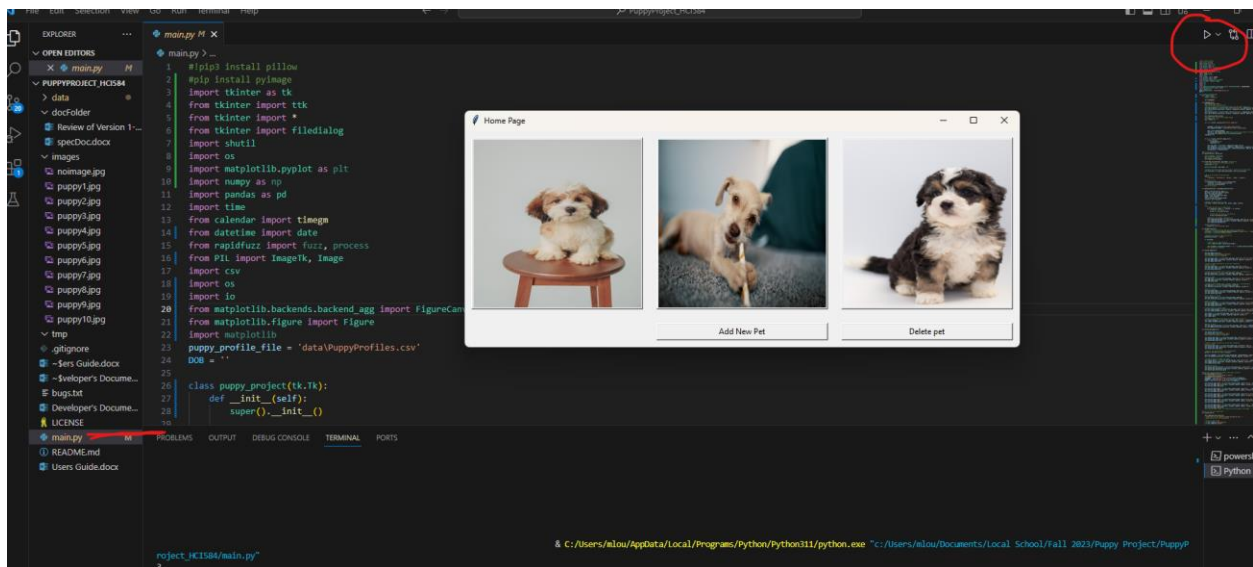


Puppy Project User's Guide

Before you begin, please install Pillow with pip. You can do this by running **pip install pillow** in a command line.

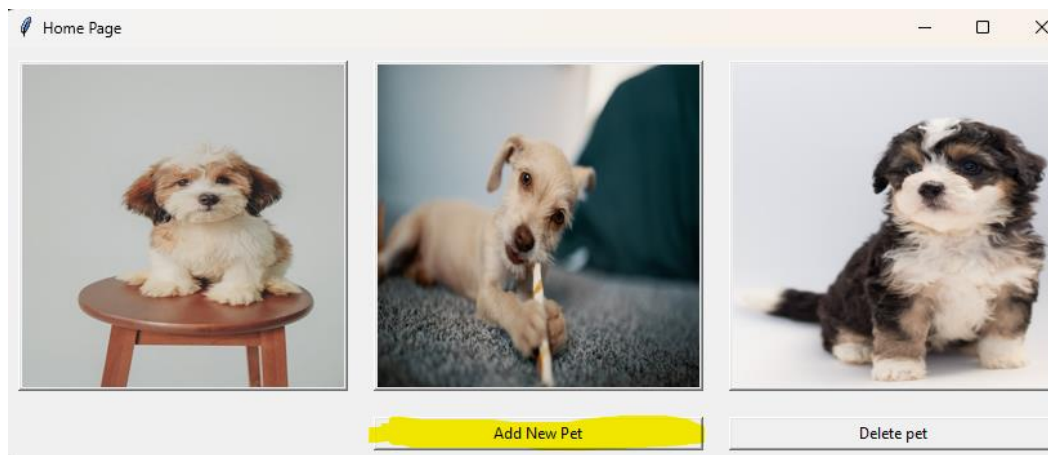
If using Visual Studio Code. You will select the 'main.py' file and click "Run Python File." This will then open the home page with prebuilt pets. Please see my screenshot below showing the homepage with prebuilt pets:



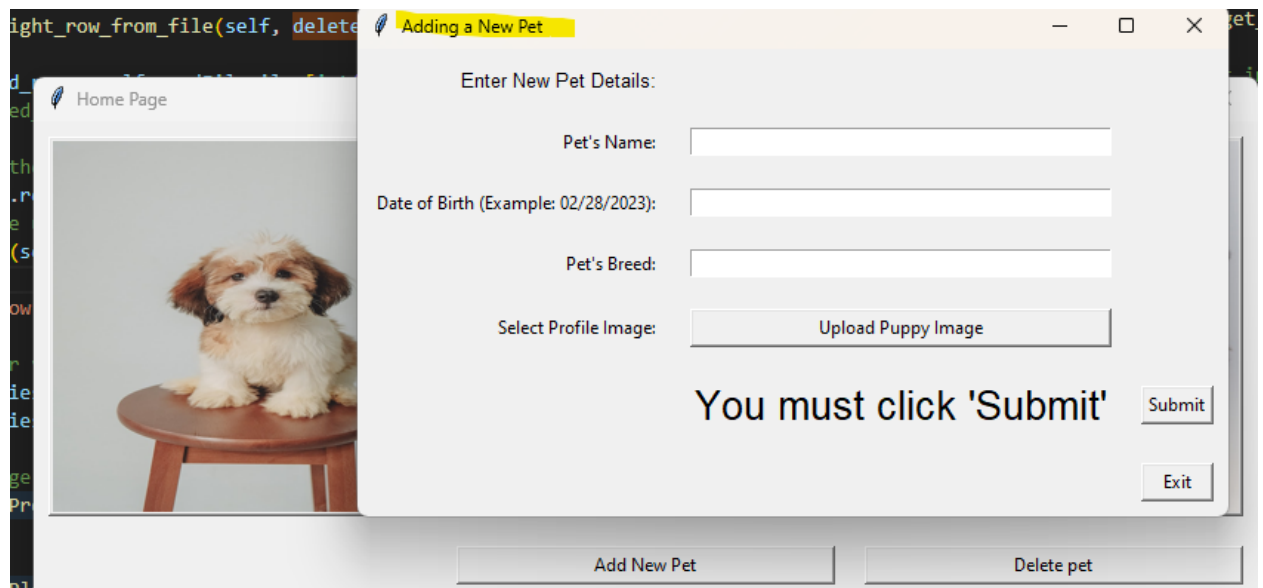
From here, you can click on an existing pet per their image, add a new pet, or delete an existing pet.

