# TITLE OF THE BUSINESS: A GUI-BASED APPLICATION USING PYTHON PROGRAMMING LANGUAGE

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**A CAPSTONE PROJECT DOCUMENTATION**

**Presented to**

**the College of Engineering and Architecture of Mapúa Malayan Colleges Mindanao Gen.**

**Douglas MacArthur Highway, Davao City**

**In Partial Fulfillment**

**of the Requirements for the Course of CPE002L COMPUTER FUNDAMENTALS AND PROGRAMMING 1 LABORATORY**

# LIST OF GROUP MEMBERS

**November 2024**

# OVERVIEW OF THE CHOSEN BUSINESS INDUSTRY

Present here the type of business industry that you / your group approved. *What is the name of the business? What products or services does it offer*?

# ALGORITHM

This section contains instructions for creating a Python program for the specific business industry.

# PSEUDOCODE

This section contains a detailed yet readable description of what a computer program must do. The group can use the “Flowgarithm” application to generate the program's pseudocode.

# FLOWCHART

This section shows the Python program's visual flow. The group can generate the flowchart using the “Flowgarithm” application.

# RESULTS and DISCUSSION

# This section shows the Graphical User Interface version of the chosen and approved CPE001L final project. Insert screenshots of the computer application's output (GUI-based) here and discuss its objects and functions.

# COMPLETE SOURCE CODE

Provide your complete source code here from your Python IDE. Utilize the following format:

Use Courier New 9 as the font face and size.

Format the paragraph spacing to 0pt before and after and use single spacing.

Ensure proper formatting of your source code.

Add breaks or new lines in the codes if necessary.

For documentation, highlight or label the different programming structures used in the Program. Use as many pages as possible.

Programming Structures

1. Sequential Structures
2. Decision Structures
3. Repetition Structures
4. String Methods
5. Text File Manipulation
6. Lists and Dictionaries
7. Functions
8. Program Modularization
9. Simple Graphics and Image Processing
10. Graphical User Interfaces
11. Designing with Classes
12. Network Application and Client/Server Programming (optional)
13. Searching, Sorting, and Complexity (optional)

# CONCLUSION AND REALIZATION

Provide here a list of things that you have learned while making the project. Are there any relative experiences that you would like to share and the learning that you have gained through making this capstone?

# REFERENCES

List all the sources you have used to make this project. (List of websites, books or etc.)