**Python Database Application Development**

**Installation of Wxpython**

apt-get install python-wxgtk2.8

wxPython is a cross platform toolkit for creating desktop GUI applications. wxPython consists of the five basic modules.

### wxPython modules

**a Panel, a Dialog, a Frame, or a Scrolled Window**

**logging, application configuration, system settings, display or joystick**

**Drawing onto the widgets**

**Sizer, layout, event, geoemtry classes**

**Button, Toolbar**

### Base Widgets:

### These widgets provide basic functionality for derived widgets



### Top level Widgets

These widgets exist independently of each other.



### Containers

Containers contain other widgets.



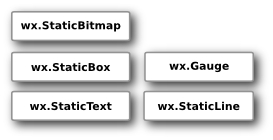
### Dynamic Widgets

These widgets can be edited by users.

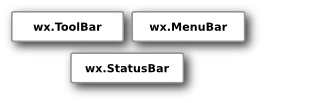


### Static Widgets

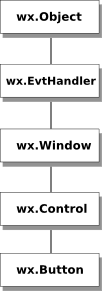
These widgets display information. They cannot be edited by user.



### Other Widgets

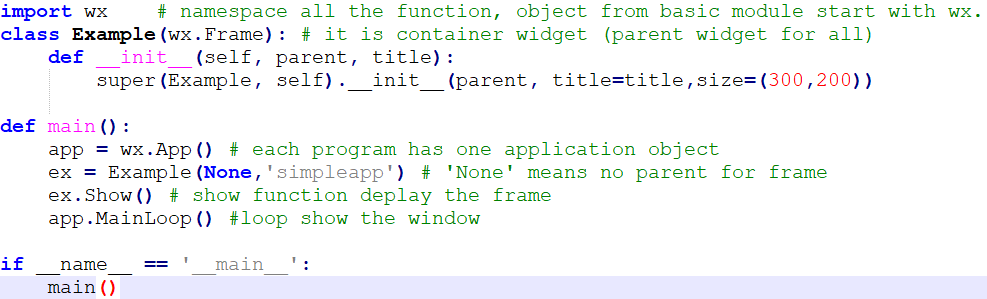


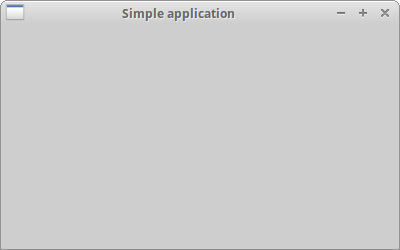
### Inheritance



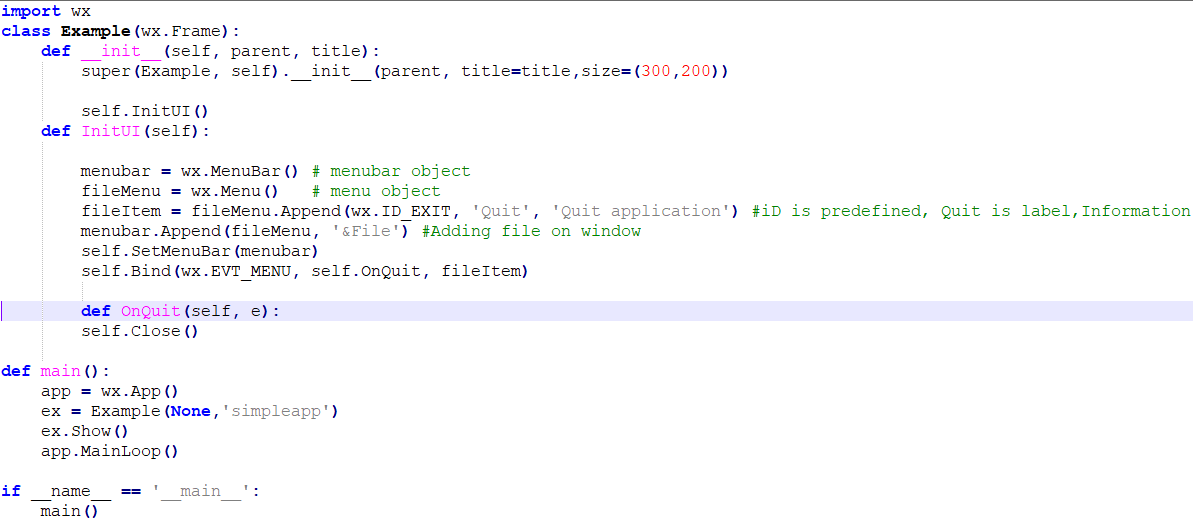
**Application Development:**

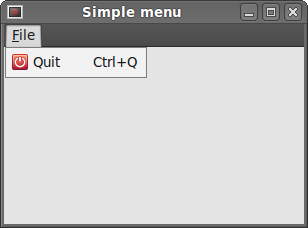
**Frame Creation on Python Code**



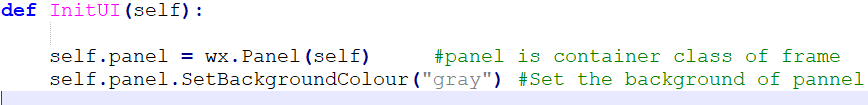


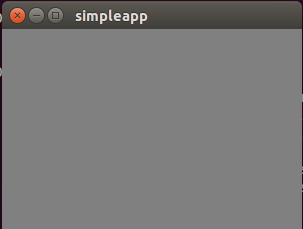
**ADD Menus in the Application:**

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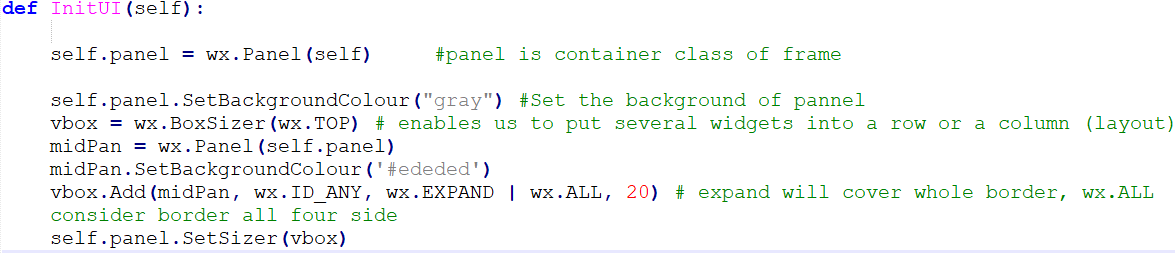


**Add Panel inside the Frame:**

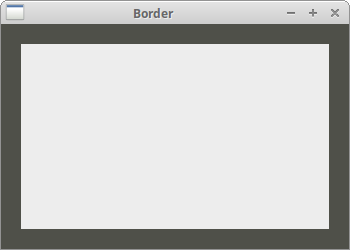
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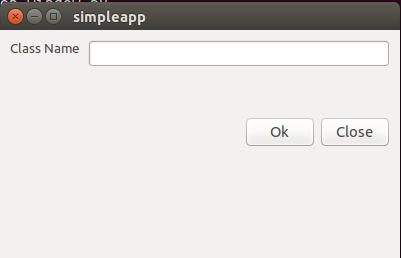
**LAYOUT (Border)**

