

UNIVERSITI TEKNOLOGI MARA KEDAH BRANCH

SCHOOL OF INFORMATION SCIENCE

COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS DIPLOMA IN INFORMATION MANAGEMENT (IM144) IML208: PROGRAMMING FOR LIBRARIES

GROUP PROJECT:

HALL BOOKING SYSTEM

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TITLE OF ASSIGNMENT:

GROUP PROJECT: HALL BOOKING

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IM144 – DIPLOMA IN LIBRARY INFORMATION SCHOOL OF INFORMATION SCIENCE

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Acknowledgement

Assalamualaikum W.B.T

I would like to convey our sincere gratitude to our lecturer SIR AIRUL SHAZWAN BIN NORSHAHIMI for his guidance and for helping us in completing our assignment. This assignment is understandable because of his help. As students we are still learning. While completing this assignment, we learnt something new and valuable.

Other than that, we would like to thank all our friends for inviting us to do this assignment together and showing us how it is done. Their help in giving clarity to doubt by answering all of our questions, help us with finishing our assignment. Finally, we also would like to thank our family for their support in accomplishing this assignment. Their support gave us motivation to not give up and charge through the wall.

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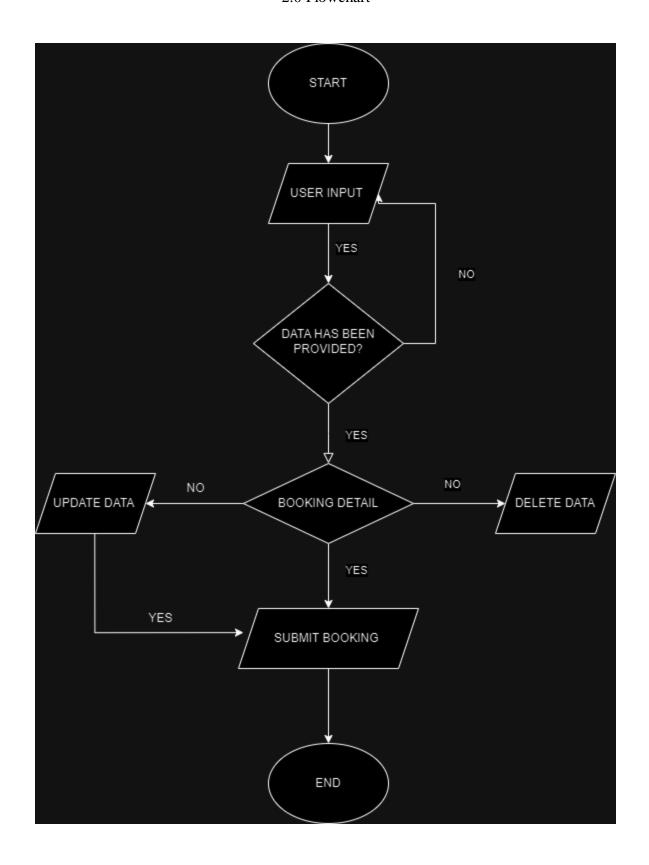
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1.0 Introduction

In this final project, our focus is directed towards the complex landscape of event management, where we discuss the details of creating and implementing a strong hall booking system using Tkinter in Python. The goal is to create a graphical user interface (GUI) that is easy to use and simple so that people may schedule event venues with ease. Important information is recorded by the system, such as the user's complete name, email address, wanted hall, date, and event time. Our code ensures a responsive and well-rounded user experience by smoothly integrating features for submission, changing current bookings, and efficiently deleting reservations, all without compromising on surface aesthetics.

This assignment presents a chance to improve problem-solving abilities, user interface design expertise, and general programming knowledge as we set out on our adventure. Our hall booking system not only meets but beyond the expectations of users involved in event planning by striking a balance between aesthetic appeal and practical effectiveness. This shows the potential of programming in creating focused on users solutions for modern difficulties in event management. We hope that with this assignment, it will help students to get a better knowledge of software development in the context of event management by offering a hands-on experience that bridges the gap between theoretical programming principles and their actual implementation.

