21. Creating GUI and Connecting the MySQL database
GUI yaratish va uni MySQL ma'lumotlar bazasi bilan ulash

ass. Baltayev Rustambek

GUI – Graphical User Interface (foydalanuvchining grafik interfeysi).

GUI bu kompyuter dasturlarini foydalanuvchilar bilan o'zaro munosabatlarni boshqarish uchun grafik ekran(oyna) yoki desktop dasturdir.

GUI ko'p foydalanuvchilar uchun oson va tushunarlidir. U tugmalar, menyu elementlari, maydonchalar, ekranning o'lchami va shakli, grafik elementlar (masalan, tasvirlar yoki grafikalar) va boshqa vizual komponentlardan iborat bo'ladi.

### Turli dasturlash tillari uchun turli xil GUI yaratuvchi dasturlar mavjud

Python – Tkinter, xmFormBuilder, Qt Designer, ...

C++ - xmFormBuilder, Visual Studio C++ 2021,2022,...

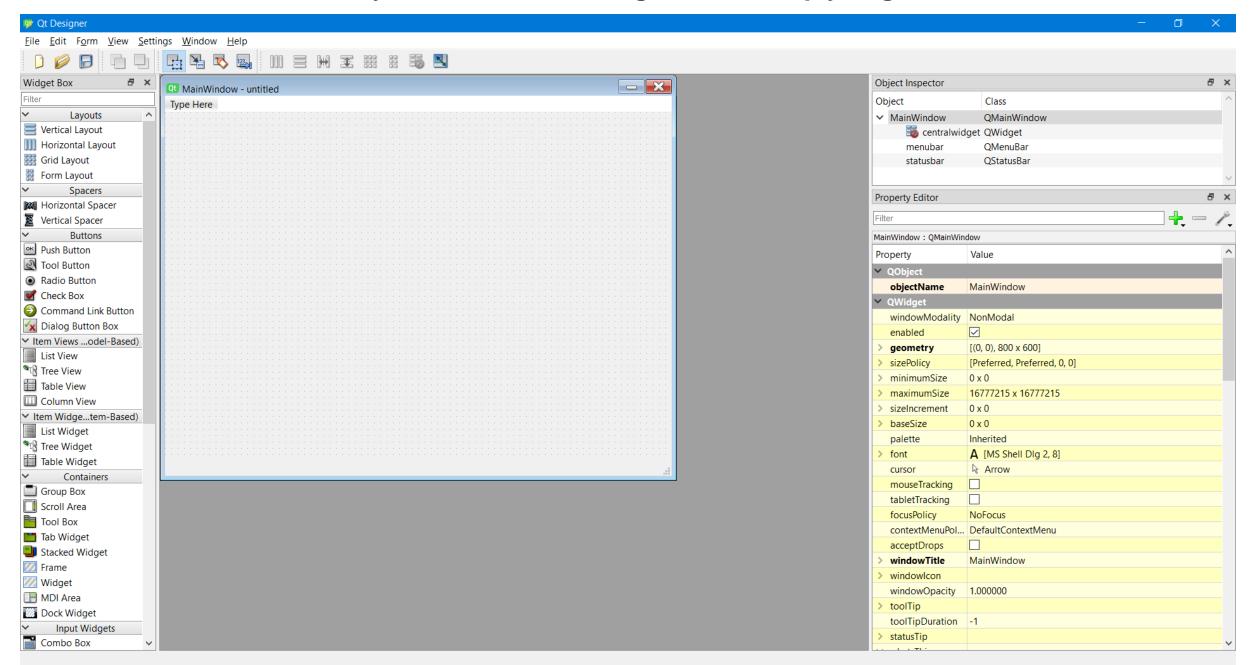
Java – Netbeans, JavaFX, ...

**CONNECT** 

MySQL PostgreSQL SQLite

...

### Python uchun Qt Designer dasturi quyidagicha









Корзина

# Interfeysning kod qismi:

universitet.ui fayli classidan meros olish va ma'lumotlar bazasiga ulanish funksiyasi

```
from PyQt5.QtWidgets import QApplication, QWidget, QMainWindow, QTableWidgetItem
from PyQt5.uic import loadUiType
import sys
import mysql.connector
FORM_CLASS, _ = loadUiType("C:/Users/hp/Desktop/GUI_dasturlar/Frame/universitet.ui")
                                                             def Ulanish(self):
class Main(QMainWindow, FORM_CLASS):
                                                               try:
  def __init__(self, parent=None):
                                                                  return mysql.connector.connect(
    super(Main, self). init (parent)
                                                                    host="localhost",
    QMainWindow. init (self)
                                                                    user="root",
    self.setupUi(self)
                                                                    password="root",
    self.TugmalarniBoshqarish()
                                                                    database="institut"
 def TugmalarniBoshqarish(self):
                                                               except mysql.connector.Error as err:
   self.Refresh.clicked.connect(self.MALUMOTLARNI OLISH)
                                                                  print("MySQL ga ulanishda xatolik:", err)
   self.Search.clicked.connect(self.Qidiruv)
                                                                  return None
```

# Search tugmasi vazifasini yozish:

```
def Qidiruv(self):
  db = self.Ulanish()
  if db:
    cursor = db.cursor()
    n = int(self.id.text())
    f = str(self.familiya.text())
    t = str(self.t sanasi.text())
    g = int(self.guruh id.text())
  if n != 0:
    command = f"""SELECT * FROM talabalar
  WHERE id = {n}"""
    cursor.execute(command)
    rows = cursor.fetchall()
 elif f != "":
   command = f"""SELECT * FROM talabalar
 WHERE familiya LIKE '%{f}%'"""
   cursor.execute(command)
   rows = cursor.fetchall()
```

```
elif t != "":
  command = f"""SELECT * FROM talabalar
WHERE t_sanasi LIKE '%{t}%'"""
  cursor.execute(command)
  rows = cursor.fetchall()
elif g != 0:
  command = f"SELECT * FROM talabalar WHERE guruh_id = {g}"
  cursor.execute(command)
  rows = cursor.fetchall()
else:
  command = f"SELECT * FROM talabalar"
  cursor.execute(command)
  rows = cursor.fetchall()
self.talaba table.setRowCount(0)
for row number, row data in enumerate(rows):
  self.talaba table.insertRow(row number)
  for column_number, data in enumerate(row_data):
    item = QTableWidgetItem(str(data))
    self.talaba table.setItem(row number, column number, item)
```

# Refresh tugmasi vazifasini yozish:

```
def MALUMOTLARNI OLISH(self):
    db = self.Ulanish()
    if db:
       cursor = db.cursor()
       command = "SELECT * FROM talabalar"
       cursor.execute(command)
       rows = cursor.fetchall()
       self.talaba table.setRowCount(0)
  for row number, row data in enumerate(rows):
    self.talaba_table.insertRow(row_number)
    for column_number, data in enumerate(row_data):
       item = QTableWidgetItem(str(data))
       self.talaba_table.setItem(row_number, column_number, item)
if _name__ == "__main___":
  app = QApplication(sys.argv)
  oyna = Main()
  oyna.show()
  sys.exit(app.exec ())
```