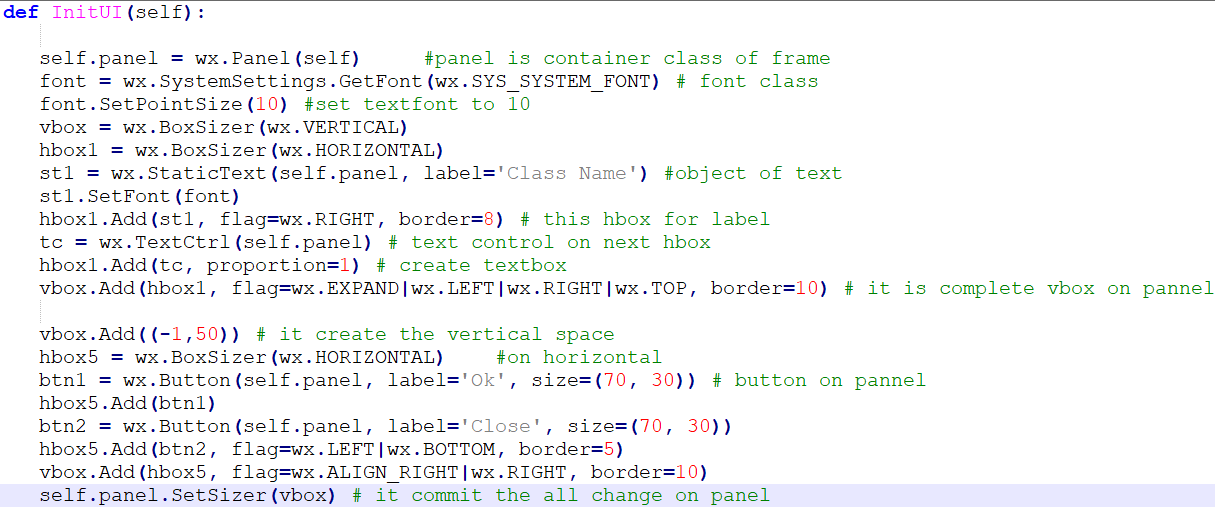
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* wx.LEFT
* wx.RIGHT
* wx.BOTTOM
* wx.TOP
* wx.ALL
* wx.ALIGN\_LEFT
* wx.ALIGN\_RIGHT
* wx.ALIGN\_TOP
* wx.ALIGN\_BOTTOM
* wx.ALIGN\_CENTER\_VERTICAL
* wx.ALIGN\_CENTER\_HORIZONTAL
* wx.ALIGN\_CENTER



**SET Font/Button/vbox/hbox :**

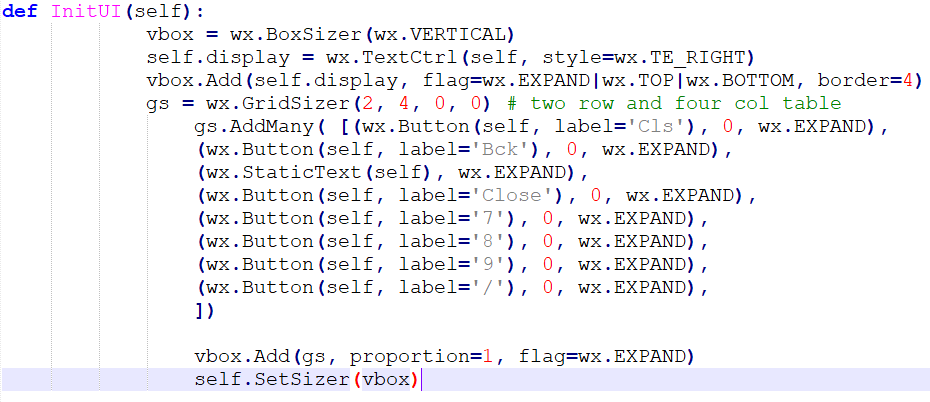


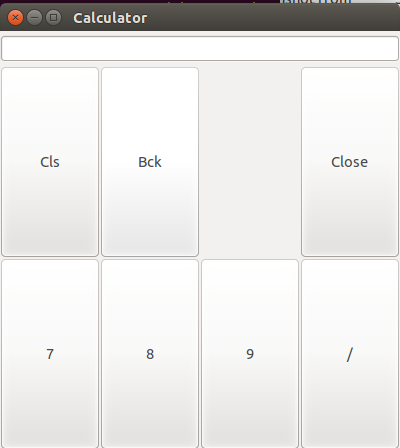
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**Layout widgets in two dimensional table:**

wx.GridSizer(int rows=1, int cols=0, int vgap=0, int hgap=0)

In the constructor we specify the number of rows and columns in the table and the vertical and horizontal space between our cells.



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# Events in wxPython:

Events are integral part of every GUI application. All GUI applications are event-driven.

