

UNIVERSITI TEKNOLOGI MARA (UITM), CAWANGAN KEDAH, KAMPUS SUNGAI PETANI

COLLAGE OF COMPUTING, INFORMATIC AND MATHEMATIC

DIPLOMA IN LIBRARY INFORMATIC (CDIM144)

PROGRAMMING FOR LIBRARIES (IML208)

ASSINGMENT I: INDIVIDUAL ASSIGMENT- REPORT ON SIMPLE COMPUTER INTERFACE (LIBRARY ORGANIZER)

PREPARED BY:

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SUBMISSION DATE: 4TH JANUARY 2024

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Course Code: IML208
Programme Code:-

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ACKNOWLEDGEMENT

Assalamulaikum w.b.t

First and foremost, I would like to praise and thank the almighty god for providing me with the strength, time and patience. As a result of his blessing, I was able to completed his assignment flourishingly. Without his blessing, I would not get this far. With all of my full commitment and responsibility, I will produce a good assignment with all of my strength.

Secondly, I would like to express my gratitude to the lecturer that helped me in this assignment, Mr. Airul Shazwan Bin Norshahimi, because this assignment would not have been completed properly without his guidance. He always there to support and guide me on how to complete this assignment with full of patience and clear instruction to produce good results. He was a huge inspiration to me as i worked on this project. I would also like to thank him for teaching me this course.

Last but not lease, I would like to show thanks to my loving family for their encouragement and prayers that have kept me going till now. They have always been there for me, give us a call lending their ears for me to keep me going up. I hope my effort was worth it and will help me to get good grade for my final results. After doing this assignment I have learned new things that I never knew before. May this assignment will provide me something and help me in the future.

Table Of Contents

Contents

ACKNOWLEDGEMENT	iii
Table Of Contents	iv
1.0 INTRODUCTION	
2.0 FLOWCHART	2
2.1 Enter Data Flowchart	2
2.2 Book Loan Flowchart	3
3.0 PYTHON TKINTER CODE	4
4.0 GRAPHIC USER INTERFACE	13
5.0 DATABASE	18
5.1 Browse	18
5.2 Structure	18
6.0 CONCLUSION	19
7.0 REFERENCE	20

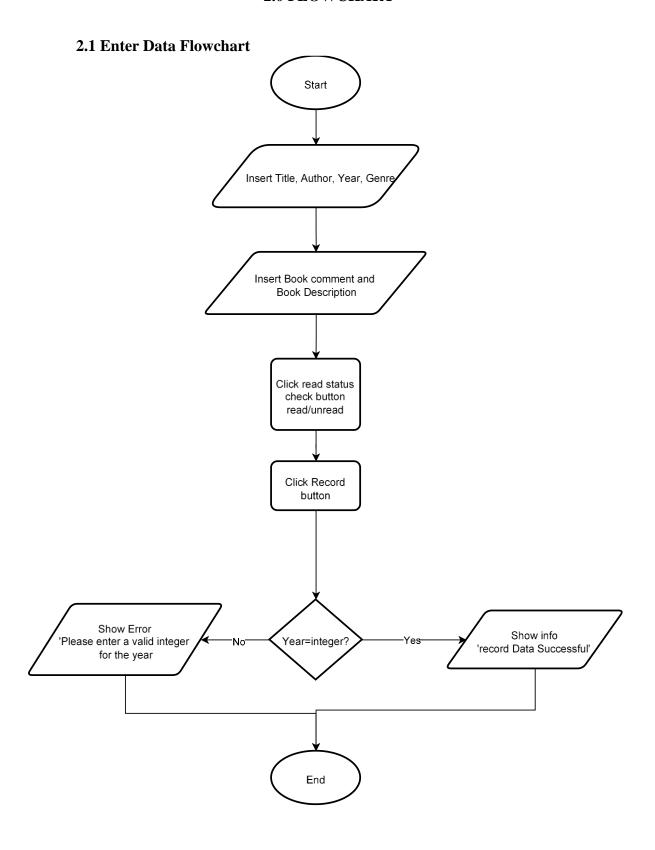
1.0 INTRODUCTION

In this individual assignment, the simple computer interface that I choose to make is called 'library personal organizer'. The reason that I choose to make this library organizer is because I'm inspired to do it when I first watch this suggestion in the google, and the reason of that is because I dream that when I have my own house, I would want my personal library so without a doubt that I would need a library organizer for that as I'm library student learned to arrange books systematically and I want to practice that in real life. Basically, the system library organizer will record all your book data to the database so you can keep track on all of your books. Other than that, it will record the information of a person who want to loan it so you would know who loan your books at the moment.

