




“Python Program Generator” User Guide

This document guides you on how to use the application “Python Program Generator” to minimize the amount of work needed to be done when writing Python programs as their imported libraries or classes, static variables, static functions, and classes are automatically generated by the generator.

1. Open the file “python_program_generator.exe” by going to the folder where the file is saved in after you downloaded it. Below shows how the file icon looks like (see the file circled in red).

 pyexpat.pyd	6/28/2020 7:01 PM	Python Extension ...	166 KB
 python_program_generator.exe	6/29/2020 2:10 AM	Application	2,243 KB
 python_program_generator.exe.manifest	6/29/2020 2:10 AM	MANIFEST File	2 KB

2. Below shows what is initially shown when you have double clicked the application. The text in black is the path to the executable file (which might be different in your PC).

```
D:\Python Projects\Free Time Projects\Python Program Generator\dist\python_program_generator\python_program_generator.exe
Welcome to 'Python Program Generator' by 'CreativeCloudAppDev2020'.
This program is used to generate a Python program with its imported libraries or classes, static variables, static
functions, and classes. All the functions in this program (excluding class constructors) print the
statement 'This function is automatically generated by CreativeCloudAppDev2020's Generator'.
Enter 'Y' for yes.
Enter anything else for no.
Do you want to continue using 'Python Program Generator'?
```

3. If you enter anything besides ‘Y’ when you are asked something like in the screenshot above, you will quit the application.
4. If you enter ‘Y’, you will be told to enter the name of program you are making, your name, and all the important information regarding the program (e.g. imported libraries or classes, static variables, static functions, and classes).
5. Next, the program will generate a Python file with the name “[name of program].py” where “[name of program]” depends on the name of the program which you input.
6. You will be asked something like in the screenshot below step 2. As mentioned before, entering anything besides ‘Y’ will quit the application. Entering ‘Y’ will make the program ask you to enter the name of the new program you are making, your name, and all the important information regarding the program (e.g. imported libraries or classes, static variables, static functions, and classes).
7. Have fun creating Python programs!