Presentation Project: Chat System

GUI, Game, File System & Process

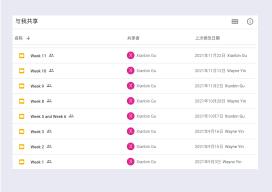
James Chen & Shanglin Yang



Instructors: Prof. Xianbin Gu & Dr. Wen Yin



### Have You Ever Experience Situations Like This ...







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/Users/jameschen/Desktop/test/pa...





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s41368-020-007

S23290...main.pdf

4-x.pdf







#### Our Modification to the Chat System

- Graphical User Interface
- Game
- FTP Server: File Upload & Download
- PDF Rename

### Sections



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# \_\_\_\_\_

Time Button

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```
import time
2
   def layout(self,name):
        self.time = Button(self.labelBottom,
4
                            text = "Time",
5
                            font = "Helvetica 6 bold",
6
                            width = 20,
7
                            bg = "#ABB2B9",
8
                            command = lambda : self.showtime())
9
   def showtime(self):
10
        self.textCons.config(state = NORMAL),
11
        self.textCons.insert(END, 'Time: '+time.strftime('%d.%m.%y,%H
12
```

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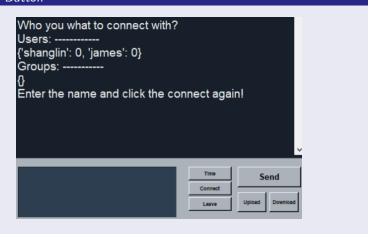
self.textCons.config(state = DISABLED)

self.textCons.see(END)

Time: 27.11.21,22:24



#### Connect Button









#### Connect Button

```
def layout(self,name):
        self.connect = Button(self.labelBottom,
                               text = "Connect".
3
                               font = "Helvetica 6 bold",
4
                               width = 20.
5
                               bg = "#ABB2B9",
                               command = lambda : self.showconnect())
   def showconnect(self):
        if self.entryMsg.get()=='':
9
            self.mv_msg= 'who'
10
        else:
11
            target=self.entryMsg.get()
12
            self.my_msg= 'c '+target
13
        self.entryMsg.delete(0, END)
14
```

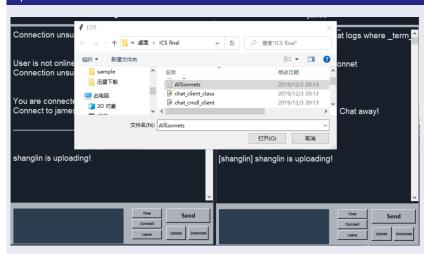


#### Leave Button

```
def layout(self,name):
    self.leave = Button(self.labelBottom,
    text = "Leave",
    font = "Helvetica 6 bold",
    width = 20,
    bg = "#ABB2B9",
    command = lambda : self.sendButton('bye')
```



#### **Upload Button**





#### Upload Button

```
import os
import tkinter as tk
from tkinter import filedialog

def file_opener():
    root = tk.Tk()
    root.withdraw()
    file_path = filedialog.askopenfilename()
    return file_path
```

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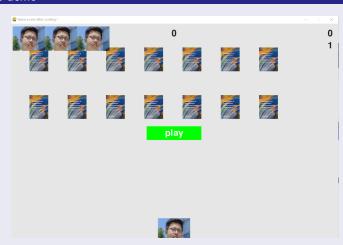


#### Our Modification to the Chat System

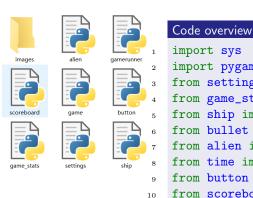
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#### Game demo







import sys import pygame from settings import Settings from game\_stats import GameStats from ship import Ship from bullet import Bullet from alien import Alien from time import sleep from button import Button from scoreboard import Scoreboard



#### **Int**ialization

```
class TCSGame:
        def __init__(self):
            pygame.init()
3
            self.screen=pygame.display.set_mode((1200,800))
4
            pygame.display.set_caption('Have a rest after coding !')
5
            self.settings=Settings()
6
            self.screen=pygame.display.set_mode(
                (self.settings.screen_width,self.settings.screen_hei
            self.stats = GameStats(self)
9
            self.sb=Scoreboard(self)
10
            self.ship=Ship(self)
11
            self.bullets=pygame.sprite.Group()
12
            self.aliens=pygame.sprite.Group()
13
            self.create_fleet()
14
            self.play_button = Button(self, 'play')
15
```



#### Updating the screen