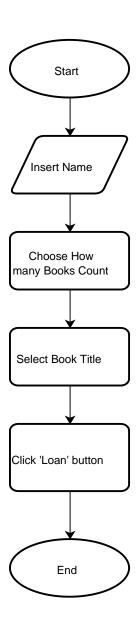
Now, you might wonder what does the data that user might insert into this system to record it in the database, firstly to record your book you need to insert your book title, author, year, then genre after that it optional for you to insert book comment and book description. After that you have to click on read or unread check button and lastly click on 'enter data' button to record your data. After you record your data, you can see your book record on the book list frame below.

Then if there are people want to loan your books, they need to put a simple information to record, such as name, numbers off books that he wants to loan and the books name. after that you have to click 'loan button' to record it and it also will automatically count how much you have to pay based on how many books you loan. However, there are some rules to loan books such as one book equal to RM 0.50, maximum loan at one time only 5, then books must be return after 3 weeks and lastly if the is loss the borrower need to pay full price of the books.

2.0 FLOWCHART



2.2 Book Loan Flowchart



3.0 PYTHON TKINTER CODE

```
import tkinter as tk
import array
from tkinter import ttk
from tkinter import messagebox
from tkinter import font
import os
#import pandas as pd
#df=pd.read_excel("C:\Users\user\Documents\source_code\colours.xlsx") # Path
of the file.
#my_list=df['Color Name'].values.tolist()
#from tkinter import PhotoImage
import mysql.connector
def refresh_window():
   # Redraw the window
    os.popen("assingment2.py")
    #print("Refresh completed.")
    root.destroy()
def update book list():
   mycursor.execute("SELECT * FROM book")
    books = mycursor.fetchall()
    # Clear existing items in the listbox
   book_list.delete(0, tk.END)
    # Insert fetched data into the listbox
    for book in books:
        book list.insert(tk.END, book)
# Create a cursor object to execute SQL queries
mydb = mysql.connector.connect(
    host="localhost",
    user="root",
    password="",
    database="book_entry"
mycursor = mydb.cursor()
```

```
def enter data():
    title value = title entry.get()
    author_value = author_entry.get()
    year value = (year entry.get())
    genre value = genre combobox.get()
    comment_value = comment_entry.get("1.0", tk.END) # Use get("1.0", tk.END)
for Text widget
    book desc value = book desc entry.get("1.0", tk.END)
    read_status_value = read_status_var.get()
    sql= 'INSERT INTO book (title, author, genre, year, comment,
description, status ) VALUES (%s, %s, %s, %s, %s, %s, %s)'
    val= (title_value, author_value, genre_value, year_value, comment_value,
book desc value, read status value)
    mycursor.execute(sql, val)
    mydb.commit()
    if not year_value.isdigit():
        messagebox.showerror("Error", "Please enter a valid integer for the
year.")
    else:
        update book list()
        entered_data = f"TITLE: {title_value}\nAUTHOR: {author_value}\nGENRE:
{genre_value}\nYEAR: {year_value}\nCOMMENT: {comment_value}\nBOOK DESCRIPTION
: {book_desc_value}\nREAD STATUS: {read_status_value}\n"
        entry_data.config(state='normal')
        entry_data.delete(1.0, tk.END)
        entry_data.insert(tk.END, entered_data)
        entry_data.config(state='disabled')
        messagebox.showinfo('Sucess', 'Record Data Sucessful')
    #entered data = f"TITLE: {title value}\nAUTHOR: {author value}\nGENRE:
{genre_value}\nYEAR: {year_value}\nCOMMENT: {comment_value}\nBOOK_DESCRIPTION
: {book_desc_value}\nREAD STATUS: {read_status_value}\n"
    #entry_data.config(state='normal')
    #entry_data.delete(1.0, tk.END)
    #entry_data.insert(tk.END, entered_data)
    #entry_data.config(state='disabled')
```

```
try:
        # Show success message
        pass
    except mysql.connector.Error as err:
        # Handle errors
        print(f"Error: {err}")
        messagebox.showerror("Error", f"Error: {err}")
def comboclick(event) :
    book_loan.insert(tk.END, book_entry.get())
def loan():
    book_count = float(count_spinbox.get())
    price=book_count*0.50
    loan_data= f'NAME: {name_entry.get()}\nPRICE(RM): {price:.2f}\nBOOK:
{book_loan.get("1.0", tk.END)}'
    loan_entry.config(state='normal')
    loan_entry.delete(1.0, tk.END) # Clear existing content
    loan_entry.insert(tk.END, loan_data)
    loan_entry.config(state='disabled')
    namer=name_entry.get()
    counts=int(book_count)
    namebook=book_loan.get('1.0', tk.END)
    sql= 'INSERT INTO loan (name, count, book, price) VALUES (%s, %s, %s, %s
    val= (namer, counts, namebook, price)
   mycursor.execute(sql, val)
   mydb.commit()
```

```
def on_configure(event):
    canvas.configure(scrollregion=canvas.bbox('all'))
root = tk.Tk()
root.title("Library Organizer")
root.geometry("709x600")
# main frame
main frame= tk.Frame(root)
main_frame.pack(fill='both', expand=1)
#root.resizable(False, False)
#buat canvas
canvas=tk.Canvas(main_frame, scrollregion= (0,0,2000,5000), )
canvas.pack(side='left', fill='both', expand=True)
canvas.bind('<MouseWheel>', lambda event: canvas.yview_scroll(-
int(event.delta / 60), 'units'))
#buat scrollbar
#scrollbar=tk.Scrollbar(main_frame, orient='vertical', command=canvas.yview)
scrollbar=ttk.Scrollbar(root, orient='vertical', command=canvas.yview)
scrollbar.pack(side='right', fill='y')
canvas.configure(yscrollcommand=scrollbar.set)
canvas.bind('<MouseWheel>', lambda event: canvas.yview_scroll(-
int(event.delta / 60), 'units'))
canvas.bind ('<Configure>', on_configure)
canvas.configure(yscrollcommand=scrollbar.set)
scrollbar.place(relx=1,rely=0, relheight=1, anchor='ne')
frame_container = tk.Frame(canvas, bg="white", padx=30)
canvas.create_window((0, 0), window=frame_container, anchor='nw')
#input frame inside canvas
frame2=tk.Frame(frame_container, bg="#4D4637")
#canvas.create_window((0,0), window=frame2, anchor='nw' )
frame2.grid(row=0,column=0)
#frame2.pack()
#frame2.grid(row=0, column=0)
label = tk.Label(frame2, text="Click the below button to refresh the window.",
bg="#4D4637", fg='white')
label.grid(row=0, column=0)
```

```
button = tk.Button(frame2, text="Refresh", command=refresh_window,
bg="#4D4637", fg='white')
button.grid(row=1, column=0)
#title label
label_title= tk.Label(frame2, text="MY PERSONAL LIBRARY \nORGANIZER", font= (
"Arial Black", 30, ) , fg= 'white' , bg="#4D4637", pady=50, padx=40 )
label_title.grid(row=2, column=0)
frame3=tk.Frame(frame_container, padx=20, pady=30, bg="#FFDE82")
#canvas.create window((0,0), window=frame3, anchor='nw' )
frame3.grid(row=1,column=0, pady=30)
#frame3.pack()
#book entry frame
entry_frame= tk.LabelFrame(frame3, text="BOOK DATA ENTRY", pady=30, padx=25,
font= ( "Arial Black", ), bg="#FFDE82")
entry_frame.grid(row=0 , column=0, padx=20, pady=10)
title_label=tk.Label(entry_frame, text='Title', font=( 'Bahnschrift',
      bg='#FFDE82')
12),
title_label.grid(row=0, column=0)
author_label=tk.Label(entry_frame, text='Author', font=( 'Bahnschrift',
12),bg='#FFDE82')
author_label.grid(row=0, column=1)
title_entry=tk.Entry(entry_frame, bg='#FFCB97',)
author_entry=tk.Entry(entry_frame, bg='#FFCB97')
title_entry.grid(row=1, column=0)
author_entry.grid(row=1, column=1)
genre_label=tk.Label(entry_frame, text='Genre',font=( 'Bahnschrift', 12),
bg='#FFDE82')
genre_combobox=ttk.Combobox(entry_frame,
values=['Fiction','Novel','Narrative','Mystery','History','Short
Story', 'Horror', 'Philosophy', 'Science', 'Biology', 'Spirituality', 'Poetry', 'Comi
c','Language','Essay'],)
genre_label.grid(row=3, column=1)
genre_combobox.grid(row=4, column=1)
#genre_combobox.set('select genre')
```