2.0 Flowchart



3.0 Snapshot of code

```
event_name_label.grid(row=3, column=0, padx=10, pady=10, sticky="e")
event_name_entry.grid(row=3, column=1, padx=10, pady=10, sticky="e")
hall_name_label.grid(row=4, column=1, padx=10, pady=10, sticky="e")
hall_name_combobox.grid(row=4, column=1, padx=10, pady=10, sticky="w")

button placement
submit_button.grid(row=5, column=0, padx=10, pady=10)
update_button.grid(row=5, column=1, padx=10, pady=10)
update_button.grid(row=5, column=1, padx=10, pady=10)
delete_button.grid(row=5, column=2, padx=10, pady=10)
delete_button.grid(row=5, column=2, padx=10, pady=10)

delete_button.grid(row=5, column=2, padx=10, pady=10)

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delete_button.grid(row=5, column=2, padx=10, padx=10, padx=10, padx=10, padx=10, padx=10, padx=10, padx=10, p
```

```
# check if the event name is provided

# check if the event name petry.get():

# check if the event name entry.get():

# check if the event name entry.get():

# cevent_name = event_name_entry.get()

# cevent_name = event_name_entry.get()

# delete booking_sal = "DELETE FROM 'booking info' NHERE event_name = %s"

# delete booking_val = (event_name,)

# cevent_name,

# cevent_name = event_name,

# cevent_name = went_name,

# cevent_name = went_name,

# cevent_name = event_name,

# cevent_name = event_name,

# cevent_name = event_name,

# cevent_name = event_name,

# cevent_name = %s"

# delete booking_val = (event_name,)

# cevent_name,

# cevent_name = event_name,

# cevent_name = %s"

# cevent_name,

# cevent
```

```
nort_button = tk.Button(root, text="lext", command=show_second_gui, bg="#FF6984", fg="white", font-font_button)

# second GUI
from_time_label = tk.Label(root, text="from What Time:", bg="#FF86C1", font-font_label)
from_time_combobox = ttk.Combobox(root, values=[f"(i:02d):00" for i in range(24)], state="readonly")

until_time_label = tk.Label(root, text="until What Time:", bg="#FF86C1", font-font_label)
until_time_combobox = ttk.Combobox(root, values=[f"(i:02d):00" for i in range(24)], state="readonly")

calendar_label = tk.Label(root, text="until What Time:", bg="#FF86C1", font-font_label)

calendar_label = tk.Label(root, text="calendar:", bg="#FF86C1", font-font_label)

calendar_label = tk.Label(root, text="went Name:", bg="#FF86C1", font-font_label)

event_name_label = tk.Label(root, text="went Name:", bg="#FF86C1", font-font_label)

hall_name_label = tk.Label(root, text="went Name:", bg="#FF86C1", font-font_label)

hall_name_label = tk.Label(root, text="went Name:", bg="#FF86C1", font-font_label)

hall_name_combobox = ttk.Combobox(root, values=["Dewan Perdana", "Dewan Seri Merbok", "Dewan Seri Jerai", "Dewan Sarjana 1", "Dewan Sarjana 2"], state="readonly")

### Subttons (submit, update, delete)

submit_button = tk.Button(root, text="submit", command-submit_booking, bg="#FF698a", fg="white", font-font_button)

delete_button = tk.Button(root, text="submit", command-submit_booking, bg="#FF698a", fg="white", font-font_button)

delete_button = tk.Button(root, text="submit", command-delete_booking, bg="#FF698a", fg="white", font-font_button)

### Grid placement for first GUI

full_name_label.grid(row=0, colum=0, padx=10, pady=10, sticky="e")

full_name_entry.grid(row=0, colum=1, padx=10, pady=10, sticky="e")

enail_entry.grid(row=1, colum=1, padx=10, pady=10, sticky="e")

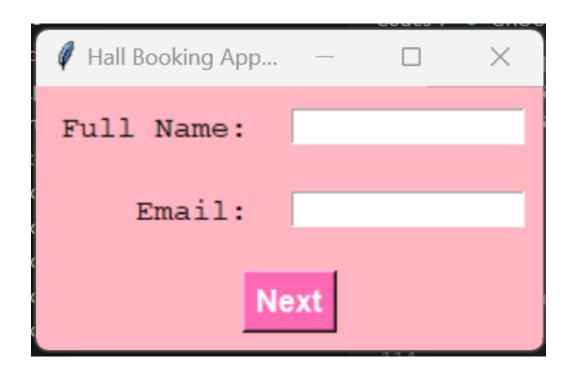
enail_entry.grid(row=1, colum=1, padx=10, pady=10, sticky="e")

enail_entry.grid(row=2, colum=3, padx=10, pady=10, sticky="e")

enail_entry.grid(row=2, colum=3, padx=10, pady=10, sticky="e")

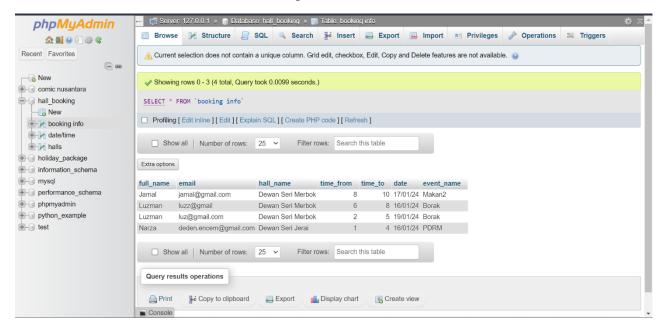
enail_entry.grid(row=2, colum=3, padx=10, pady=10, st
```

