PyCode Project Report

Grocery Price Calculator

by

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I. Introduction of Topic

This simple grocery price calculator project is written in Python. This is a simple GUI based application which is very easy to understand and use. It uses Tkinter module for the GUI. Talking about the application, the user just has to select among the grocery/food items, enter the quantity and click on the calculate button to view the price of the item. It stores the price of the given item giving an idea to the user. **Design is so simple that the user won't find any difficulties while working on it.**

II. Problem and Solution

The aim is to solve a problem both for the user and the customer. During this pandemic, it is too risky for a person to go out check the price of the given item **and** then buy the product it will rather waste time. **so it's more important than ever that we are smart and efficient when we go out for groceries.**

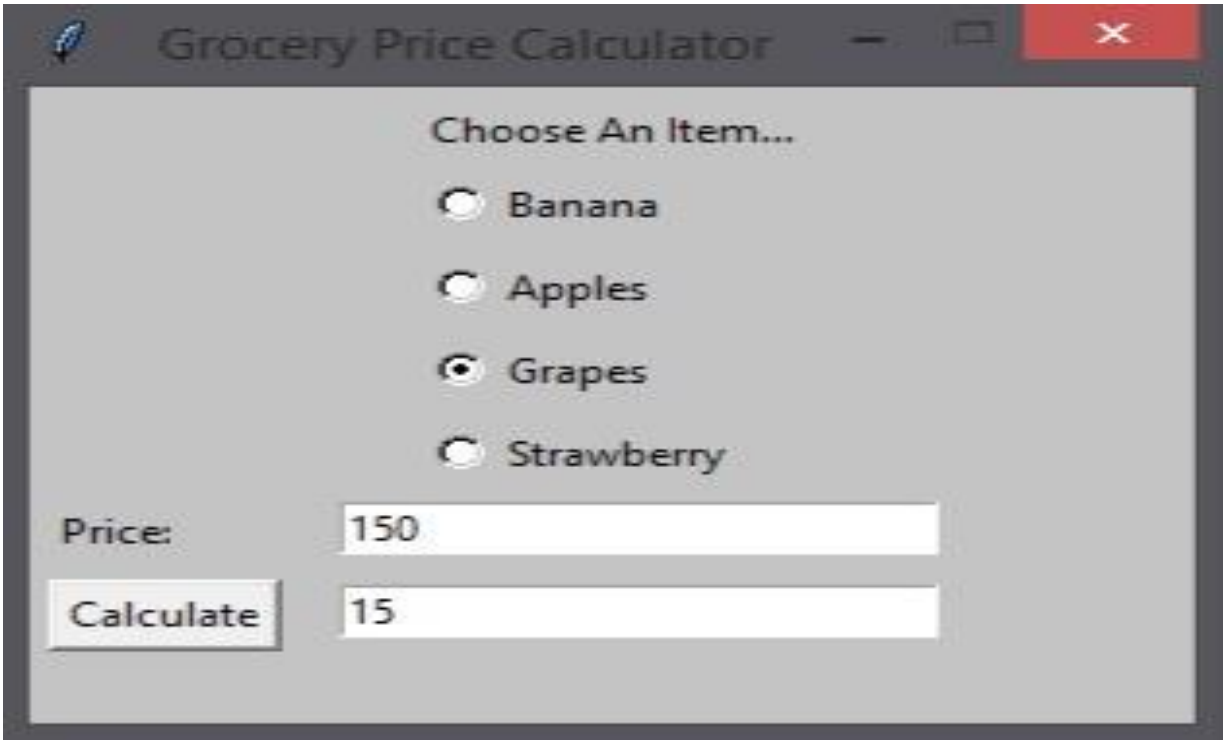
For the betterment of the customer this ***'Grocery Price Calculator'*** gives them an **Idea** about what will be the given price of the selected quantities. So they can direct **buy** the given items knowing their price already. **If you plan your meals in advance you can calculate exactly what you need to buy. This will also save** your **time as you can get everything you need in a single shop (if possible) rather than popping in and out of stores.** Even **they** can know that the person who is selling the product are adding an extra charges or not, the particular quantity are in their budget or not. **And** even they can tally the prices so no extra money is paid.