Add a new pet:

First we'll add a new pet by clicking on "Add New Pet" button:



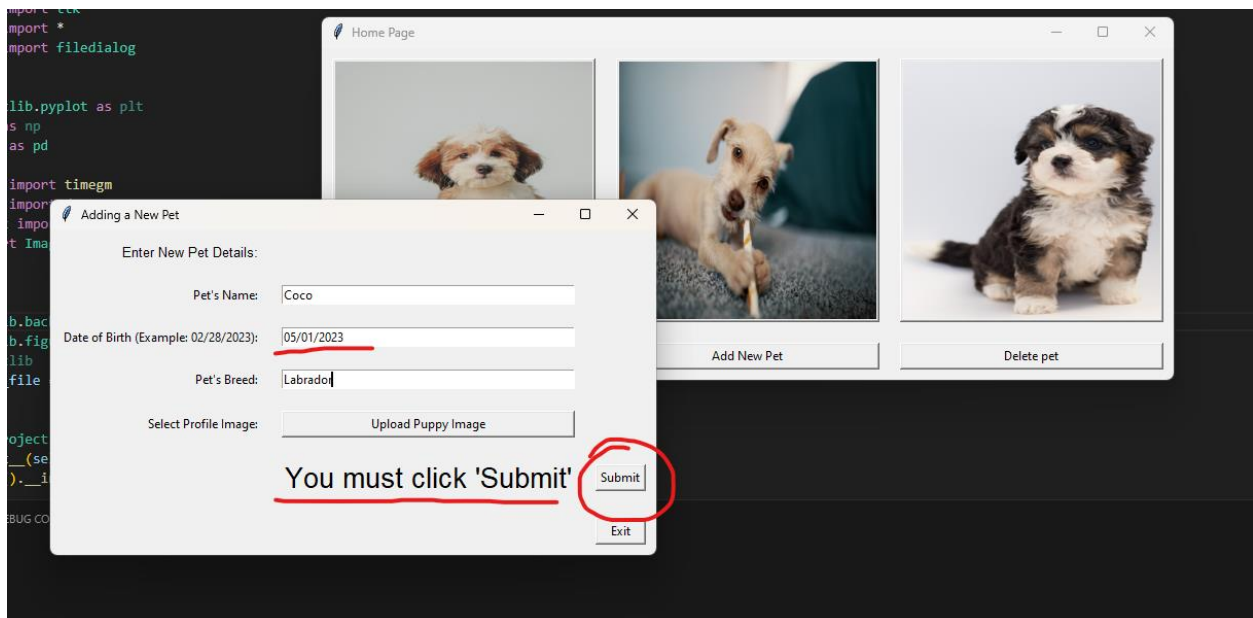
Here you'll be presented with a screen that asks for the pet's information:



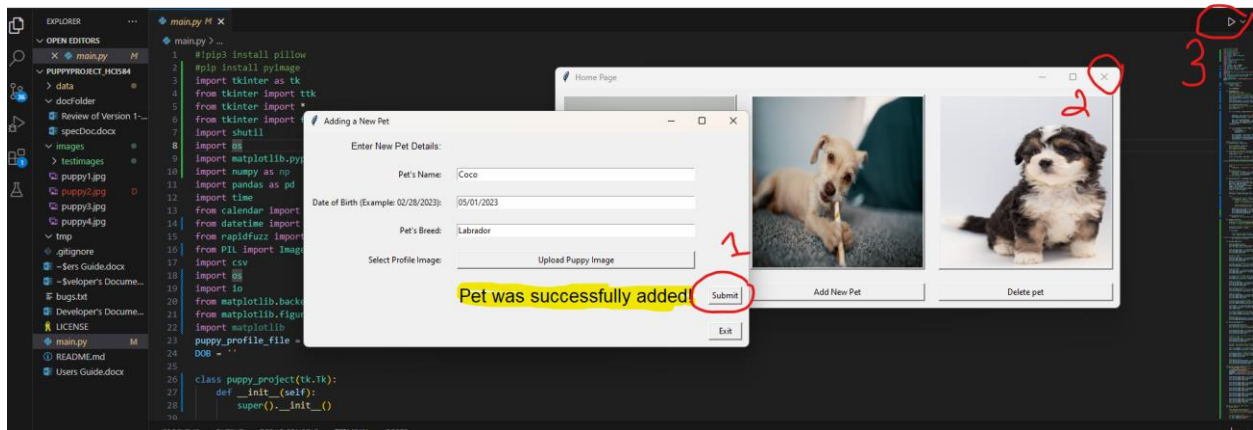
Enter the Pet's Name, Date Of Birth must be in the following format '02/28/2023,' and the Pet's Breed.

Please note:

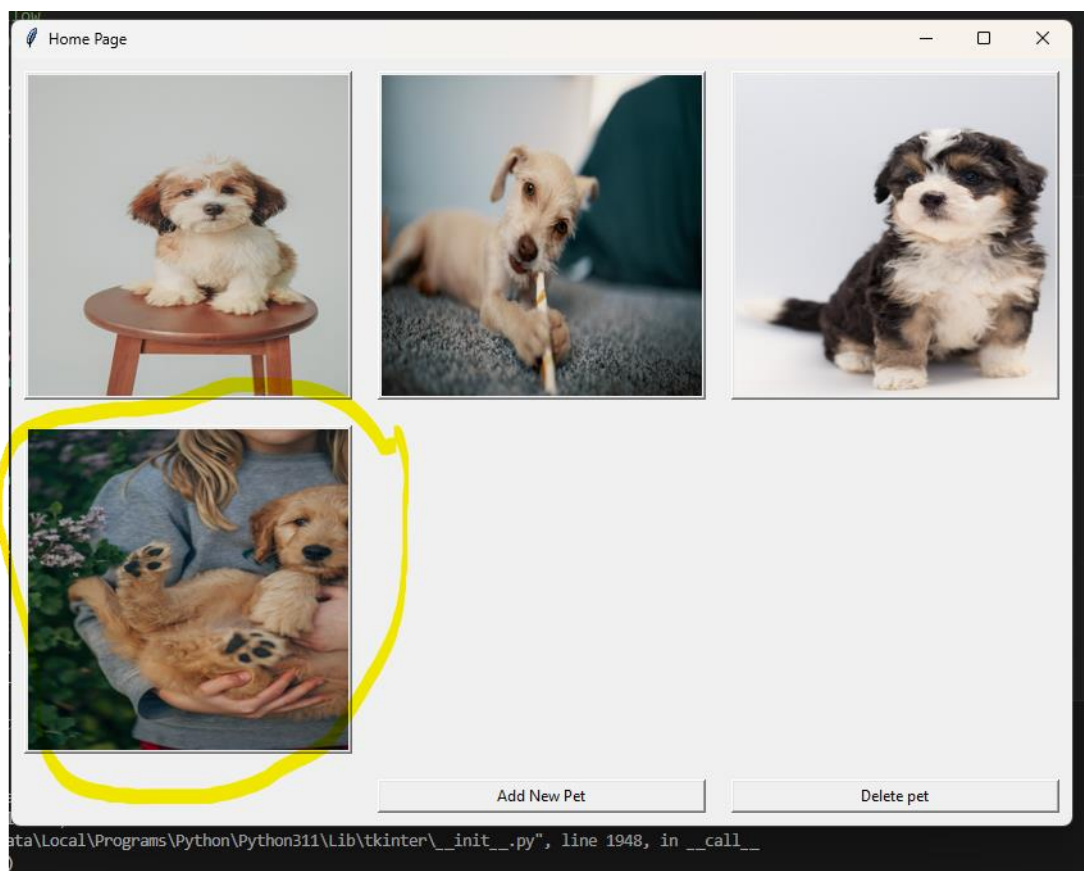
Once you search for an image under "Select Profile Image" this will automatically add the image you select to the "images" folder, but will not add the pet until you click on the "Submit" button. You must add an image! The "Add New Pet" screen may hide behind your other screens so you'll need to go back to this screen to complete adding the pet. Please see the fields below:



Once you've added your new pet, you'll see a message, highlighted in yellow in my screenshot below that say's the pet has been added. However, you'll need to exit the application, and re-run it again in Visual Studio Code in order for you to see the new pet added. Please see my screenshot below for steps:

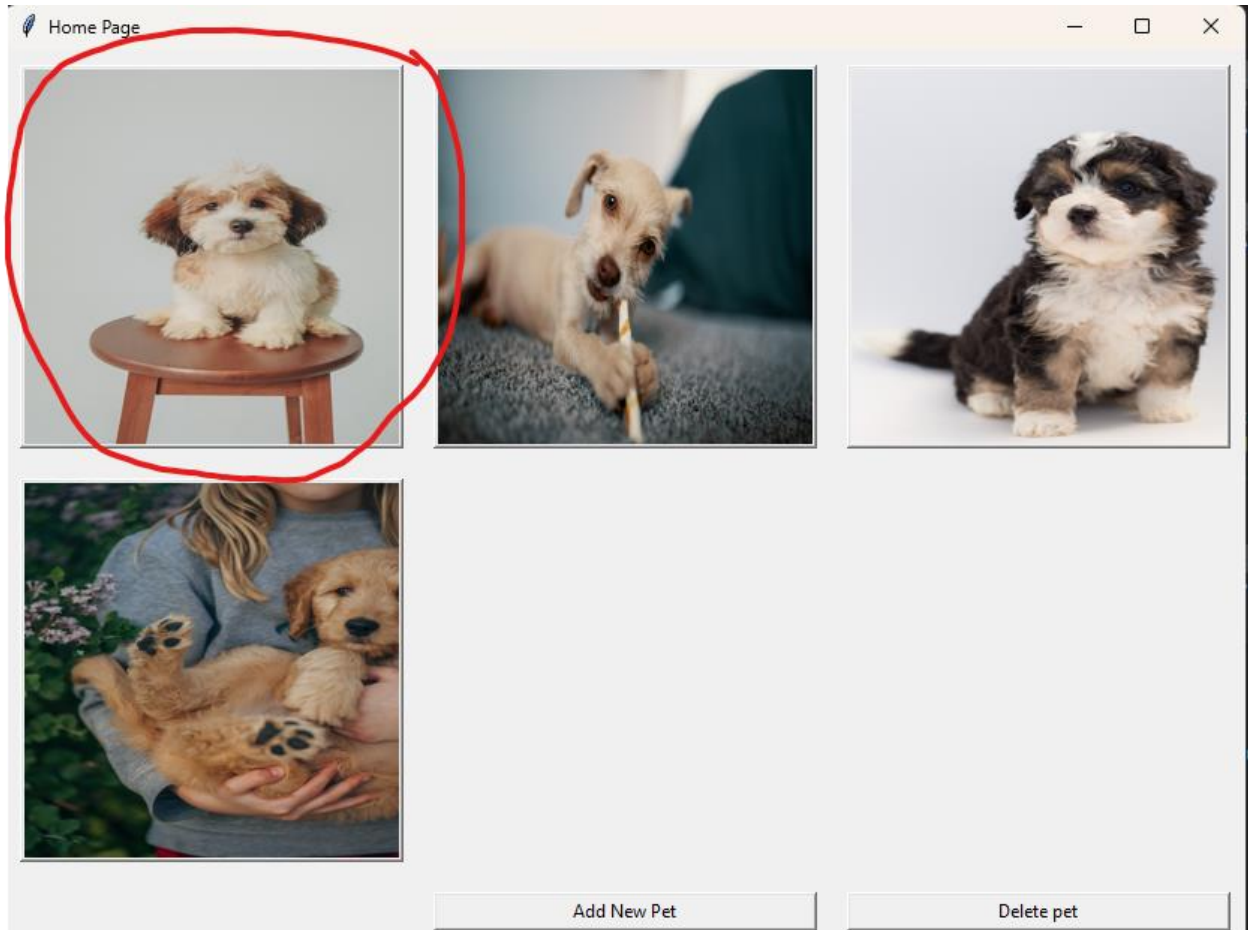


Once you run the application again in Visual Studio Code, you'll now see the new pet was added. Please see my screenshot below showing a fourth pet was added:

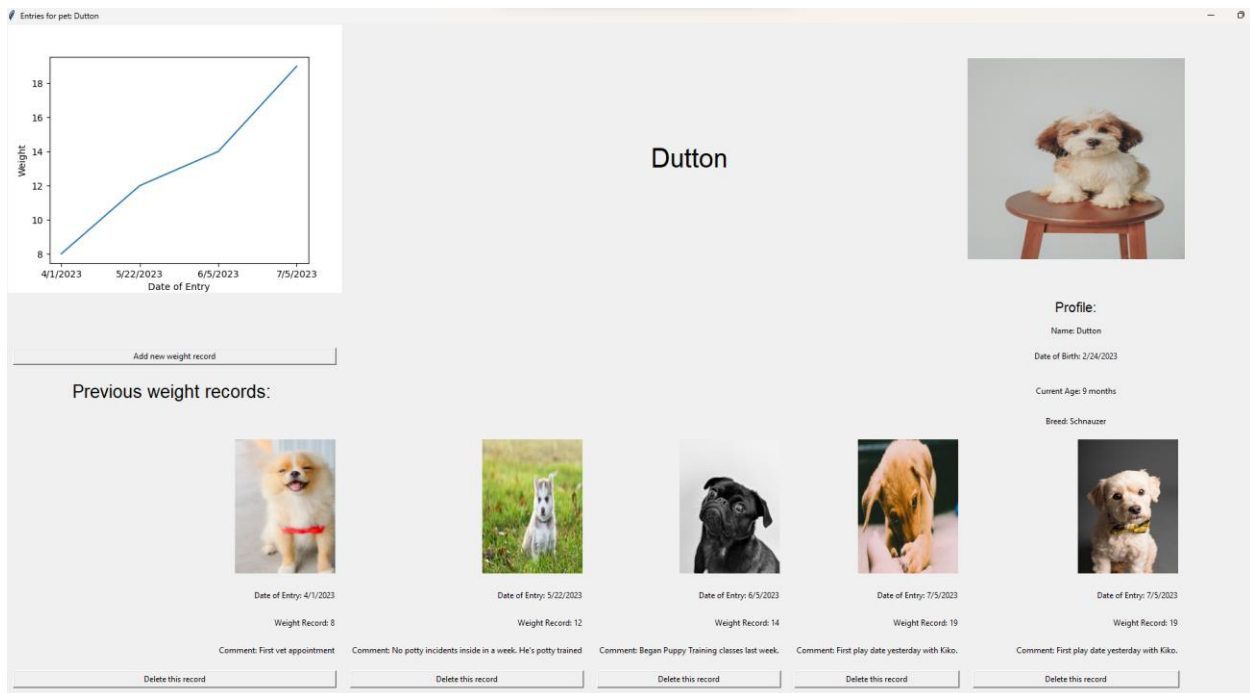


Entries for Pet Page:

Now we'll click on any of the pet's so we can see their information including profile and previous weight records. In my example below, I'll click on the first pet, Dutton.