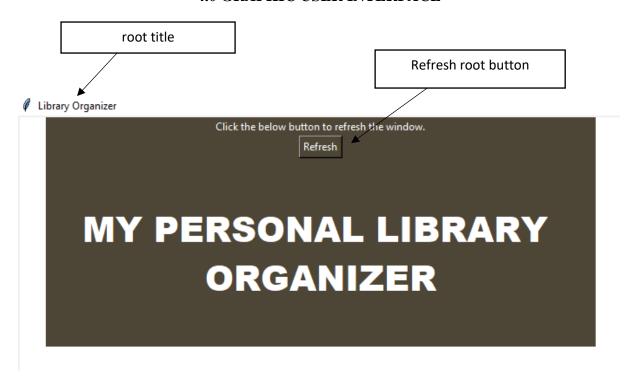
```
year_label=tk.Label(entry_frame, text='Year',font=( 'Bahnschrift', 12),
bg='#FFDE82')
year entry=tk.Entry(entry frame, bg='#FFCB97')
year_label.grid(row=3, column=0)
year entry.grid(row=4,column=0)
comment_label=tk.Label(entry_frame, text='Book Comment', font=( 'Bahnschrift',
12),bg='#FFDE82')
comment entry=tk.Text(entry frame, height=4, width=25, bg='#FFCB97')
comment_label.grid(row=6, column=0)
comment_entry.grid(row=7,column=0)
book_desc=tk.Label(entry_frame, text='Book Description',font=( 'Bahnschrift',
12), bg='#FFDE82')
book desc entry=tk.Text(entry frame, height=4, width=25, bg='#FFCB97')
book desc.grid(row=6, column=1)
book_desc_entry.grid(row=7, column=1)
read status var=tk.StringVar()
read_button=tk.Checkbutton(entry_frame, text='Read',font=('Bahnschrift', 12),
variable=read_status_var, onvalue='Read' , offvalue='Unread', bg='#FFDE82')
read_button.grid(row=8, column=0, sticky='ew')
#button
button=tk.Button(entry_frame, text='Enter Data', pady=5, bg='#FFC3AE', font=(
'Bahnschrift'), command=enter_data)#command= enter_data )
button.grid(row=8, column=1, sticky='ew', )
entry_data=tk.Text(entry_frame, height=10, width=35, bg='#FFC3AE' )
entry_data.grid(row=9, column=0, columnspan=2, )
for widget in entry_frame.winfo_children():
    widget.grid_configure(padx=10, pady=5)
    button.grid_configure(padx=30, pady=30)
#book list frame
frame4=tk.Frame(frame_container, padx=101, pady=30, bg='#CAA74E')
```

