**Conceptual Coding:**

GCoin- how could/should i improve the def log\_in(self) method and others?

The method used is in **bold**

self.log\_in():

Instead,

I had done this less efficiently since instead it will collect every wallet’s info and then loop over this data until it finds the matching one. Where instead we could, noting the above, just search for the one wallet name (which is a unique column) and check that the passnum matches.

**First- ifs:**

**Checking if anything has been entered first,**

**Checking if passnum valid (length and is numeric),**

**Check if the wallet name and passnum found in the table under search of wallet name match each other, i.e. they are correct login credentials.**

**If the last if statement is True then collect (assign variables to) all of the details of the wallet name entered, queried in sqlite3, for use in other methods later on.**

All methods:

With some of the windows when I used the numerous buttons labelled ‘EXIT’ (to quit a window) and then tried to do another operation. For example loading the create wallet window and then quitting and trying to log in I encountered an error. As I had created two Entry objects in each window with the same var name so; two Entry boxes- both named the same which caused problems where the correct Entry boxes weren’t being extracted from. So, the quit button used to reload the whole program via \_\_init\_\_() as well, as a clumsy remedy.

**So, instead I gave the two Entry boxes- previously used in both the main window and create wallet window unique variable names, it took me a while to realise this solution instead of just reloading the whole program when exiting a window.**

For all tkinter windows:

Realised there was trouble for the user’s experience as they could open the same window multiple times, which would get silly.

**So my script was redacted adding a Boolean variable, for example, named window\_B\_is\_open = x (True or False) and when the window is opened this is True, and when it is closed it becomes False. As well as this, the methods to open the windows have an initial if statement saying, for example:**

**if window\_B\_is\_open is True- then load window**

**If this is not True then pull an error message.**

**Furthermore, when quitting the login window, the program will check if other windows (that can be opened from within the login window) are still open and if they are it will shut them and inform the program via the ‘window\_B\_is\_open’ var that it is now not open. It is important as if these windows inside are left open and login window is quit then the program will still recognise them as open and if we log in to a different account it would be more streamlined if windows used for a different login were already closed, as they will pull an error message otherwise (as one can only open the window once).**