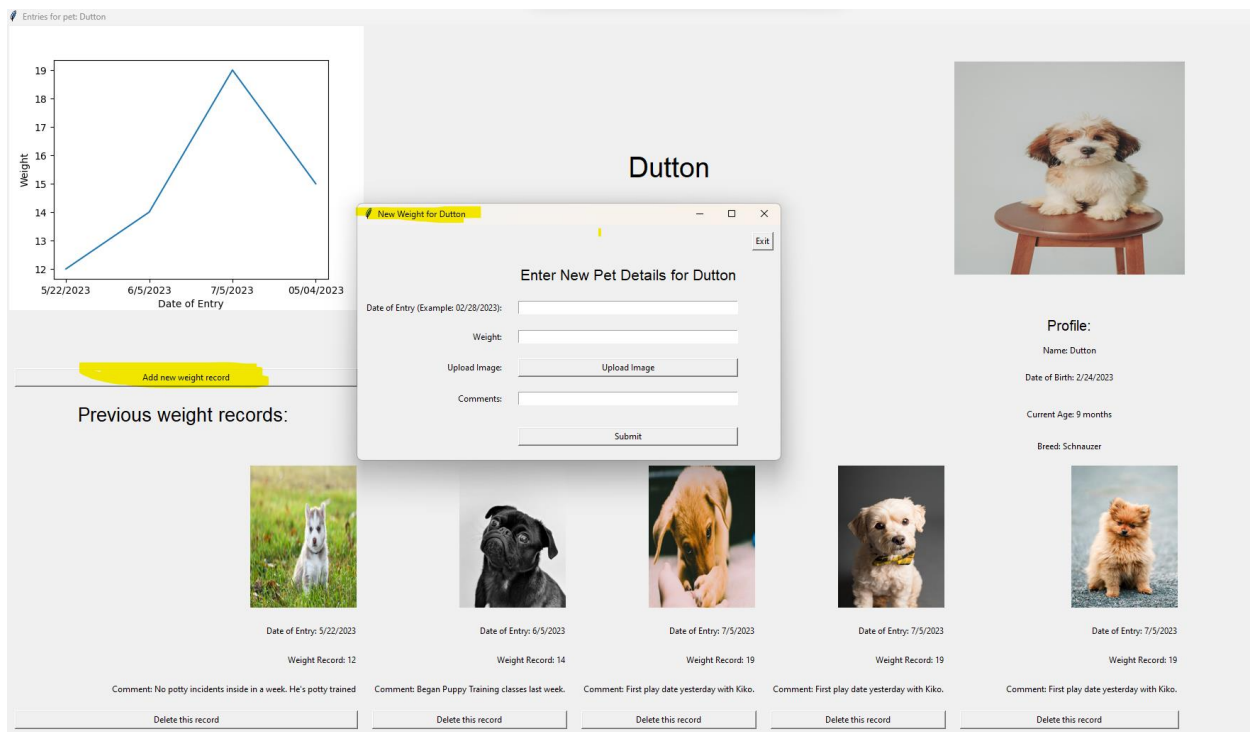


Here we can see the pet's profile information on the right side, with his profile image on the upper right corner. On the left, we can see a graph showing his weight. On the bottom portion of the screen, we can see the "Previous weight records" section which is made up of tiles of all of the previous weight records for this pet. We can also delete a weight record or we can add a new weight record. You also have the option to scroll down on this page to see more entries if applicable. Please see my screenshot below showing an example of this page:



Add New Weight Record for Pet:

Next, we'll add a new weight record to show on the graph, by clicking on the "Add new weight record" button. Below is an example screenshot of this page:

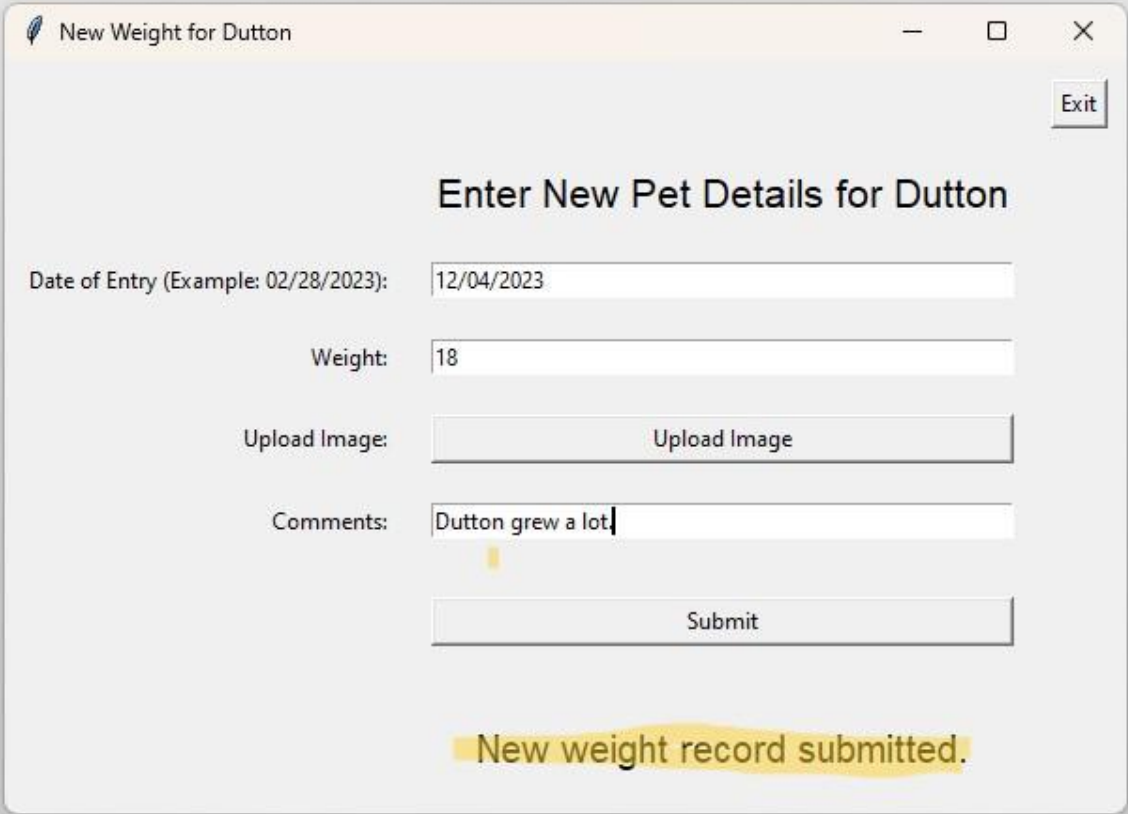


On the “New Weight for Dutton” screen, we’ll enter the Date of Entry. This is the date the pet was weighed. The date format must be in 02/28/2023 format.

You’ll then add a new weight for that day as an integer, e.g. 12 for 12 pounds, a comment and upload an image. Please note:

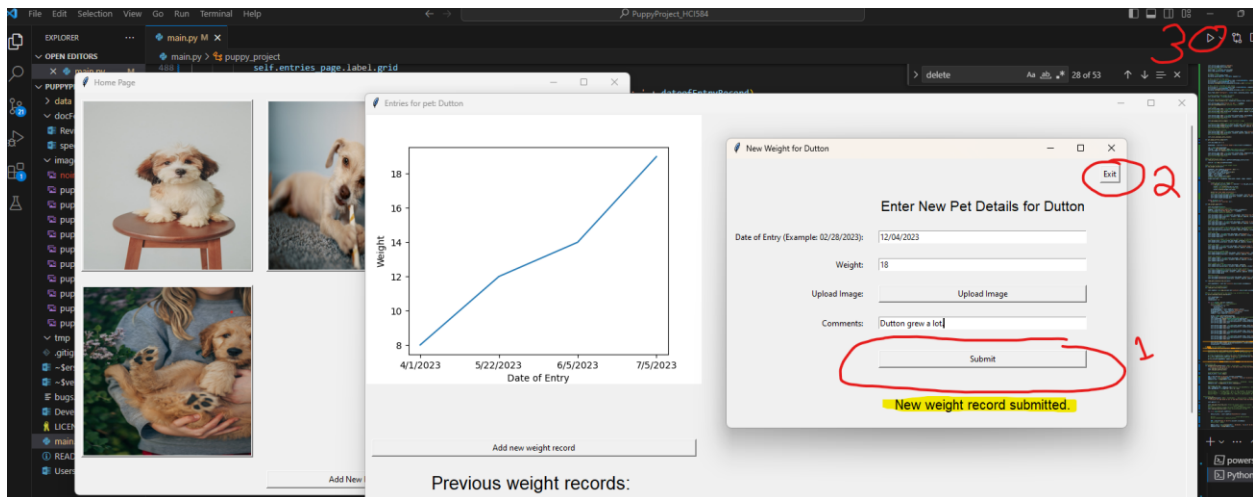
Once you search for an image under “Upload Image” this will automatically add the image you select to the “images” folder, but will not add the weight record until you click on the “Submit” button. You must select an image! The “New Weight for Dutton” screen may hide behind your other screens so you’ll need to go back to this screen to complete adding the weight record.