```
class ICSGame():
    def run_game(self):
    while True:
    self.check_events()
    if self.stats.game_active:
        self.ship.update()
        self.update_bullets()
        self.update_aliens()
    self.update_screen()
```



#### Setting file

```
class Settings:
        def __init__(self):
            self.screen_width=1200
3
            self.screen_height=800
4
            self.bg_color=(230,230,230)
5
            self.ship_speed=1.5
            self.ship_limit=3
            self.bullet_speed=1.0
8
            self.bullets_allowed = 10
q
            self.alien_speed= 1.0
10
            self.fleet_drop_speed = 10
11
            self.fleet_direction=-1
12
            self.speedup_scale= 1.2
13
            self.score_scale=1.5
14
            self.initialize_dynamic_settings()
15
```

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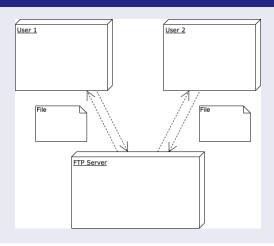


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#### Structure





#### FTP Server

```
from pathlib import Path
   from pyftpdlib.authorizers import DummyAuthorizer
   from pyftpdlib.handlers import FTPHandler
   from pyftpdlib.servers import FTPServer
   def main():
       authorizer = DummyAuthorizer()
6
       # Now stored in local file folder
       # "/Users/jameschen/Desktop/" "D:\upload"
       home_path = Path(__file__).parent / 'files'
q
       home_path.mkdir(parents=True, exist_ok=True) # make new fold
10
       authorizer.add_user("Admin", "Admin", str(home_path), perm='
11
       handler = FTPHandler
12
       handler.authorizer = authorizer
13
       server = FTPServer(('0.0.0.0', 8888), handler)
14
       server.serve_forever()
15
```



#### Threading (in chat\_server)

```
from threading import Thread
import file_server

def main():
    Thread(target=file_server.main).start()
    server = Server()
    server.run()
```



# Upload (in GUI)

```
from ftplib import FTP
   from pathlib import Path
   def ftpconnect(host='localhost', port=8888, username="Admin", pa
3
       ftp = FTP()
4
       ftp.connect(host, port) # Connect the FTP server
5
       ftp.login(username, password) # Log in
6
       return ftp
   def upload(path=None):
       ftp = ftpconnect()
       if path is None:
10
           path = file_opener.file_opener()
11
       with open(path, 'rb') as contents:
12
            ftp.storbinary('STOR %s' % os.path.basename(path), conte
13
       ftp.quit()
14
```

Download (in GUI)

15

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```
def download(path=str(Path(__file__).parent / 'user_files'
                                                                    'us
        """all files on server are stored in path folder"""
2
       path = Path(path)
3
       path.mkdir(parents=True, exist_ok=True)
       ftp = ftpconnect()
5
       for filename in ftp.nlst():
6
            with open(path / filename, "wb") as f:
                ftp.retrbinary('RETR %s' % filename, f.write)
8
       ftp.quit()
9
   class GUI:
10
            def download_for_current_user():
11
                current_path = str(Path(__file__).parent / 'user_fil
12
                download(current_path)
13
                pdf_processor.main(current_path)
14
                self.textCons.config(state = NORMAL),
```

self.textCons.config(state = DISABLED)

self.textCons.insert(END,self.user\_name+' is downloa

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### PDF Rename: Library & Path

```
import os
   from PyPDF2 import PdfFileWriter, PdfFileReader
   from shutil import copy2
   from pathlib import Path
4
5
   def main(path):
6
        111
        src_dir = Path(__file__).parent/"papers_oldDir"
        des_dir = Path(__file__).parent/'papers_newDir'
        111
10
       src_dir = path
11
       des_dir = src_dir + "/'papers_newDir'"
12
```



```
PDF Rename: File Process
       if not os.path.exists(des_dir):
1
            os.makedirs(des_dir)
2
3
        if os.path.exists(src_dir):
4
            dirs = os.listdir(src_dir)
            for dirc in dirs:
6
                if dirc[-3:] == "pdf":
                    pdf_reader = PdfFileReader(open(os.path.join(src
                    paper_title = pdf_reader.getDocumentInfo().title
9
                    paper_title = str(paper_title)
10
```





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# Possible Improvements



#### Possible Improvements

- Authority Management
- Secure Messaging

# Acknowledgments



#### Acknowledgments

We would like to express our sincere gratitude to our main instructor Prof. Xianbin Gu, teaching assistant Dr. Wen Yin. Without their instruction, this project would not have been accomplished. Special thanks to GitHub user @wolfpan for insightful suggestions for debugging. Thanks Prof. Lihua Xu for providing this very handy LATEXtemplate.

# References



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