

# Retro Python Lab – Code Walkthrough (Beginner-Friendly)

This document explains **how your Streamlit app works**, in **simple language**, file by file. You can keep this as a **personal reference** or paste it into **Notion**.

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## Big Picture (How everything fits together)

Your project has **4 main files**, each with a clear responsibility:

File	Purpose
<code>app.py</code>	Main controller (decides what runs)
<code>calculator.py</code>	Calculator logic
<code>text_analyzer.py</code>	Text analysis logic
<code>retro.css</code>	Styling (retro look)

Think of it like: - `app.py` → **Brain / Director** - Other `.py` files → **Tools / Features** - `retro.css` → **Visual design**

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## `app.py` – Main Controller

### Importing libraries and tools

```
import streamlit as st
from calculator import calculator
from text_analyzer import text_analyzer
```

**What this means:** - We import Streamlit and rename it to `st` (shorter and standard). - We import functions from other Python files. - This allows us to keep code **clean and modular**.

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### Loading custom CSS

```
with open("retro.css") as f:
    st.markdown(f"<style>{f.read()}</style>", unsafe_allow_html=True)
```

**In simple words:** - Open the `retro.css` file - Read all styling rules - Inject them into the Streamlit app

`unsafe_allow_html=True` is required because CSS is injected as HTML.

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## App title

```
st.title("🟢 Retro Python Lab 🔴")
```

Displays the title at the top of the page.

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## Sidebar menu

```
menu = st.sidebar.selectbox(
    "Select Tool",
    ["Calculator", "Text Analyzer"]
)
```

**What happens:** - Creates a dropdown in the sidebar - Stores the selected option in the variable `menu`

Example values: - `menu = "Calculator"` - `menu = "Text Analyzer"`

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## Routing logic

```
if menu == "Calculator":
    calculator()
else:
    text_analyzer()
```

**Meaning:** - If user selects Calculator → run calculator tool - Otherwise → run text analyzer

This is how **one Streamlit app hosts multiple tools**.

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## 2 calculator.py – Calculator Tool

### Import Streamlit

```
import streamlit as st
```

Each file that uses Streamlit must import it.

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## Function definition

```
def calculator():
```

Defines a function named `calculator()`. Nothing runs until this function is **called from** `app.py`.

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## Number inputs

```
num1 = st.number_input("Enter first number")  
num2 = st.number_input("Enter second number")
```

- Displays two input boxes
  - Stores user input in variables `num1` and `num2`
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## Operation selector

```
operation = st.selectbox(  
    "Choose operation",  
    ["Add", "Subtract", "Multiply", "Divide"]  
)
```

User selects an operation and it gets stored in `operation`.

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## Button logic

```
if st.button("Calculate"):
```

- Code inside runs **only when button is clicked**
  - Streamlit reruns the script on every interaction
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## Calculation logic

```
if operation == "Add":  
    result = num1 + num2
```

Basic Python conditional logic for math operations.

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## Error handling

```
if num2 == 0:  
    st.error("Division by zero not allowed")  
    return
```

Prevents app crash and exits the function safely.

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## Display result

```
st.success(f"Result → {result}")
```

Shows output in a green success box.

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## 3 text\_analyzer.py – Text Processing Tool

### Text input

```
text = st.text_area("Enter text")
```

Stores user input as a **string**.

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### Empty input check

```
if not text.strip():
```

- `strip()` removes spaces
  - Prevents running logic on empty input
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## Splitting text

```
words = text.split()
```

Converts sentence into a list of words.

Example:

```
"Hello world" → ["Hello", "world"]
```

## Unique word count

```
unique_words = len(set(words))
```

- `set()` removes duplicates
- `len()` counts remaining items

## Display results

```
st.write(f" ♦ Words: {len(words)}")
```

Outputs analysis results to the UI.

## 4 retro.css – Styling Layer

### Example rule

```
body {  
    background-color: #0f172a;  
    font-family: "Courier New", monospace;  
}
```

Controls: - Background color - Font - Overall retro feel

CSS overrides Streamlit's default design.

## How Streamlit Works Internally

- Streamlit reruns the script **top to bottom**
- Every user interaction triggers a rerun
- UI state is handled automatically

This is why Streamlit feels simple but powerful.

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## Key Concepts You Learned

- Modular Python programming
  - Functions and imports
  - Conditional logic
  - Input validation
  - UI-driven Python execution
  - CSS injection
  - Real-world app structure
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## Mental Model to Remember

Streamlit = Python script + UI reruns

No frontend/backend separation required.

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## Why this project is portfolio-worthy

- Clean structure
  - Real deployment
  - Understandable logic
  - Custom UI
  - Extendable architecture
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## You can now confidently explain:

- How your app works
- Why files are separated
- How Streamlit executes code
- How UI interacts with Python

This is **real understanding**, not tutorial memorization.