 in list\_of\_files:  file1 = open(username1, "r")  verify = file1.read().splitlines()  if password1 in verify:  menu\_page()  else:  password\_not\_recognised()  else:  user\_not\_found()  def teadetail():  print("Name :", tn.get())  print("Specialization :", spec.get())  print("Salary :", sal.get())  print("Grade :", gr.get())  print("Subject Assigned :", subas.get())  def teacher():  global tc  global tn  tn = StringVar()  global spec  spec = StringVar()  global sal  sal = StringVar()  global gr  gr = StringVar()  global subas  subas= StringVar()  tc = Toplevel(login\_success\_screen)  tc.title("Teacher Module")  tc.geometry("250x320")  Label(tc, text="Welcome to the Teacher page", bg="cyan", font=("Arial", 13)).pack()  Label(tc, text="Name:", bg="black", fg="white", font=("Arial", 13)).pack()  t1 = Entry(tc, textvariable=tn, borderwidth=5).pack()  Label(tc, text="Specialization", bg="black", fg="white", font=("Arial", 13)).pack()  t2 = Entry(tc, textvariable=spec, borderwidth=5).pack()  Label(tc, text="Salary:", bg="black", fg="white", font=("Arial", 13)).pack()  t3 = Entry(tc, textvariable=sal, borderwidth=5).pack()  Label(tc, text="Grade:", bg="black", fg="white", font=("Arial", 13)).pack()  t4 = Entry(tc, textvariable=gr, borderwidth=5).pack()  Label(tc, text="Subject Assigned:", bg="black", fg="white", font=("Arial", 13)).pack()  t5 = Entry(tc, textvariable=subas, borderwidth=5).pack()  Button(tc, text="Submit", bg="black", fg="white", command=teadetail).pack()  def studetail():  print("Name :", sn.get())  print("FatherName :", fn.get())  print("Age :", age.get())  print("Gender :", g.get())  print("Previous class :", pc.get())  print("Present class :", prc.get())  print("Address :", add.get())  print("Contact :", c.get())  print("father Contact :", fc.get())  print("Previous Grade :", pg.get())  def student():  global sc  global sn  sn=StringVar()  global fn  fn = StringVar()  global age  age = StringVar()  global g  g = StringVar()  global pc  pc = StringVar()  global prc  prc = StringVar()  global add  add = StringVar()  global c  c = StringVar()  global fc  fc = StringVar()  global pg  pg = StringVar()  global E1  global E2  global E3  global E4  global E5  global E6  global E7  global E8  global E9  global E10  sc = Toplevel(login\_success\_screen)  sc.title("STUDENT PAGE")  sc.geometry("300x600")  Label(sc, text="Welcome to The Student Page", bg="cyan", font=("Arial", 13)).pack()  Label(sc, text="").pack()  Label(sc, text="Name:", bg="black", fg="white", font=("Arial", 13)).pack()  E1 = Entry(sc,textvariable=sn, borderwidth=5 ).pack()  Label(sc, text=" Father Name:", bg="black", fg="white", font=("Arial", 13)).pack()  E2 = Entry(sc, textvariable=fn, borderwidth=5 ).pack()  Label(sc, text="Age:", bg="black", fg="white", font=("Arial", 13)).pack()  E3 = Entry(sc, textvariable=age, borderwidth=5 ).pack()  Label(sc, text="Gender:", bg="black", fg="white", font=("Arial", 13)).pack()  E4 = Entry(sc, textvariable=g, borderwidth=5 ).pack()  Label(sc, text="Previous Class:", bg="black", fg="white", font=("Arial", 13)).pack()  E5 = Entry(sc, textvariable=pc, borderwidth=5 ).pack()  Label(sc, text="Present Class:", bg="black", fg="white", font=("Arial", 13)).pack()  E6 = Entry(sc, textvariable=prc, borderwidth=5 ).pack()  Label(sc, text="Address:", bg="black", fg="white", font=("Arial", 13)).pack()  E7 = Entry(sc, textvariable=add, borderwidth=5 ).pack()  Label(sc, text="Contact:", bg="black", fg="white", font=("Arial", 13)).pack()  E8 = Entry(sc, textvariable=c, borderwidth=5 ).pack()  Label(sc, text="Father Contact:", bg="black", fg="white", font=("Arial", 13)).pack()  E9 = Entry(sc, textvariable=fc, borderwidth=5 ).pack()  Label(sc, text="previous Grade:", bg="black", fg="white", font=("Arial", 13)).pack()  E10 = Entry(sc, textvariable=pg, borderwidth=5 ).pack()  Button(sc, text="Submit", bg="black", fg="white",command=studetail).pack()  # Designing popup for Menu Page  def menu\_page():  global login\_success\_screen  login\_success\_screen = Toplevel(login\_screen)  login\_success\_screen.title("School management")  login\_success\_screen.geometry("250x150")  Label(login\_success\_screen, text="Welcome to the Menu Page",bg="cyan",font=("Arial", 13)).pack()  Label(login\_success\_screen, text="").pack()  Button(login\_success\_screen, text="TEACHER MODULE",bg="black", fg="white", command=teacher).pack()  Label(login\_success\_screen, text="").pack()  Button(login\_success\_screen, text="STUDENT MODULE",bg="black", fg="white", command=student).pack()  # Designing popup for login invalid password  def password\_not\_recognised():  global password\_not\_recog\_screen  password\_not\_recog\_screen = Toplevel(login\_screen)  password\_not\_recog\_screen.title("Success")  password\_not\_recog\_screen.geometry("150x100")  Label(password\_not\_recog\_screen, text="Invalid Password ").pack()  Button(password\_not\_recog\_screen, text="OK", command=delete\_password\_not\_recognised).pack()  # Designing popup for user not found  def user\_not\_found():  global user\_not\_found\_screen  user\_not\_found\_screen = Toplevel(login\_screen)  user\_not\_found\_screen.title("Success")  user\_not\_found\_screen.geometry("150x100")  Label(user\_not\_found\_screen, text="User Not Found", bg="cyan").pack()  Button(user\_not\_found\_screen, text="OK",bg="black", fg="white", command=delete\_user\_not\_found\_screen).pack()  # Deleting popups  def delete\_login\_success():  login\_success\_screen.destroy()  def delete\_password\_not\_recognised():  password\_not\_recog\_screen.destroy()  def delete\_user\_not\_found\_screen():  user\_not\_found\_screen.destroy()  # Designing Main(first) window  def main\_account\_screen():  global main\_screen  main\_screen = Tk()  main\_screen.geometry("300x250")  main\_screen.title("Account Login")  Label(text="Select Your Choice", bg="Cyan", width="300", height="2", font=("Arial", 13)).pack()  Label(text="").pack()  Button(text="Login", height="2", width="30", command=login, bg="black", fg="white").pack()  Label(text="").pack()  Button(text="Register", height="2", width="30", command=register, bg="black", fg="white").pack()  main\_screen.mainloop()  main\_account\_screen() |

**Project Output:**

|  |
| --- |
|  |

|  |
| --- |
|  |
|  |