WEEKLY PROGRESS REPORT
(Week 04)
AN INTERN IN UPSKILL CAMPUS

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Domain: Python Programming

I am pleased to present you with a comprehensive report on password manager (Week 04), which provides an overview of the process, challenges, and best practices for successful create a password manager.
This report aims to make understanding of the key aspects of coding and making informed decisions in this domain.
In the 4th week of "4 Weeks of Python Programming Project", you are going to learn how to apply our knowledge to create a password manager.

Content:

Software Used:- VS Code

Why we design a Password Manager System?:-

A password manager (or a web browser) can store all your passwords securely, so you don't have to worry about remembering them. This allows you to use unique, strong passwords for all your important accounts (rather than using the same password for all of them, which you should never do).

Password managers use encryption methods to protect your passwords from hackers. This means that not even the owners of LastPass can access your saved passwords. In fact, in November 2022, LastPass was hacked, but hackers were not able to access stored passwords due to the company's encryption methods.

Explaination:-

In that project the user perform the bellow operation:-

- Add a new password
- Viewed a save password

The first step in building our application is to create a new Python project. We will use the command-line interface to create a new project and set up the project structure. Once the project is set up, we can start writing the code for our application.

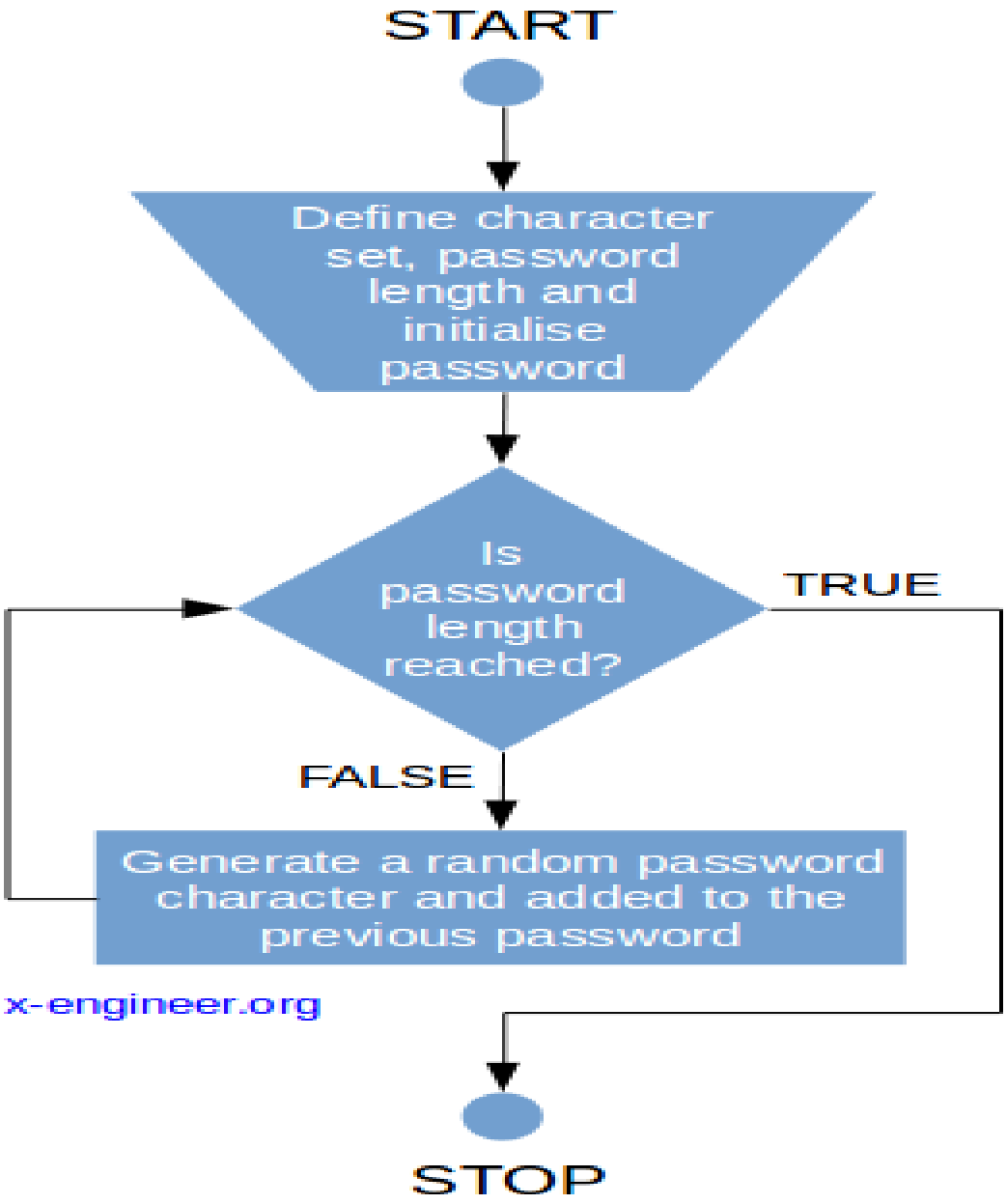
The menu will consist of two options:-

- Add a new password
- Viewed a save password

In this project I had creat a password manger which is manages the password and add a new password.

