Final Project Design: Contacts

The main purpose of the design includes taking input from the user to start the application, enter the commands, navigate throughout about, info, list and finally exit. The application displays a welcome message and a farewell message and quits.

I decided to build a GUI Application with Tkinter for this purpose as graphical interface. Figure1 shows a simple program that shows some of its basic capabilities.
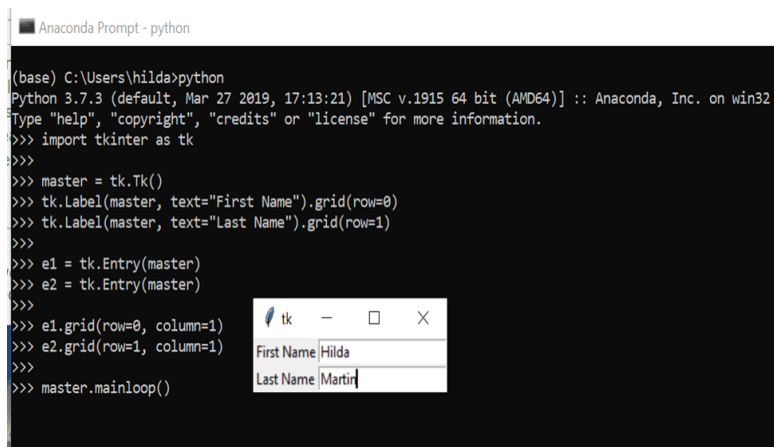

Figure 1: Simple Tkinter example to demonstrate basic capabilities.

This app allows user to store the records in .csv files and in turn in .txt formats, in addition to facilitating their reading in the program once the document is saved.

1 -The first thing to do is to import the Tkinter module.

```
from Tkinter import
```

2- Using the Pack Manager for add and delete button.s

```
b1.pack()
b2.pack()
```

3- I need to make sure not to use key words arguments.

4- Input text from the user

An entry widget can be used for this purpose. This is done with a special Tkinter object called a StringVar that simply holds a string of text and allows to set its contents and read it with get.

5- Create the function bodies for dialog boxes, add or delate buttons and other functions.

Such as: `def dialoboxes(argumentshere)`

Some of the following functions should be part of the code:

> Function to add or delete entries (buttons)

> Functions for dialog boxes

> Function to take data from GUI

> window and write to an excel file

> User fill any entry boxes