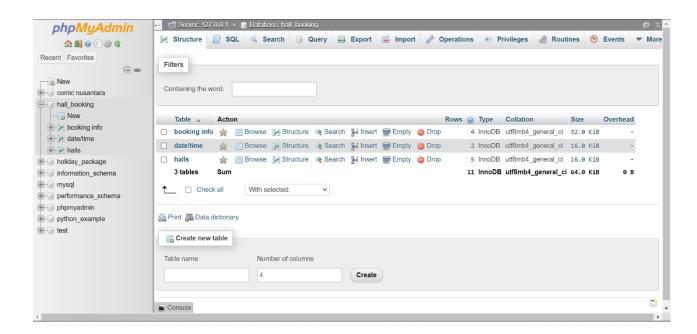
4.0 Snapshot of GUI

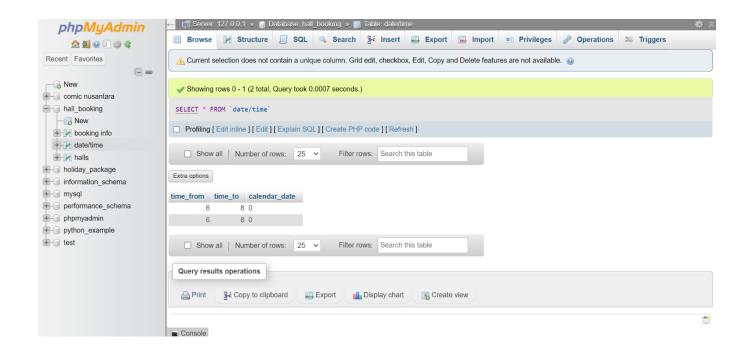


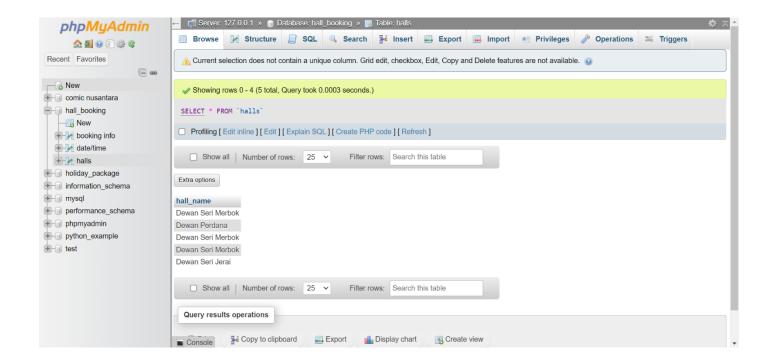
Hall Booking Applica	ation	_		×
From:		~		
To:		~		
Date:	16/01/24 ~			
Event Name:				
Hall Name:		~		
Submit	Update		De	lete

5.0 Snapshot of Database









THANK YOU