And also it shows the svaed password or shows the password which we have created

Data Flow Diagram:-



Source Code:-

```
from tkinter.ttk import *
from tkinter import *
from PIL import Image,ImageTk
import time
from tkinter import messagebox
from functools import partial
import os

root=Tk()
root.geometry("600x400+100+100")
root.title("Password Manager")
bg=Image.open("pbg.jpg")
bg=bg.resize((600,400))
bg=ImageTk.PhotoImage(bg)
canvas1=Canvas(height=600,width=600)
canvas1.create_image(0,0,anchor=NW,image=bg)
canvas1.pack()
bar=Progressbar(canvas1,orient=HORIZONTAL,length=200)
bar.place(x=200,y=300)
bar['value']=0
while bar['value']<100:
   bar['value']+=1
   root.update()
   time.sleep(0.01)
root.destroy()
shift=11
c=1
def decrypt(data):
   global shift
   decrypted=""
   for i in range(len(data)):
      char=data[i]
      if char.isupper():
         decrypted += chr((ord(char) - shift - 65) % 26 + 65)
      elif char.islower():
         decrypted += chr((ord(char) - shift - 97) %26 +97 )
      elif char.isdigit():
         num=(int(char) - shift) %10
```

```
            decrypted += str(num)
    return decrypted

def encrypt(data):
    global shift
    encrypted=""
    for i in range(len(data)):
        char=data[i]
        if char.isupper():
            encrypted += chr((ord(char)+ shift - 65) % 26 + 65)
        elif char.islower():
            encrypted += chr((ord(char)+shift - 97) %26 +97 )
        elif char.isdigit():
            num=(int(char) + shift) %10
            encrypted += str(num)
    return encrypted

def clear(menu):
    fw=open("pass.txt",'w').close()
    messagebox.showinfo("Success","Entries deleted successfully")
    menu.destroy()
    main()

def save(website,username,password):
    fw=open("pass.txt",'a')
    website=encrypt(website)
    username=encrypt(username)
    password=encrypt(password)
    fw.write(website+"|"+username+"|"+password+'\n')
    fw.close()

def add_pass(web,user,pasw,add_main):
    x=True
    website=web.get()
    username=user.get()
    password=pasw.get()
    if website=="" or username=="" or password=="":
        x=False
        messagebox.showwarning("Alert","Empty Fields not allowed")
    if x is True:
        save(website,username,password)
```

```
      messagebox.showinfo("Success","Password Added
Successfully")
      add_main.destroy()
      main()

def back(add_main):
   add_main.destroy()
   main()

def add(root):
   root.destroy()
   add_main=Tk()
   add_main.geometry("600x400+100+100")
   add_main.title("Add Password")
   bg=Image.open("pbg2.jpg")
   bg=bg.resize((600,400))
   bg=ImageTk.PhotoImage(bg)
   canvas1=Canvas(height=600,width=600)
   canvas1.create_image(0,0,anchor=NW,image=bg)
   canvas1.pack()
   ent_web=Entry(width=30, bg="#ace5ee")
   ent_user=Entry(width=30, bg="#ace5ee")
   ent_pass=Entry(width=30, bg="#ace5ee")

canvas1.create_text(160,120,text="Website",fill="#50C878",font=("
Helvetica",16,"italic bold"))

canvas1.create_text(160,180,text="Username",fill="#50C878",font=
("Helvetica",16,"italic bold"))

canvas1.create_text(160,240,text="Password",fill="#50C878",font=(
"Helvetica",16,"italic bold"))
   canvas1.create_window(340,120,window=ent_web)
   canvas1.create_window(340,180,window=ent_user)
   canvas1.create_window(340,240,window=ent_pass)

add_btn=Button(text="Add",font=("Calibri",14,"bold"),bg="#104E8B"
,fg="#E2DFD2",width=5,command=partial(add_pass,ent_web,ent_u
ser,ent_pass,add_main))
   canvas1.create_window(250,320,window=add_btn)
```

```
cancel_btn=Button(text="Cancel",font=("Calibri",14,"bold"),bg="#10
4E8B",fg="#E2DFD2",width=7,command=partial(back,add_main))
   canvas1.create_window(330,320,window=cancel_btn)
   add_main.mainloop()

def view_pass():
   filesize = os.path.getsize("pass.txt")
   menu=Tk()
   menu.geometry("600x400+100+100")
   bg=Image.open("pbg2.jpg")
   bg=bg.resize((600,400))
   bg=ImageTk.PhotoImage(bg)
   canvas1=Canvas(height=400,width=600)
   canvas1.create_image(0,0,anchor=NW,image=bg)
   canvas1.pack()
