Project 3: GUI for Book Recommendations

CS 1410

Background

The purpose of this project is to get experience with event-driven programming with Graphical User Interfaces (GUIs). You will use the **breezypythongui** module, which is based on Python's **tkinter** module, to design interactive windows for the Book Recommendation System from Project 1. You will also add functionality to the system.

Requirements

Provide the following options to users, available to the user through simple buttons in a small main window. The corresponding windows/dialogs appear and disappear independently from the main window.

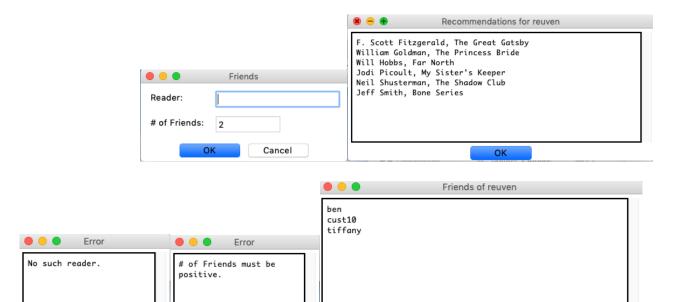
- **Friends**. This option displays a dialog box prompting for a reader name and a number of friends (nfriends, the readers with the highest similarity scores to the user of interest; display 2 as the default value in the number field), and displays the nfriends friends, one per line, in a message box. This calls your **friends** function from Project 1.
- Recommend. This displays a dialog box prompting for a reader name and number of friends, and then displays recommendations for that user in a message box, using the number of top friends requested. Validate that the reader exists in the system. This calls your recommend function from Project 1.
- **Report**. This option displays the same output from bookrecs.main() as you did in Project 1, but in a message box. For this option, just use the default of nfriends=2. This calls your **report** function (see Implementation Notes below).

Here is a sample display, using "powder blue" ("#B0E0E6") as the background color:



You can different background color codes at https://www.rapidtables.com/web/color/RGB Color.html.

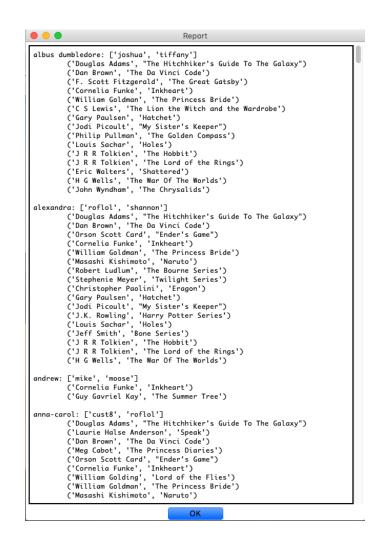
Here are some sample screens:



OK

OK

ОК



Note that entries are sorted by the same criteria as in Project 1.

Implementation Notes

Use breezypythongui.py to implement your GUI.

You will need to modify the code in your *bookrecs.py* from Project 1 so that the computation of the similarities is done *upon import*, so that calls to **friends** and **recommend** will just work. This means that you must read the data from *booklist.txt* and *ratings.txt* and compute the similarities at the module/global level before **friends** or **recommend** are ever called. You should also write a function named **report** in your *bookrecs.py* that computes the full report that you output in Program 1, by calling **friends** and **recommend** for each reader. Your **main** from Program 1 will *not* be executed, since your GUI module *imports* your *bookrecs.py*.