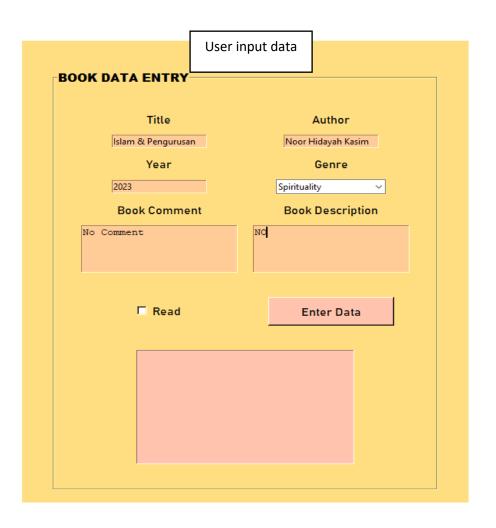
```
#canvas.create_window((0,0), window=frame4, anchor='nw' )
frame4.grid(row=2,column=0)
#frame4.pack()
list frame= tk.LabelFrame(frame4, text="BOOK LIST", padx=30, pady=20,
bg='#CAA74E', font=("Arial Black", ),)
list_frame.pack()
#scrollbar
my_scrollbar=ttk.Scrollbar(list_frame, orient='vertical')
#book list box
book_list=tk.Listbox(list_frame, width=50, height=21,
selectmode=tk.EXTENDED, bg='#FFE9E1', fg='black', font=('times new roman
', ))#613E30
book_list.pack(side='left' )
book_list.configure(yscrollcommand = my_scrollbar.set)
#for book_list in book_entry :
    book_list.insert(0, values)
 # book_list.insert(tk.END, f"{book_entry}: {date}")
bolded = font.Font( font=('times new roman', 9), weight='bold',) # will use
the default font
book_list.config(font=bolded)
my_scrollbar.configure(command=book_list.yview)
my_scrollbar.pack(side='right', fill='y')
update_book_list()
# book loan frame
frame5=tk.Frame(frame_container, bg='#907419', padx=68)
#canvas.create_window((0,0), window=frame5, anchor='nw')
frame5.grid(row=3,column=0, pady=30, )
#frame5.pack()
loan_frame= tk.LabelFrame(frame5, text="BOOK LOAN",bg='#907419', font=('arial
black', ) )
loan_frame.pack(side='left')
```

```
frame6=tk.Frame(frame5, bg='#907419')
frame6.pack(side='right')
info=tk.Label(frame6, text=' *Loan Info*', bg='#907419', font=('times new
roman', ))
info box=tk.Text(frame6, width=22, height=15, )
info.grid(row=0,column=0)
info_box.grid(row=1, column=0)
info_box.insert(1.0,"\n\n*Insert Info For loan\n\nOne Book=RM0.50 \n\nMax
Loan=5\n\n*Book Must Be Returned After 3 Week\n\n*If book was loss the
borrower need to pay full price of the book")
info_box.configure(state='disabled')
name=tk.Label(loan_frame, text='Name', bg='#907419', font=( 'Bahnschrift',
12))
name entry=tk.Entry(loan frame, bg='white')
name.grid(row=0, column=1)
name_entry.grid(row=1, column=1)
count=tk.Label(loan_frame, text='Book Count', bg='#907419', font=(
'Bahnschrift', 12))
count_spinbox=tk.Spinbox(loan_frame, from_=0, to=5, bg='white')
count.grid(row=2, column=1)
count_spinbox.grid(row=3, column=1)
book=tk.Label(loan_frame, text='Book Title', bg='#907419', font=(
'Bahnschrift', 12))
book_entry=ttk.Combobox(loan_frame, values=[], )
book_entry.bind('<<ComboboxSelected>>', comboclick)
book.grid(row=4, column=1)
book_entry.grid(row=5, column=1)
#book_entry['values']= book_list.get
book_entry['values'] = tuple(book_list.get(0, tk.END))
book_loan=tk.Text(loan_frame, height=5, width=30, bg='white')
book_loan.grid(row=6, column=1, )
loan_button=tk.Button(loan_frame, text='LOAN', bg='#A28F65', font=(
Bahnschrift', 12), command= loan)
loan_button.grid(row=7, column=1, sticky='ew', )
loan_entry=tk.Text(loan_frame, height=6, width=35, bg='#A28F65')
loan_entry.grid(row=8, column=1)
for widget in loan_frame.winfo_children():
    widget.grid_configure(padx=10, pady=5)
    loan_button.grid_configure(pady=25)
```