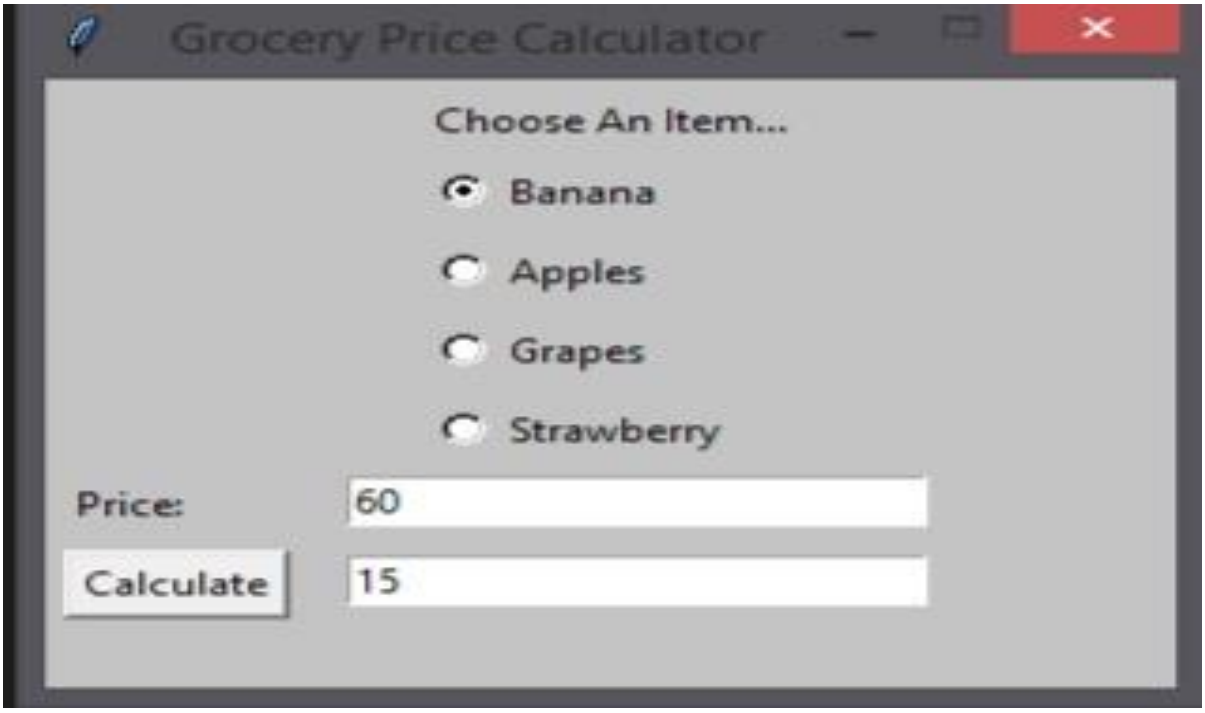
III. Source Code

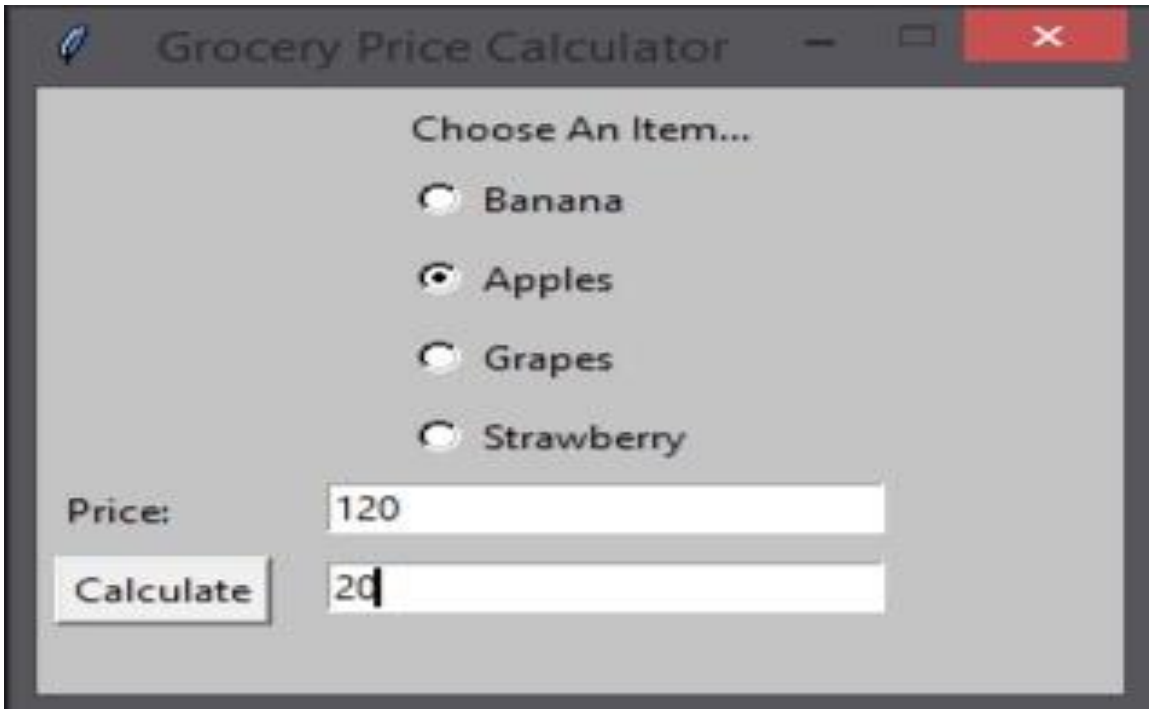
```
from tkinter import *

root=Tk()
root.title("Grocery Price Calculator")
root.geometry("300x230")
root.resizable(width=False,height=False)
root.configure(bg='gray77')
label=Label(root,text="Choose An Item...")
label.place(x=100,y=5)
label.configure(bg="gray77")
v=IntVar()

res=IntVar()
def cal_price():
    value=int(v.get())
    if value==0:
        res.set(int(entry2.get())*4)
    elif value==1:
        res.set(int(entry2.get())*6)
    elif value==2:
        res.set(int(entry2.get())*10)
    elif value==3:
        res.set(int(entry2.get())*12)


r_btn=Radiobutton(root,text="Banana",variable=v,value=0)
r_btn.place(x=100,y=30)
r_btn.configure(bg="gray77")

r_btn2=Radiobutton(root,text="Apples",variable=v,value=1)
r_btn2.place(x=100,y=60)
r_btn2.configure(bg="gray77")
```