Once you click on “Submit” the new weight record will be added and you will be notified. Please see my screenshot below:

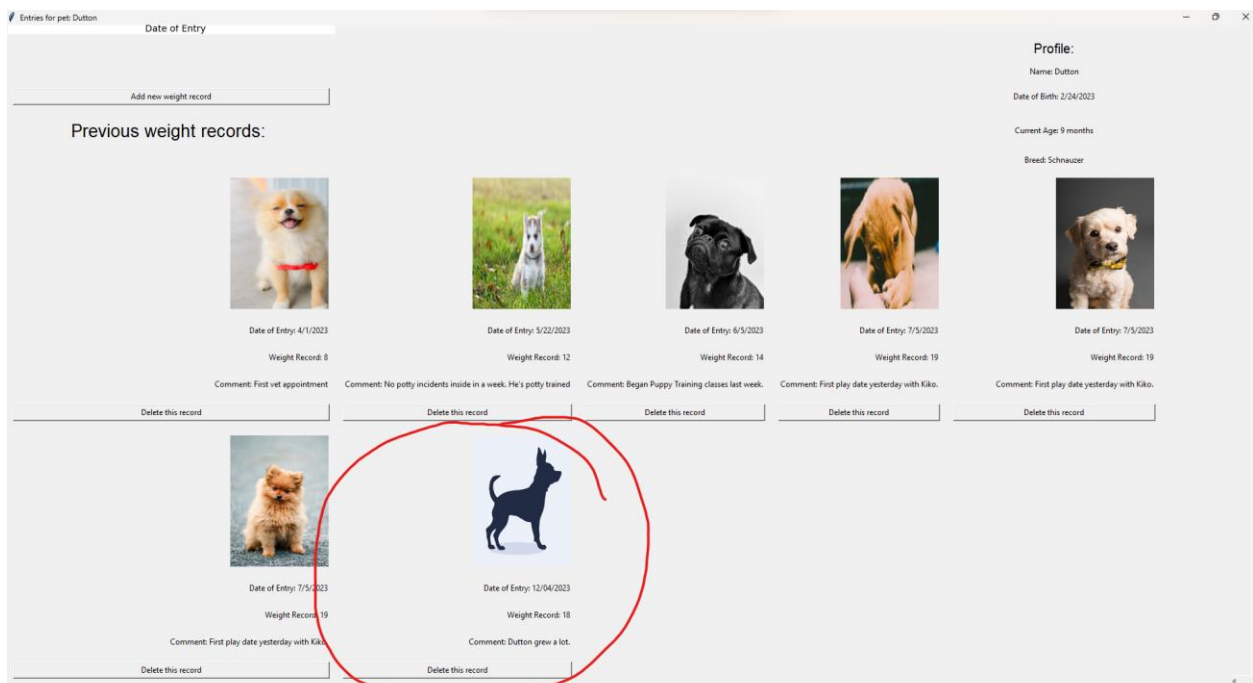


The screenshot shows a window titled "New Weight for Dutton" with standard Windows window controls (minimize, maximize, close) in the top right corner. An "Exit" button is located in the top right corner of the window's content area. The main heading is "Enter New Pet Details for Dutton". Below this, there are four input fields: "Date of Entry (Example: 02/28/2023):" with the value "12/04/2023", "Weight:" with the value "18", "Upload Image:" with an "Upload Image" button, and "Comments:" with the text "Dutton grew a lot!". Below the comments field is a "Submit" button. At the bottom of the window, a yellow message box displays the text "New weight record submitted.".

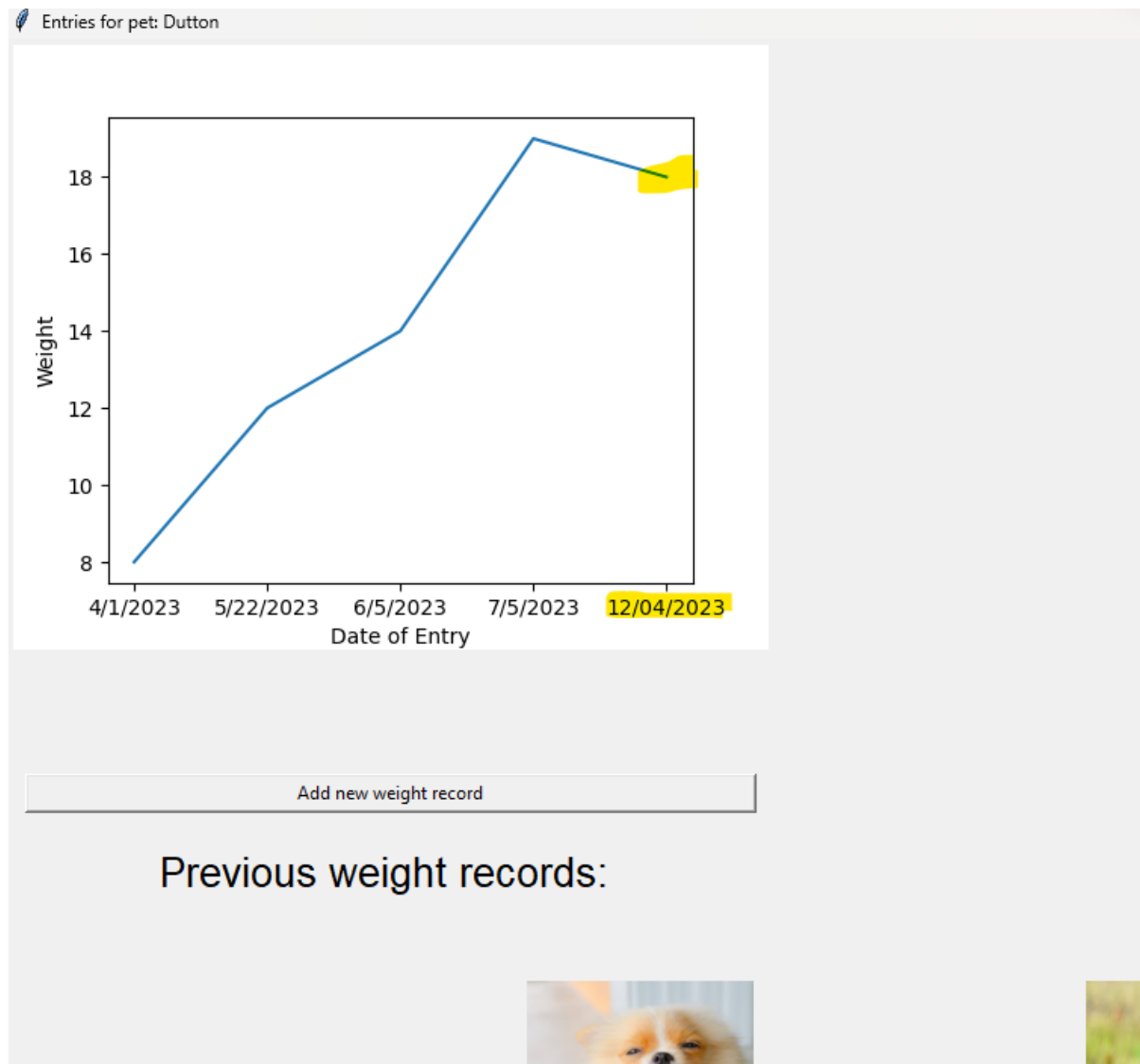
Once you see this message “New weight record submitted” you’ll know the new data was added. However, we need to close the application, and re-run the application again from Visual Studio Code to see the new weight added. Please click on the Exit button on the “New Weight for Dutton” screen, then re-run the application.