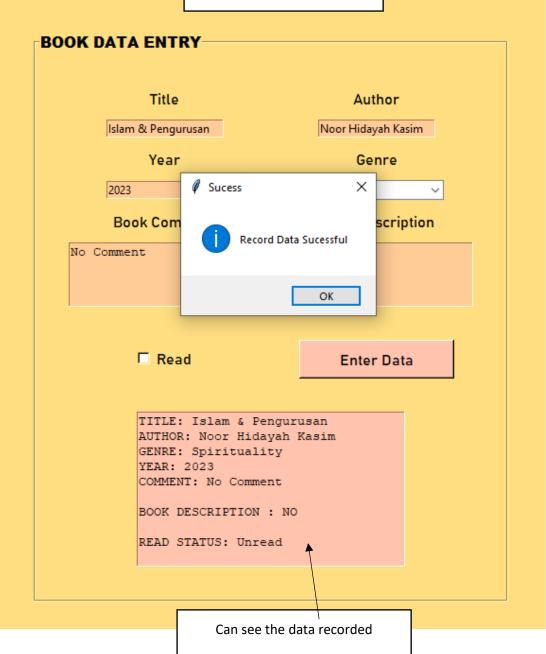
root.mainloop ()

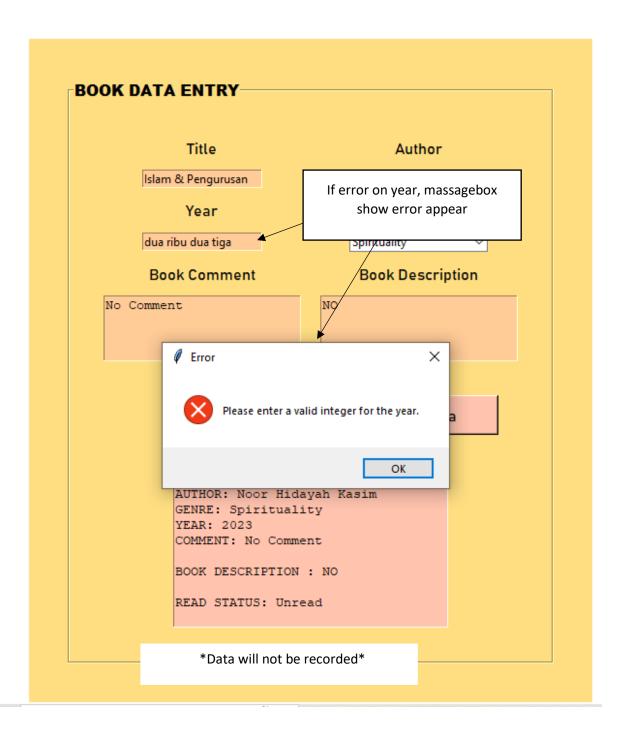
4.0 GRAPHIC USER INTERFACE

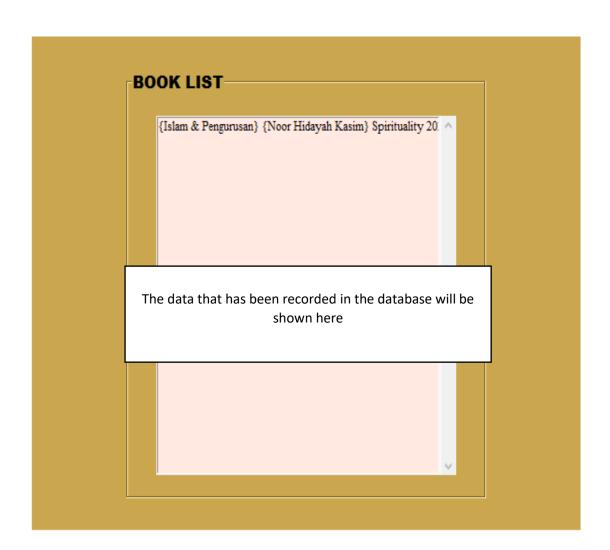


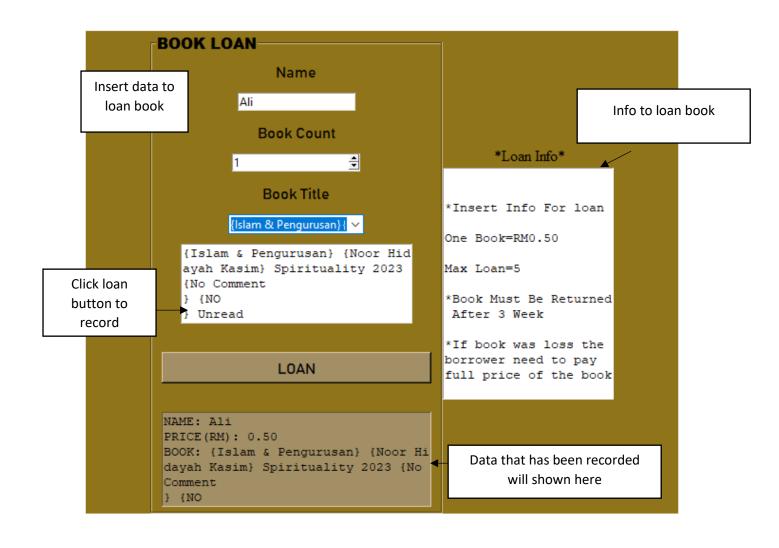


If record data success massagebox show info pop up



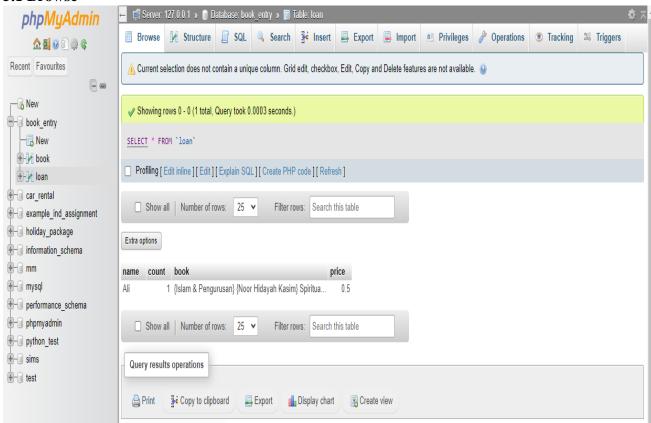




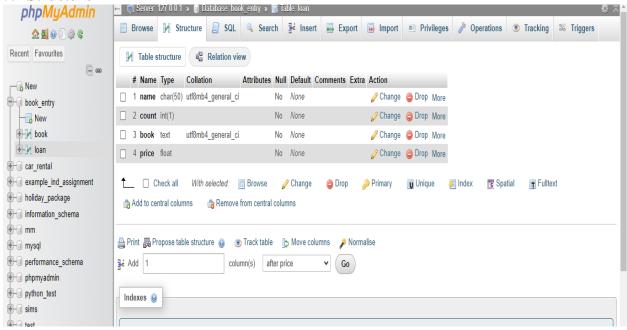


5.0 DATABASE

5.1 Browse



5.2 Structure



6.0 CONCLUSION

In conclusion, developing the personal library organizer using Python and Tkinter has provided valuable insights into GUI programming and database integration. Through this project, I've gained practical experience in creating an interactive and user-friendly application for organizing and managing personal book collections. I hope to continue refining my skills in software development, exploring more advanced features, and contributing to larger projects in the future. This project has not only enhanced my understanding of Python and Tkinter but also sparked enthusiasm for further learning and application in the field of software development.

7.0 REFERENCE

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