The three steps to work with events in wxPython are:

* Identify the event binder name: wx.EVT\_SIZE, wx.EVT\_CLOSE etc.
* Create an event handler. This method is called when an event is generated.
* Bind an event to an event handler.

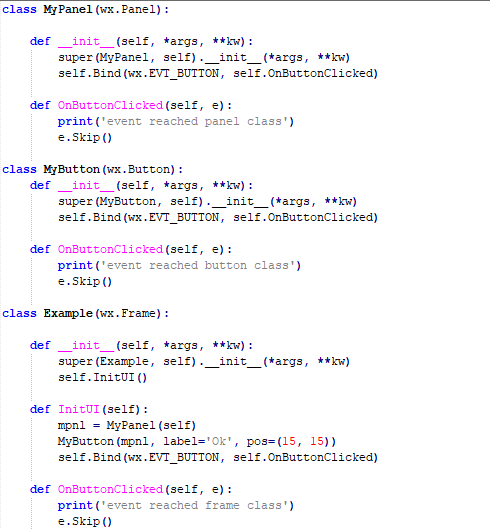
## wxPython wx.EVT\_MOVE

## 

## Move event

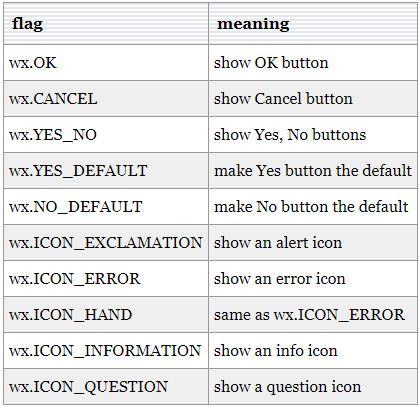
## wxPython Event Propogation:

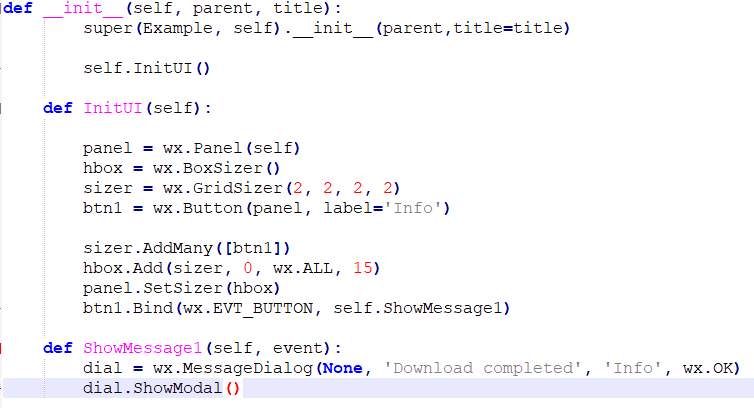
1. Basic events do not propagate:
2. Command events do propagate.
3. To continue propagation, we call the Skip() method.



## Message dialogs

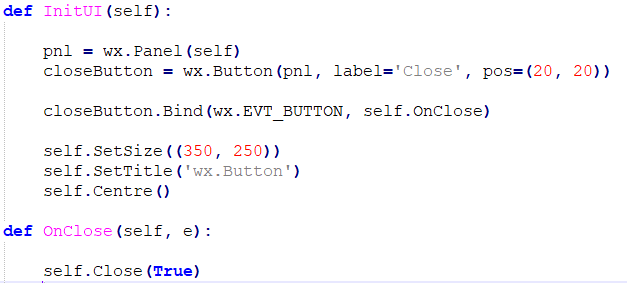
## Message dialogs are used to show messages to the user.





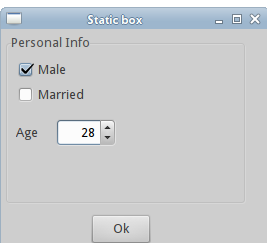
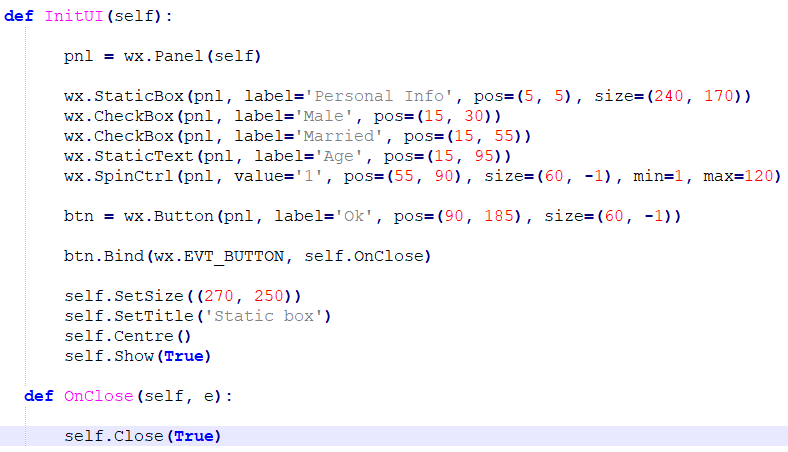
**Widgets:**

**Button:**

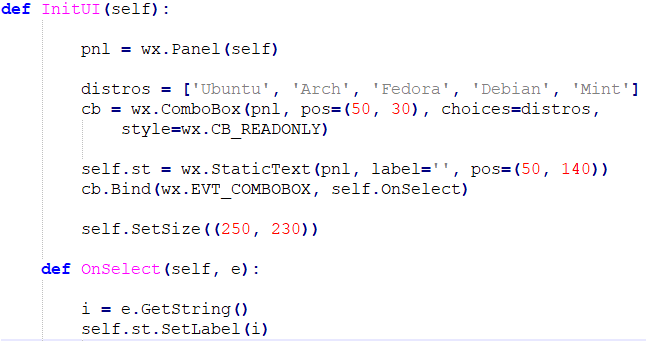


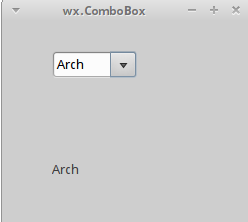
**ToggleButton**

wx.ToggleButton is a button that has two states: pressed and not pressed.

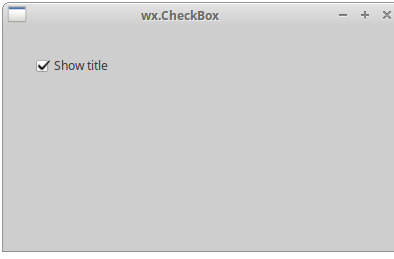


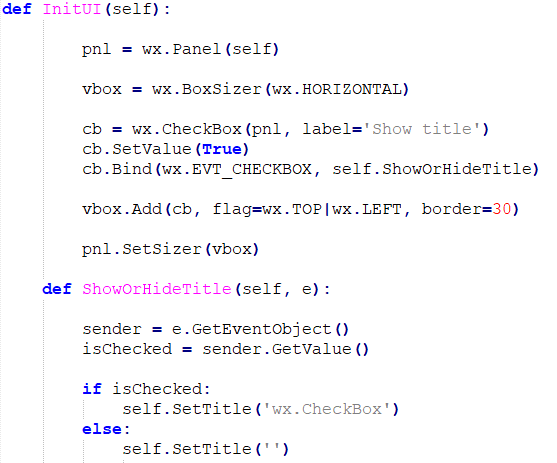
**ComboBox**



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**CheckBox**

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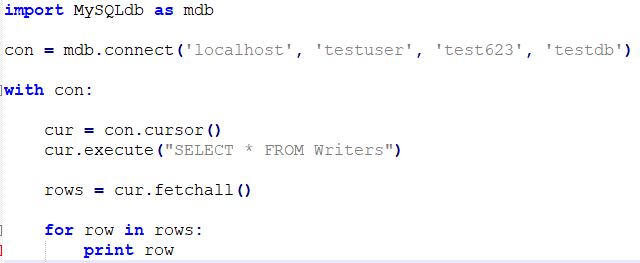
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Foe building the python GUI Application this much is more than enough, Even if you want to give more between look to you application take a look below link

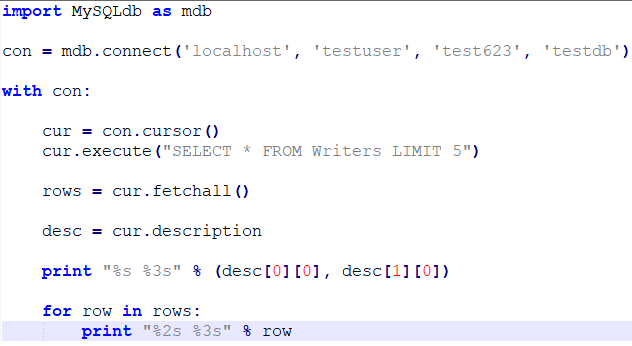
<http://zetcode.com/wxpython/>

**Python MySQL**

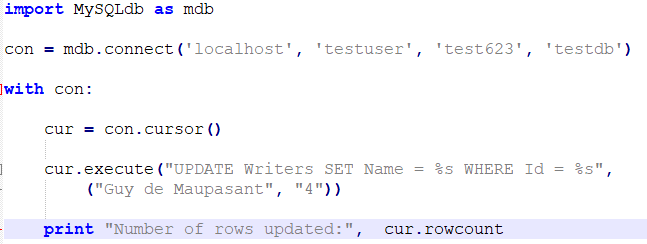
**Install:** sudo apt-get install python-mysqldb

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## MySQLdb column headers



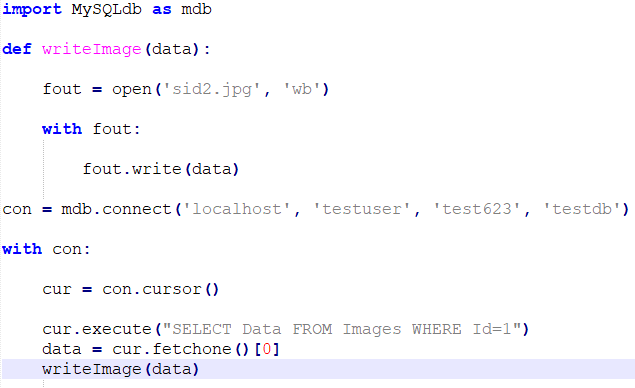
**Update Tuple in Relation**

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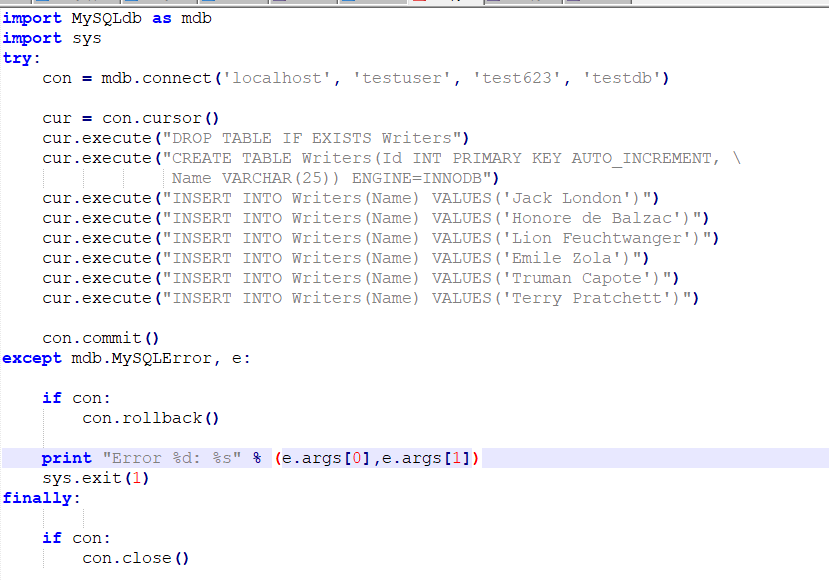
**Insert Image**

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## MySQLdb read image

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**MySQL Inset update all together**

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