   canvas1.create_text(300,30,text="Your Saved
Passwords",font=("Calibri",25,"italic bold"),fill="#c0c0c0")
   if os.path.getsize("pass.txt")==0:
      canvas1.create_text(300,200,text="No password saved
yet",font=("Helvetica",20,"italic bold"),fill="light green")
      add_btn=Button(text="Add
password",font=("Helvetica",12),bg="#c80815",fg="white",width=13,
command=partial(back,menu))
      canvas1.create_window(290,350,window=add_btn)
   else:
      canvas1.create_text(120,100,text="Website",font=("Calibri",13,"
italic bold underline"),fill="#48d1cc")

canvas1.create_text(280,100,text="Username",font=("Calibri",13,"it
alic bold underline"),fill="#48d1cc")

canvas1.create_text(450,100,text="Password",font=("Calibri",13,"ita
lic bold underline"),fill="#48d1cc")
      fw=open("pass.txt")
      x=110
      for line in fw:
         x=x+25
         line=line.rstrip()
         sentence=line.split("|")
         website=decrypt(sentence[0])
```

```
        username=decrypt(sentence[1])
        password=decrypt(sentence[2])

canvas1.create_text(120,x,text=website,font=("Helvetica",10,"italic
bold"),fill="#b2ec5d")

canvas1.create_text(280,x,text=username,font=("Helvetica",10,"itali
c bold"),fill="#b2ec5d")

canvas1.create_text(450,x,text=password,font=("Helvetica",10,"itali
c bold"),fill="#b2ec5d")
    clr_btn=Button(text="Clear
All",font=("Helvetica",12),bg="#c80815",fg="white",width=8,comman
d=partial(clear,menu))
    back_btn=Button(text="Go
Back",font=("Helvetica",12),bg="#c80815",fg="white",width=8,comm
and=partial(back,menu))
    canvas1.create_window(240,350,window=clr_btn)
    canvas1.create_window(350,350,window=back_btn)
  menu.mainloop()

def check(ent_pass,pas):
  global c
  ans=ent_pass.get()
  if ans == "python07":
    messagebox.showinfo("Success","Welcome!")
    pas.destroy()
    view_pass()
  else:
    if c<3:
      ent_pass.delete(0,'end')
      x=3-c
      messagebox.showwarning("Incorrect",f"Password
Incorrect\n{x} try left")
      c=c+1
    else:
      messagebox.showerror("Login Failed","No more try left")
      pas.destroy()
      main()

def view(root):
  root.destroy()
```

```
   pas=Tk()
   pas.geometry("200x120+500+300")
   lab=Label (pas,text="Enter Password",font= ("Arial",12,
UNDERLINE))
   lab.pack(pady=10)
   ent_pass=Entry(pas,show="*")
   ent_pass.pack(pady=5)

submit=Button(pas,text="Login",command=partial(check,ent_pass,
pas))
   submit.pack(pady=10)
   pas.mainloop()

def exit(root):
   root.destroy()

def main ():
   root=Tk ()
   root.geometry("600x400+100+100")
   bg=Image.open("pbg2.jpg")
   bg=bg.resize((600,400))
   bg=ImageTk.PhotoImage(bg)
   canvas1=Canvas (root,height=400, width=600)
   canvas1.create_image (0,0, anchor=NW,image=bg)
   canvas1.pack()
   add_img=Image.open("pass2.jpg")
   add_img=add_img.resize((80,80))
   add_img=ImageTk.PhotoImage(add_img)
   view_img=Image.open("vpass.png")
   view_img=view_img.resize((75,75))
   view_img=ImageTk.PhotoImage(view_img)
   btn=Button (text="Add new password",bg="#40B5AD",
fg="#162252", width=18, command=partial(add,root), font=
("Helvetica 13 italic bold"), relief="raised")
   btn2=Button (text="View saved passwords",bg="#104E8B",
fg="#E2DFD2", width=20, command=partial(view,root), font=
("Helvetica 13 italic bold"), relief="raised")
   exit_btn=Button(text="Exit",command=partial(exit,root),
font=("Helvetica",12,"bold italic"),bg="#c80815", fg="white",width=5,
relief="raised")
   canvas1.create_image(140,100, anchor=NW,image=add_img)
   canvas1.create_window(335,140, window=btn)
```

```
    canvas1.create_image(142,230, anchor=NW,image=view_img)
    canvas1.create_window(345,265, window=btn2)
    canvas1.create_window(530,370, window=exit_btn)
    root.mainloop()
main ()
root.mainloop()
```

Summery: -

The Password Manager Project aims to create a secure and user-friendly application for managing and storing passwords. It addresses the increasing need for robust security measures in an era where digital identities are vulnerable to hacking and data breaches.