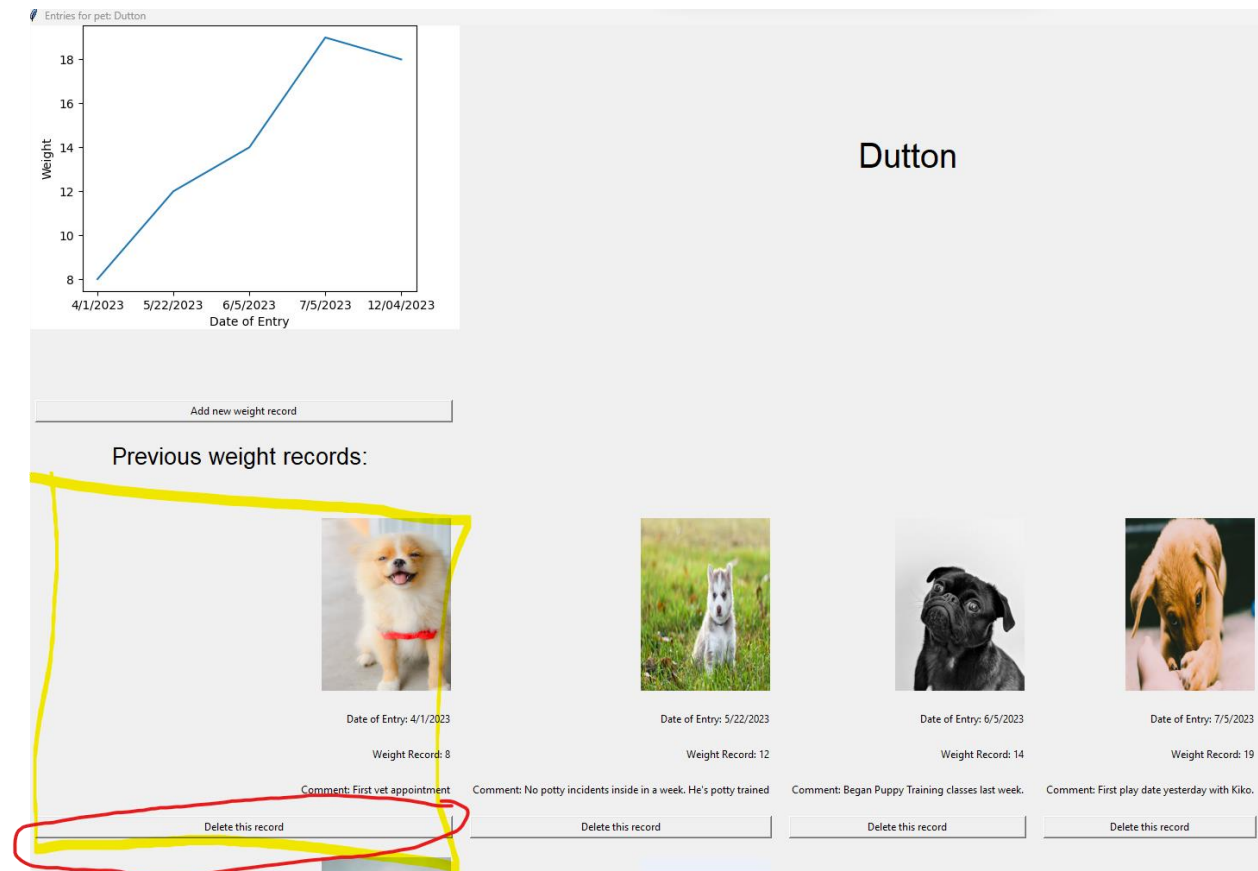
Once you run the application again, you can go back to the pet record, e.g. Dutton, and scroll down, if applicable, to see your new record. You can also see the graph has been updated. Please see my new record added:



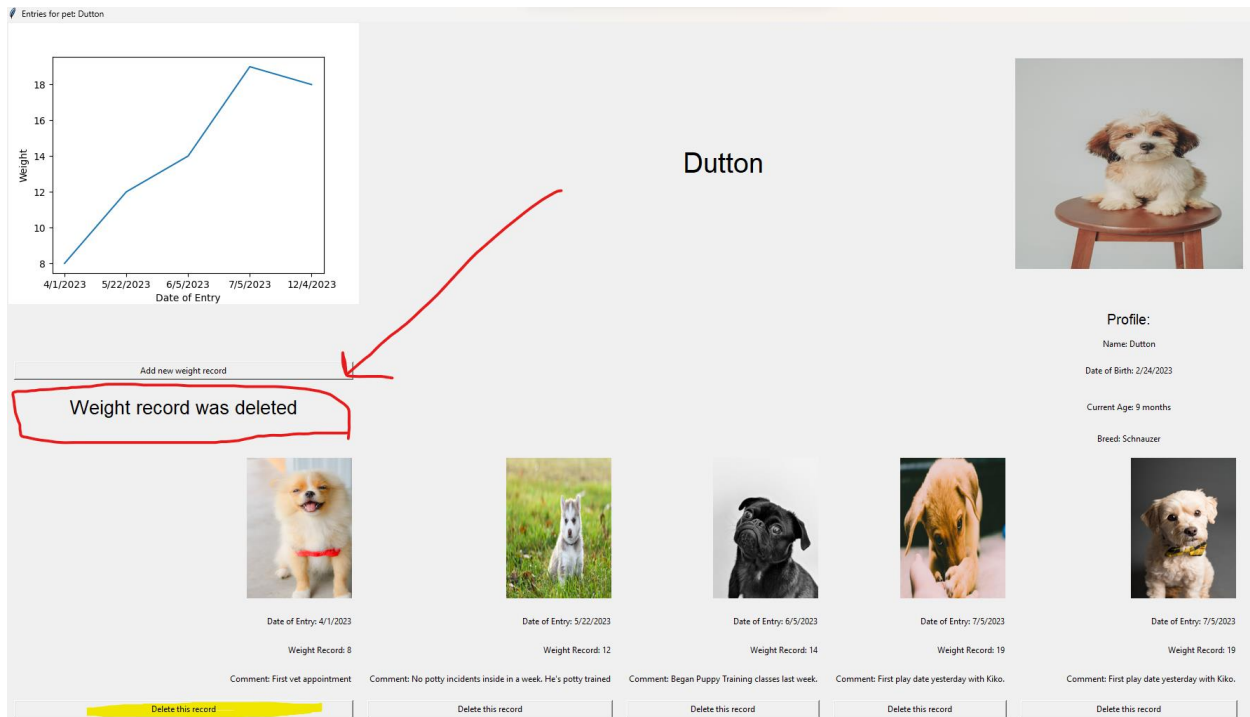
Here is the graph updated:



Next we'll delete a previous weight record. In my example below, we'll click on Dutton again, and delete the first weight record. In my screenshot below, you'll see the entire section that will be deleted highlighted in yellow:

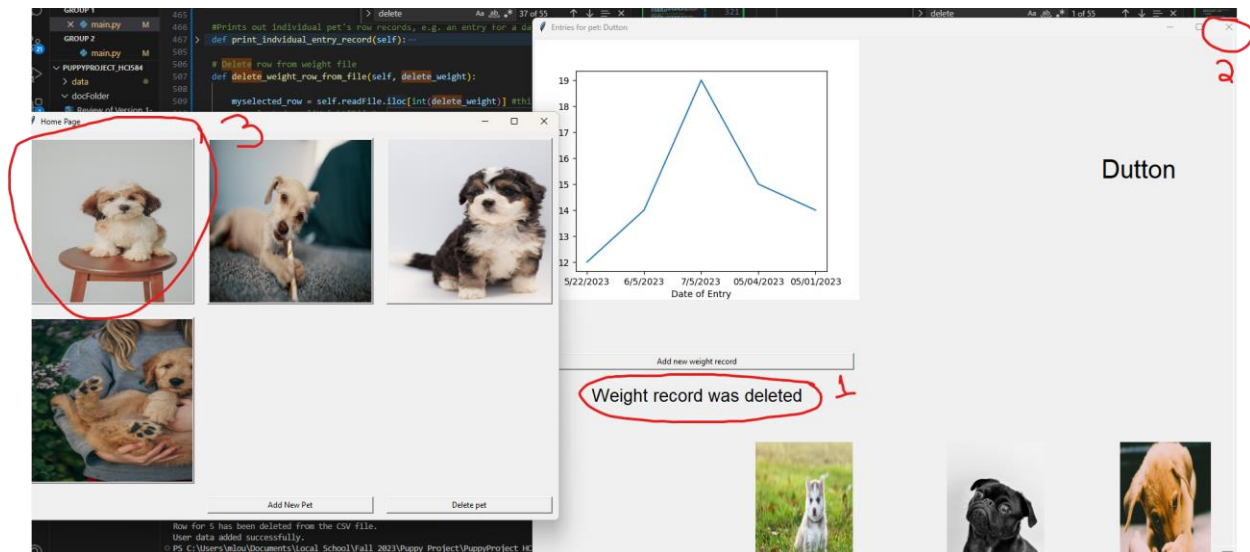


You'll click on "Delete this record." Once you click on "Delete this record" you'll then see a message that says "Weight record was deleted" on the left side. Please see my screenshot below showing the message:

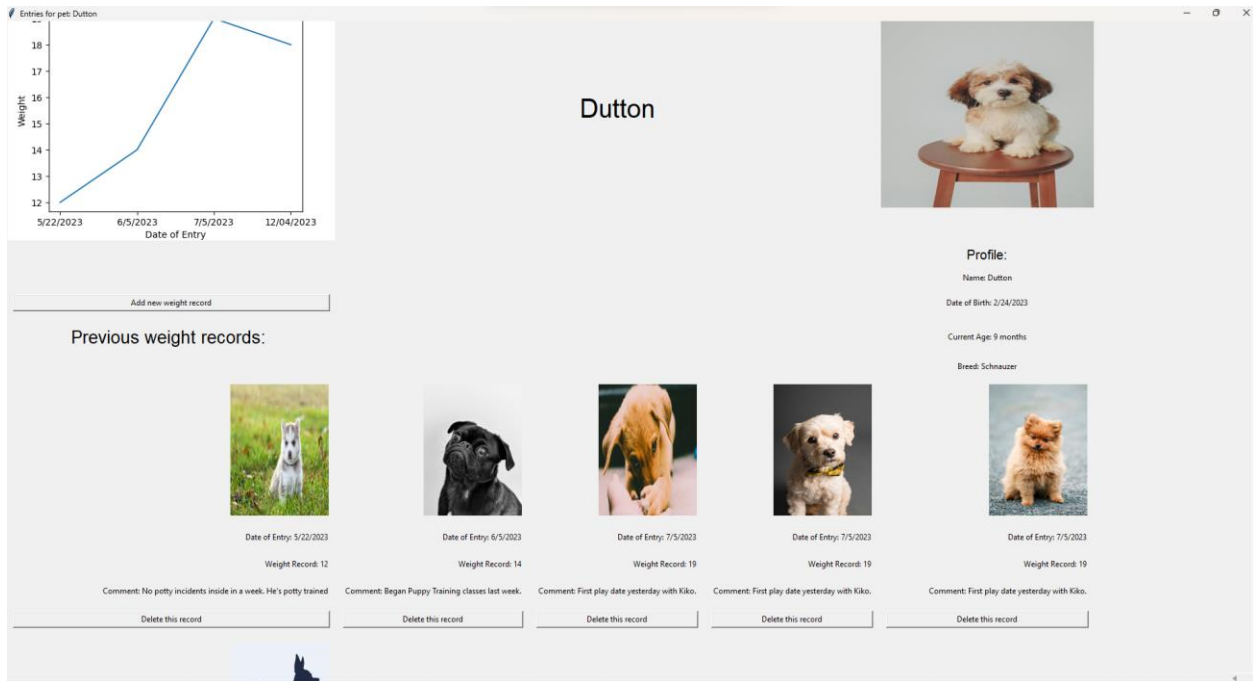


Please note: *You will then need to close the application entirely, and re-run it in Visual Studio Code to see the deletion.*

Another option is to close the "Entries for pet" page, go back to the "Home page" and this will refresh your pet's page showing the deletion. Please see my screenshot below showing these steps:

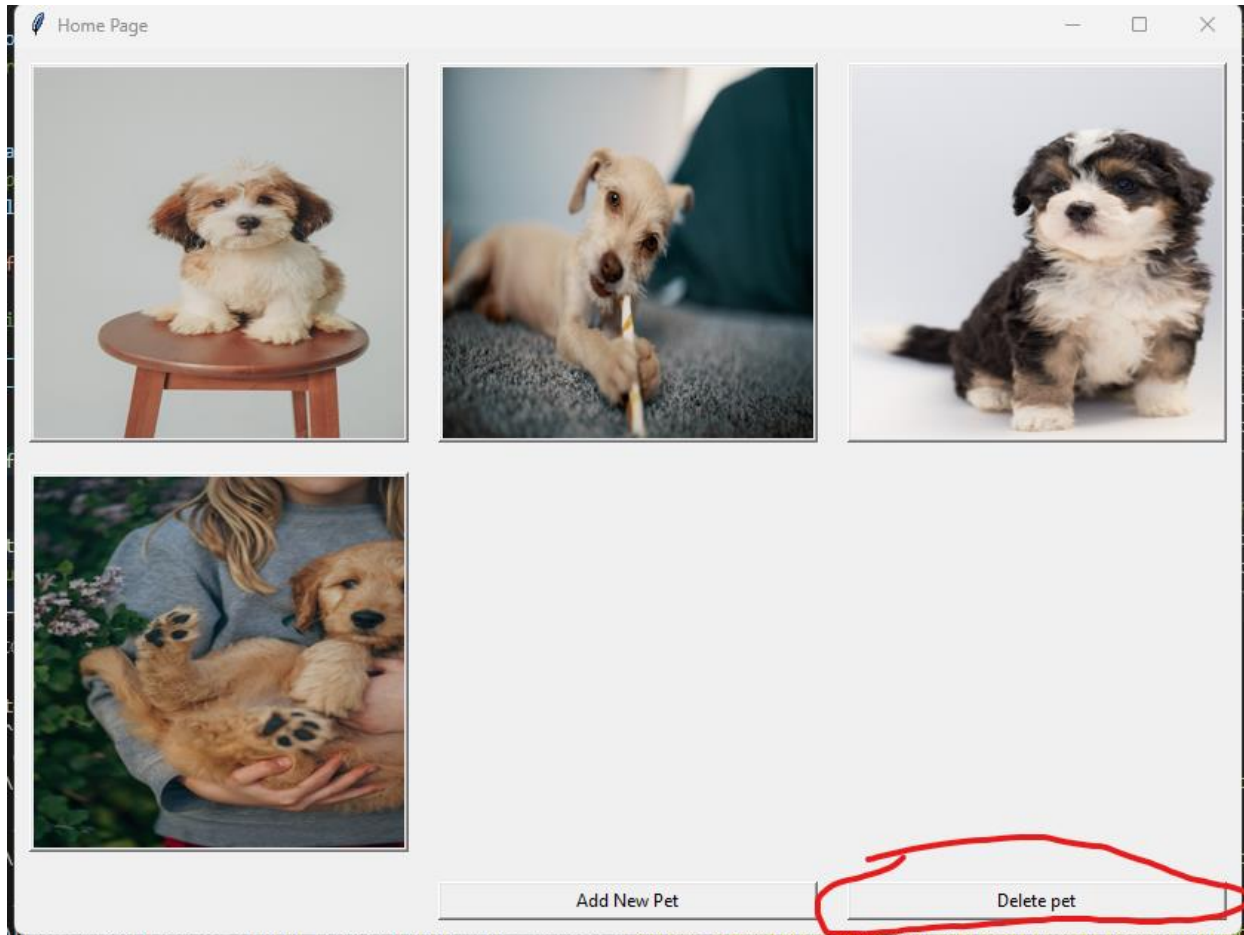


Either way you do this, this will refresh the pet's page and you will see the record is deleted. Please see my screenshot example below no longer showing the record on this page:

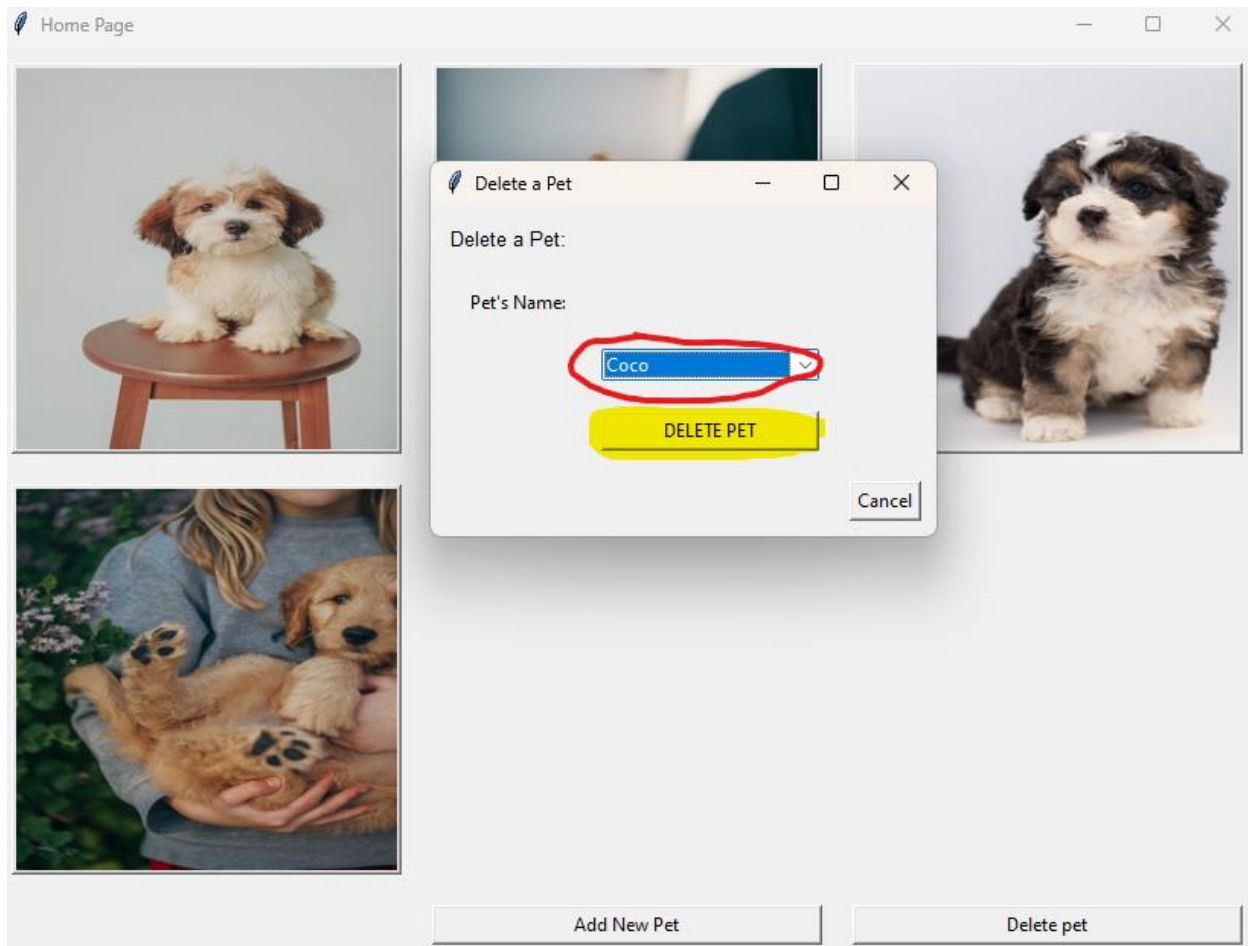


Deleting a Pet:

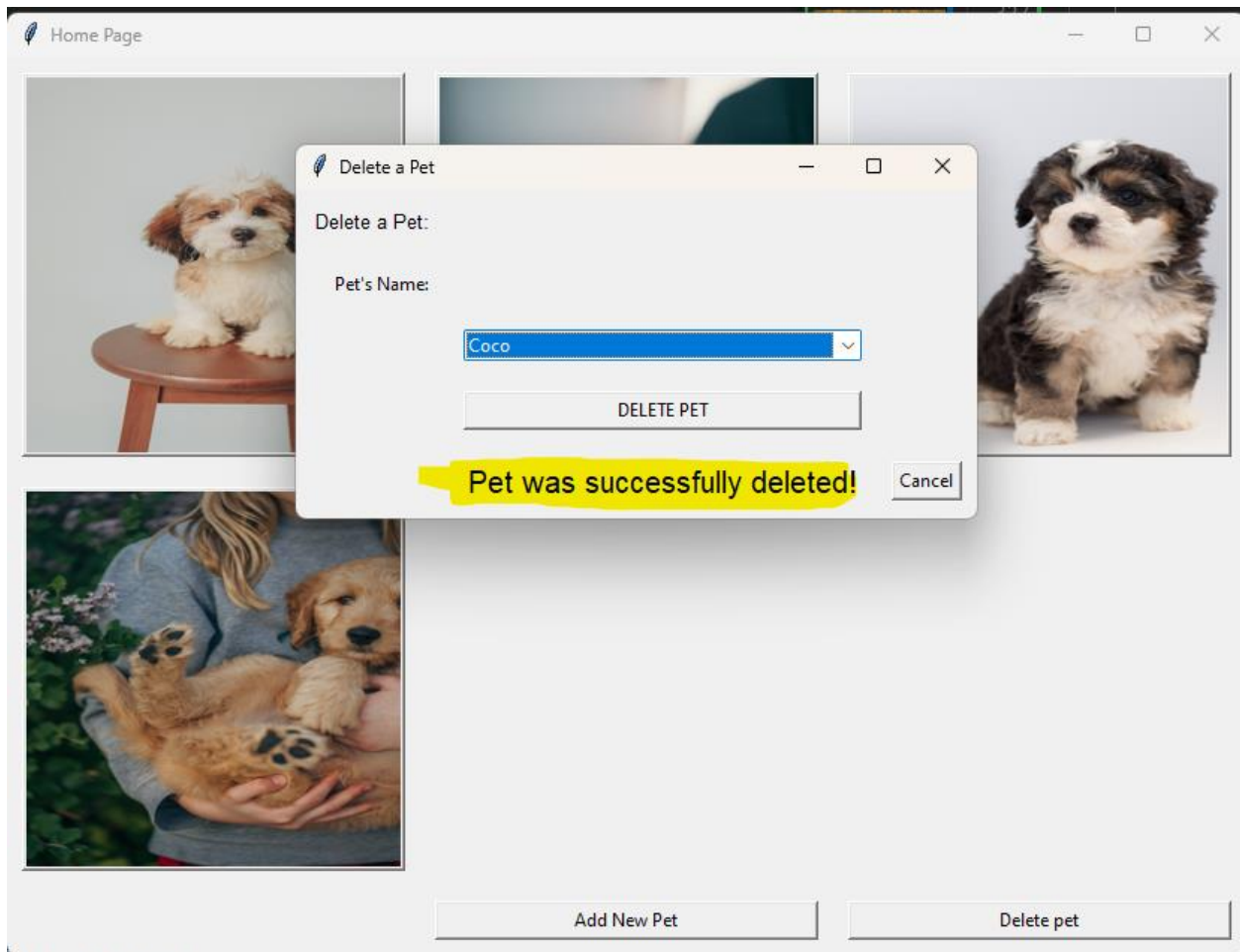
You can now close your “Entries for Pet” page and return to the home page. Now we will delete a pet. From the home page, you’ll click on the “Delete pet” button shown in my screenshot below:



In the next screen, you'll be presented with a drop down to select from. You'll select the pet you want to delete via name, and click on the "DELETE PET" button. Please see my screenshot below as I delete the new pet I created earlier, Coco:



You will then see a message display that says “Pet was successfully deleted!”



Please note: You will need to close the application completely, and re-run the application using Visual Studio Code to see the update.

Once you re-run the application, you will see the pet was deleted. You can see in my screenshot below, the fourth pet was deleted:

