

# Python Minor Project

## Create A Countdown Timer Using Python

### Features To Include

Reset/Stop

Pause/Resume

AI- MINOR-SEPTEMBER.

### Coding –

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'''Create a Countdown timer in python with Start
and Pause Button'''
# Import the time module
import time
from tkinter import *
import multiprocessing
from tkinter import ttk, messagebox
#from playsound import playsound
from threading import *

# Hour list
hour_list = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14,
             15, 16, 17, 18, 19, 20, 21, 22, 23, 24]

# Minute List
min_sec_list = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14,
               15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29,
               30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44,
               45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59,
               ]

# Creating a CounDown Class
class Countdown:
    def __init__(self, root):
        self.window = root
        self.window.geometry("480x320+0+0")
        self.window.title('CountDown Timer')
        # Tkinter window background color
        self.window.configure(bg='red')
        # Fixing the Window length constant
        self.window.resizable(width=False, height=False)

        # Declaring a variable to pause the countdown time
        self.pause = False

        # The Start and Pause buttons are placed
        # inside this frame
        self.button_frame = Frame(self.window, bg="gray35", \
                                  width=240, height=40)
        self.button_frame.place(x=230, y=150)
        # This frame is used to show the countdown time label
        self.time_frame = Frame(self.window, bg="gray35", \
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width=680, height=220).place(x=0, y=250)

def Current_time():
    ctime = time.strftime('%H:%M:%S %p')
    current_time.config(text=ctime)
    current_time.after(1000, Current_time)

current_time = Label(root, font=("arial", 15, "bold"), text="",
fg="black", bg="white")
current_time.place(x=20, y=10)
Current_time()

# Tkinter Labels
time_label = Label(self.window, text="Set Time",
font=("times new roman", 20, "bold"),
bg='gray35', fg='yellow')
time_label.place(x=180, y=40)

hour_label = Label(self.window, text="Hour",
font=("times new roman", 15), bg='gray35',
fg='white')
hour_label.place(x=50, y=80)

minute_label = Label(self.window, text="Minute",
font=("times new roman", 15), bg='gray35',
fg='white')
minute_label.place(x=200, y=80)

second_label = Label(self.window, text="Second",
font=("times new roman", 15), bg='gray35',
fg='white')
second_label.place(x=350, y=80)
# =====

# Tkinter Comboboxes
# Combobox for hours
self.hour = IntVar()
self.hour_combobox = ttk.Combobox(self.window, width=8,
height=10,
textvariable=self.hour,
font=("times new roman", 15))
self.hour_combobox['values'] = hour_list
self.hour_combobox.current(0)
self.hour_combobox.place(x=50, y=110)

# Combobox for minutes
self.minute = IntVar()
self.minute_combobox = ttk.Combobox(self.window, width=8,
height=10,
textvariable=self.minute,
font=("times new roman", 15))
self.minute_combobox['values'] = min_sec_list
self.minute_combobox.current(0)
self.minute_combobox.place(x=200, y=110)

# Combobox for seconds
self.second = IntVar()
self.second_combobox = ttk.Combobox(self.window, width=8,
height=10,
textvariable=self.second,
font=("times new roman", 15))

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self.second_combobox['values'] = min_sec_list
self.second_combobox.current(0)
self.second_combobox.place(x=350, y=110)
# =====

# Tkinter Buttons
# stop button
stop_button = Button(self.window, text='Stop',
                     font=('Helvetica', 12), bg="white",
fg="black",
                     command=self.stop)
stop_button.place(x=70, y=150)

# Set Time Button
# When the user will press this button
# the 'Start' and 'Pause' button will
# show inside the 'self.button_frame' frame
set_button = Button(self.window, text='Reset',
                    font=('Helvetica', 12), bg="white", fg="black",
                    command=self.Get_Time)
set_button.place(x=160, y=150)

# It will destroy the window
def stop(self):
    self.pause = True
    self.window.destroy()

# When the set button is pressed, this
# function gets called
def Get_Time(self):
    self.time_display = Label(self.time_frame,
                             font=('Helvetica', 20, "bold"),
                             bg='gray35', fg='yellow')
    self.time_display.place(x=130, y=210)

    try:
        # Total amount of time in seconds
        h = (int(self.hour_combobox.get()) * 3600)
        m = (int(self.minute_combobox.get()) * 60)
        s = (int(self.second_combobox.get()))
        self.time_left = h + m + s

        # If the user try to set the default time(0:0:0) then
        # a warning message will display
        if s == 0 and m == 0 and h == 0:
            messagebox.showwarning('Warning!', \
                                   'Please select a right time to set')
        else:
            # Start Button
            start_button = Button(self.button_frame, text='Start',
                                font=('Helvetica', 12), bg="green",
fg="white",
                                command=self.Threading)
            start_button.place(x=20, y=0)

            # Pause Button
            pause_button = Button(self.button_frame, text='Pause',
                                font=('Helvetica', 12), bg="red",
fg="white",
                                command=self.pause_time)
            pause_button.place(x=100, y=0)

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except Exception as es:
    messagebox.showerror("Error!", \
        f"Error due to {es}")

# Creating a thread to run the show_time function
def Threading(self):
    # Killing a thread through "daemon=True" isn't a good idea
    self.x = Thread(target=self.start_time, daemon=True)
    self.x.start()

# It will clear all the widgets inside the
# 'self.button_frame' frame(Start and Pause buttons)
def Clear_Screen(self):
    for widget in self.button_frame.winfo_children():
        widget.destroy()

def pause_time(self):
    self.pause = True

    mins, secs = divmod(self.time_left, 60)
    hours = 0
    if mins > 60:
        # hour minute
        hours, mins = divmod(mins, 60)

    self.time_display.config(text=f"Time Left: {hours}: {mins}:
{secs}")
    self.time_display.update()

# When the Start button will be pressed then,
# this "show_time" function will get called.
def start_time(self):
    self.pause = False
    while self.time_left > 0:
        mins, secs = divmod(self.time_left, 60)

        hours = 0
        if mins > 60:
            # hour minute
            hours, mins = divmod(mins, 60)

        self.time_display.config(text=f"Time Left: {hours}: {mins}:
{secs}")
        self.time_display.update()
        # sleep function: for 1 second
        time.sleep(1)
        self.time_left = self.time_left - 1
        # When the time is over, a piece of music will
        # play in the background
        if self.time_left <= 0:
            process = multiprocessing.Process(target=playsound,
args=('Ringtones/romantic.mp3',))
            process.start()
            messagebox.showinfo('Time Over', 'Please ENTER to stop
playing')

            process.terminate()
            # Clearing the 'self.button_frame' frame
            self.Clear_Screen()
        # if the pause button is pressed,
        # the while loop will break

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        if self.pause == True:
            break

if __name__ == "__main__":
    root = Tk()
    # Creating a Countdown class object
    obj = Countdown(root)
    root.mainloop()

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