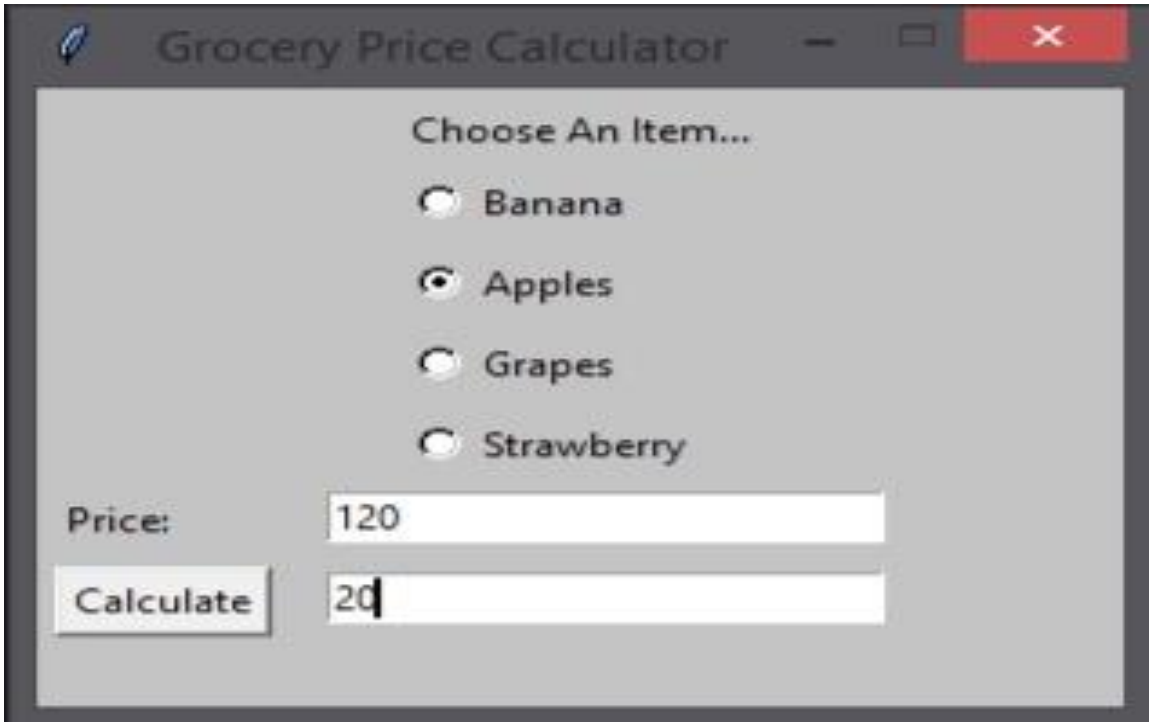
```
r_btn3=Radiobutton(root,text="Grapes",variable=v,value=2)
r_btn3.place(x=100,y=90)
r_btn3.configure(bg="gray77")

r_btn3=Radiobutton(root,text="Strawberry",variable=v,value=3)
r_btn3.place(x=100,y=120)
r_btn3.configure(bg="gray77")

entry=Entry(root,width=25,textvariable=res)
entry.place(x=80,y=150)

label2=Label(root,text="Price: ")
label2.place(x=5,y=150)
label2.configure(bg="gray77")

entry2=Entry(root,width=25)
entry2.place(x=80,y=180)

btn=Button(root,text="Calculate",highlightbackground="gray",command=lambda : cal_price())
btn.place(x=5,y=178)




root.mainloop()
```

IV. Output


Grocery Price Calculator
Choose An Item...
Banana
Apples
Grapes
Strawberry
Price:
150
Calculate
15


Grocery Price Calculator
Choose An Item...
Banana
Apples
Grapes
Strawberry
Price:
60
Calculate
15


Grocery Price Calculator
Choose An Item...
Banana
Apples
Grapes
Strawberry
Price:
120
Calculate
20


Grocery Price Calculator
Choose An Item...
Banana
Apples
Grapes
Strawberry
Price:
120
Calculate
20