# ChemBox Project Documentation

Tom Schneider

**Date:** May 14, 2024

Centre Number: 29065 Candidate Number: 7638

Ellesmere College

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## 1 Analysis

## 1.1 Introduction

Technology gives us the benefits of saving time and doing work more efficiently. The use of software and technology in chemistry does not only help increase accuracy and decrease human error, but also reduces the time spent performing repetitive tasks by hand. ChemBox is a software project with the aim of creating an interactive, user-friendly, and intuitive toolbox for automating and simplifying complex and repetitive tasks that come up on a daily basis for students, educators and professionals in the field of chemistry. The application features a range of different tools that should help chemists work more efficiently and carry out their work more accurately. ChemBox is split into three distinct modules with different functionalities.

The first module is the "ChemCalculator". The aim of this part of the program is to help the user carry out calculations by filling in equations and formulae. Although substituting numbers into predefined equations is a rather trivial task, it leaves a lot of room for human error when it comes to things like converting between units or applying mathematical laws correctly. This module should help the user with the most important and at the same time most trivial tasks in chemistry.

The second module, "ChemBalancer", is for balancing chemical equations, as the name already suggests. Chemical equations come up in every lab experiment, calculation, or research problem. While balancing short equations made up of very few different elements is arguably a rather easy task, it can get quite tricky when you have to work with a large number of different elements, complex ions or just very long equations. Making just a tiny mistake when balancing an important equation can cause a big setback as it can take long to find small errors like mixing up a 2 with a 3.

The third and last module is the "ChemEditor". Visualising molecular structures can play a vital role in understanding a substances chemical properties or understanding interactions with other substances. Drawing molecules out by hand is pretty straight forward. It is knowing when a bond is valid and which atoms bond together and which don't that is the tricky part. Having a tool that can help you make sure the chemical molecule you want to draw can even exist, can be a great help not only for beginner level chemists but also for more experienced chemists.

## 1.2 Prospective Users

Chembox will provide valuable tools to a diverse user base, spanning from students to professional chemists. The intuitive and straight forward design will allow users with varying backgrounds and degrees to use ChemBox for their own specific needs.

In the early stage, the main users of this system will be pupils and staff attending Ellesmere College, but it could be a goal to make the software available open source to anyone online.

Engaging with pupils at the college during the early stages allows for a valuable user feedback loop. This direct interaction with the user group will provide insights into the software's usability, identify potential improvements, and address any specific requirements that may arise within the college context.

#### 1.2.1 Interview with Oliver Covill - Future User

To get an independent opinion on the topic when it comes to important features and future design of the system, I have interviewed Oliver Covill, a fellow A-Level chemistry student at Ellesmere College.

Q: What are the benefits of performing the tasks manually and by hand?

Oliver: Learning the process of the calculation and what is required for them and why we use them. Doing every step of the task by hand, be it calculating something or balancing an equation gives you a better feeling for it and teaches you the necessary foundations you need.

Q: What are the drawbacks of using the current system (by hand/without software)?

Oliver: Longer questions that require multiple equations and rearranging them can be quite tedious at times. Also, checking every calculation performed by hand can be very time consuming. Balancing long equations can sometimes be near impossible or might require multiple lines of working out, to get the right balanced equation, especially if you don't instantly notice a mistake you have made.

Q: What are the most common tasks in chemistry that could be computed, and which features would be most important to you?

Oliver: Definitely a lot of the basic mole like calculations. Also having the ability to do PV=nRT calculations or having a Gibbs Free Energy calculator would be great. The most important Feature for me would be a chemical equation balancer, which is especially important for long and complex equations.

## 1.3 Specific Objectives

Through being an A-Level Chemistry student myself, I have learned a lot about using chemical equations and performing calculations as well as balancing chemical equations and visualising chemical substances and molecules. I was able to identify a number of calculations that processes that come up on a regular basis and divide them into non-negotiable and nice-to-have objectives.

## 1.3.1 Chemical Equations and Calculations - ChemCalculator

The first module of the program is for performing calculations which are based on chemical formulae. Where appropriate the program should allow the user to choose from a range of different units for each calculation, so the user doesn't have to calculate the conversions like the one from  $cm^3$  to  $dm^3$  for example.

Required functionalities:

1. Standard moles calculation:

$$moles = \frac{mass}{molar\ mass}$$

2. Calculation to find the concentration:

$$concentration = \frac{moles}{volume}$$

3. Avogadro's number calculations. The user should be able to give several inputs, including mass, moles, molecular weight and the number of atoms. After giving two independent inputs, the program should be able to calculate the rest of the values using Avogadro's number. The equation the calculator will be based on is:

 $number\ of\ atoms = Avogadro's\ number imes moles$ 

This should be paired with a mole calculator for the possibility use the following formula:

$$number\ of\ atoms = Avogadro's\ number \times \frac{mass}{molar\ mass}$$

4. Gibbs Free Energy calculation:

$$\Delta G = \Delta H - T\Delta S$$

$$(\Delta G = Gibbs Free Energy) (\Delta H = enthalpy)$$
  
(T = temperature) ( $\Delta S = entropy$ )

5. Calculation for the Specific Heat Capacity and Enthalpy changes:

$$q = mc\Delta T$$

(q = energy change) (m = mass) (c = specific heat capacity) (
$$\Delta T$$
 = temperature change)

6. Equilibrium Constant calculation for a reversible reaction:

$$a[A] + b[B] \rightleftharpoons c[C] + d[D]$$
$$K_C = \frac{[C]^c[D]^d}{[A]^a[B]^b}$$

 $(K_C = \text{Equilibrium Constant})$  (Upper case letter = Concentration) (Lower case letter = Moles in Equation)

7. Rate Equation and Rate constant calculation:

$$Rate = k[A]^m[B]^n$$

8. Ideal Gas Law calculation:

$$PV = nRT$$

(P = Pressure, V = Volume, n = Number of moles, R = Gas constant, T = Temperature)

Non-essential objectives:

1. Acid calculations - pH and  $[H^+]$ 

$$pH = -log[H^+]$$

$$[H^+] = 10^{-pH}$$

2. Acid dissociation constants  $K_a$  and  $pK_a$ 

$$K_a = \frac{[H^+][A^-]}{[HA]}$$

$$pK_a = -logK_a$$

$$K_a = 10^{-pK_a}$$

3. Atom Economy calculation:

$$Atom \ Economy = \frac{Mr \ of \ desired \ product}{Sum \ of \ Mr \ of \ all \ reactants} \times 100$$

4. Percentage Yield calculation:

$$\%Yield = \frac{Actual\ yield}{Theoretical\ yield} \times 100$$

### 1.3.2 Chemical Equation Balancer - ChemBalancer

A substantial part of the project will be the ChemBalancer which will be the module that balances chemical equations. This system must be able to take complex unbalanced equations and convert them into a balanced version. It must be able to handle subscript numbers, brackets, and complex ions.

#### 1.3.3 Visualisation of Chemical Molecules - ChemEditor

The third part of the program will be the ChemEditor module, which can be used for visualising the structures of chemical molecules. This module will require a user-friendly and easy to use interface, with the main focus on the canvas. The user should have the option to choose from a range of different elements what he wants to add to the canvas. In a tool bar, the user should also be able to choose the bond order (single, double, triple) and the charge on each atom. When clicking on an atom, there should be an option to add a bond to another atom or delete the atom.

When the user constructs their molecules, ChemEditor will have to conduct real-time checks to ensure that atoms do not exceed their valence electrons and that it is chemically possible to have a molecule with the given structure. The required objectives for this module are:

#### 1. Tool bar:

In the tool bar on the top end of the application, there must be a list of buttons for choosing the element, which must include the most common elements (Carbon, Hydrogen, Sulphur, Chlorine, etc.). There also has to be the option to choose the bond order (single, double or triple bond). Another essential option in form of buttons should be removing atoms and bonds as well as being able to safe the drawn structures as a document.

A possible non-essential enhancement would be getting extra information about atoms upon highlighting as well as getting information like the molar mass and the empirical formula of a molecule after highlighting.

#### 2. Canvas:

The canvas is the area in which the user can draw their molecules. There are several features that must be included here.

(a) The user must be able to draw atoms by clicking on the canvas.

- (b) Upon selecting an existing atom on the canvas, depending on the chosen action type, the user should have different options:
  - i. When the chosen action type is "Draw", a number of greyed out atoms and bonds to those atoms should be drawn, out of which the user can choose where he wants to place his next atom.
  - ii. When the chosen action type is "Bond", the program should draw a bond from the selected atom to every existing atom on the canvas, with which a bond would be possible. The colour of those bonds needs to be different to the colour of the actual existing bonds, to avoid confusion.

## 1.4 Current and Proposed Systems

The current standard is to work out chemical equations or draw molecules on paper. This might make sense for simple equations or small molecules, but it gets less efficient and more difficult as complexity increases. Although there are some software solutions for very specific tasks, there isn't one intuitive and easy to use application that combines the different tasks in one place.

Naturally, drawing molecules with pen and paper feels best and is the preferred choice by most people. This project is not here to replace that, it should merely pose as a help for chemists when working certain things out.

# 2 Documented Design

## 2.1 Introduction to the Documented Design

In this section, I will outline the decisions, that have outlined the development of the ChemBox project and explain the programming techniques used to implement certain algorithms and structures.

The program is written in python, with the aim of using as little external frameworks and dependencies as possible, and therefore creating most of this project from scratch. For the GUI implementation, I chose to use the PyQt6 framework, which is a powerful tool for creating GUI applications in python.

## 2.2 Project Hierarchy

As mentioned in the analysis part of this document, the project is separated into three standalone modules which are merged in the main class of the program, ChemBox.

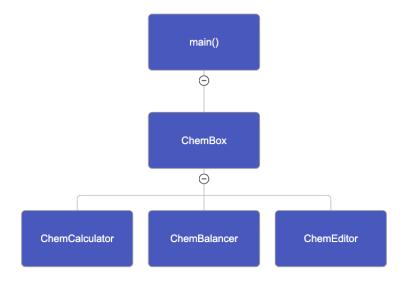


Figure 1: Program Hierarchy chart

I will explain the hierarchy and program flow of the system, beginning with the ChemCalculator module.

### 2.3 Structure of the GUI

The ChemBox class is the heart of the program, the point where all the different components are merged to create one complete application. To give a better understanding of the system, I will explain how I composed the GUI and what each major component does. The ChemBox class contains only the constructor method, in which the layout of the graphical user interface is specified. The constructor defines the dimensions, the title and geometry of the window and then creates an instance of the TabBar class, which will act as the central widget of the program. Next, an instance of each of the three big components of the project, ChemCalculator, ChemBalancer and ChemEditor is created, and allocated to a separate tab of the tab bar (Listing 1: lines 18 - 25).

```
class ChemBox(QMainWindow):
      def __init__(self):
           super().__init__()
          # set window properties
          self.\__left = 300
          self.\__top = 300
          self.__width = 1280
          self.__height = 720
           self.__title = "ChemBox"
10
           self.setWindowTitle(self.__title)
11
           self.setGeometry(self.__left, self.__top, self.__width, self.
       _height)
13
          self.setFixedSize(self.__width, self.__height)
14
          self.tab_bar = TabBar()
16
           self.setCentralWidget(self.tab_bar)
17
           self.chem_calculator = ChemCalculator()
18
           self.tab_bar.tab1.setLayout(self.chem_calculator.main_layout)
19
20
           self.chem_balancer = ChemBalancer()
21
           self.tab_bar.tab2.setLayout(self.chem_balancer.balancer_layout)
22
23
24
           self.chem_editor = ChemEditor()
          self.tab_bar.tab3.setLayout(self.chem_editor.editor_layout)
```

Listing 1: Code snippet of ChemBox class

The tab bar is used as the main widget of the program at all times, as it controls the navigation between modules. The goal was to achieve a design like the one illustrated in Figure 2, where 1, 2 and 3 in the small boxes at the top of the screen represent buttons in the tab bar for the three major modules of the ChemBox.

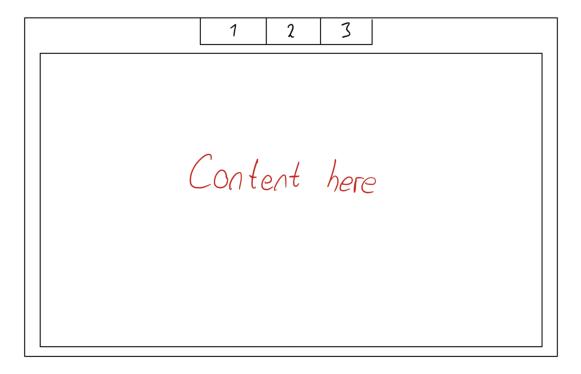


Figure 2: Mockup drawing of tab bar

The ChemCalculator module is the only part of the project with a special implementation of the user interface, which needs explanation.

When developing the ChemCalculator module, the first issue I encountered was how I would create a layout that would work for multiple separate sub-calculators. I had three different possible systems for displaying the module. The first option was creating a sidebar, where the user can choose the exact calculator, they were looking for, which is then displayed on the screen. The second option was very similar, but with an additional tab bar at the top or bottom of the screen. This solution is not very aesthetically pleasing and could cause confusion with the actual tab bar that allows the user to switch between the three main modules. The third option was putting every calculator on the same page, each in its own area, clearly separated from the others, and make the window scrollable. I decided against this option, as

this design could have gotten very messy. Therefore, I decided to create a sidebar for the ChemCalculator.

As there is no built-in sidebar widget in PyQt6, I have designed my own way of creating one. I did so by using the QTabWidget, which I also used for the tab bar, but not display it. I was able to benefit from the already existing widget, for the switching between calculators, and use buttons placed on the left side of the screen as a replacement for an actual sidebar. The buttons connect to a method, which changes the current index of the tab widget to the according number of the calculator, which updates the page that is displayed. This is illustrated in the following code snippet (Listing 2), which only includes the example on a single button, for better readability of this document.

```
class ChemCalculator(QWidget):
      def __init__(self):
           super(QWidget, self).__init__()
           self.side_bar_layout = QVBoxLayout()
           self.gibbs_calc = GibbsFreeEnergyCalculator()
           # Create buttons
10
           self.gibbs_free_energy_tab_button = QPushButton("Gibbs Free Energy
       Calculator")
11
           self.gibbs_free_energy_tab_button.clicked.connect(self.
       gibbs_free_energy_action)
           # Create tabs
14
           self.gibbs_free_energy_tab = QWidget()
16
17
           # Initialise gibbs free energy calculator
18
           self.gibbs_free_energy_tab.setLayout(self.gibbs_calc.layout)
19
20
           # Add buttons to sidebar layout
21
           self.side_bar_layout.addWidget(self.gibbs_free_energy_tab_button)
22
           self.side_bar_widget = QWidget()
23
           self.side_bar_widget.setLayout(self.side_bar_layout)
24
25
           self.page_widget = QTabWidget()
26
27
           self.page_widget.addTab(self.gibbs_free_energy_tab, "")
28
29
           self.page_widget.setCurrentIndex(0)
30
           self.page_widget.setStyleSheet('', QTabBar::tab{
31
           width: 0:
32
           height: 0;
33
           margin: 0;
34
           padding: 0;
35
           border: none;
36
37
38
           self.main_layout = QHBoxLayout()
```

```
self.main_layout.addWidget(self.side_bar_widget)
self.main_layout.addWidget(self.page_widget)

self.main_widget = QWidget()
self.main_widget.setLayout(self.main_layout)

# Define actions for each button
def gibbs_free_energy_action(self):
self.page_widget.setCurrentIndex(5)
```

Listing 2: Example of ChemCalculator implementation

## 2.4 Algorithm Design for ChemCalculator

Essential for most individual calculators in the ChemCalculator module will be an algorithm to determine which of the input options the user left blank. In general, the user interface will always consist of a number of inputs, implemented as QLineEdit's, where the blank ones are the ones that our program will calculate.

The algorithm will have to take a list of inputs as a parameter and use iteration to determine the blank one.

### **Algorithm 1** Algorithm to find empty input

```
input\_list \leftarrow []
count \leftarrow 0
empty\_input \leftarrow NONE

FOR i \leftarrow 0 to Len(input\_list) DO

IF input\_list[i] is empty THEN
count \leftarrow count + 1
empty\_input \leftarrow input\_list[i]
END IF

END FOR

IF count = 1 THEN
RETURN \ count
END IF
```

## 2.5 Algorithm Design for ChemBalancer

Figure 3 includes my initial attempt at visualising how an equation balancer could work. My first version of this module worked on a very similar system, although I struggled with finding a method of consistently balancing the equations after splitting them into their smallest possible components.

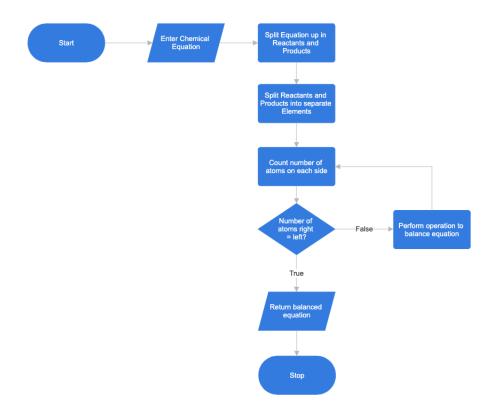


Figure 3: Initial flowchart for balancer

The following code blocks contains the code of my initial, failed, attempt at the balancer.

Listing 3: Method for splitting equation into components

The splitEquation method uses string manipulation to extract the individual molecules of the equation and store them in separate lists for reactants and products.

After finding the individual molecules in the equation, the parseComponent method is called to get the elements used in the molecules, and the amount of them. This is done through if statements, as there is only a limited number of different possibilities. The longest element symbol consists of three letters, where the first letter of every atom is always capitalised, and the following ones are not. The subscript number (number of atoms or element in a given molecule) can be found easily, as numbers within molecules always belong to the preceding element (H2O - the 2 belongs to the hydrogen). Individual elements are found by checking for capital letters. An element starts with a capital letter and ends at the next capital letter, which is where the next element starts. The same techniques were used to find brackets.

```
def parseComponent(self, component, countsDict, totalDict):
           # Check for coefficient
           try:
               if component[0] in self.integers:
                        if component[0 + 1] in self.integers:
                                if component[0 + 2] in self.integers:
                                     coefficient = int(component[0: 0 + 3])
                                else:
                                     coefficient = int(component[0: 0 + 2])
                            except IndexError:
12
13
                                coefficient = int(component[0: 0 + 2])
14
                            coefficient = int(component[0])
16
                    except IndexError:
                        coefficient = int(component[0])
17
18
                   coefficient = 1
19
               for i in range(len(component)):
20
21
                        openBracket = component.find("(")
22
                        closedBracket = component.find(")")
23
24
                    except IndexError:
25
                        continue
26
                        if component[i].isupper() and component[i - 1] != "(":
27
28
                                if component[i + 1].islower():
29
30
                                     try:
                                         if component[i + 2].islower():
31
                                             element = component[i:(i + 3)]
32
                                             if openBracket < i < closedBracket:</pre>
33
                                                  subCoefficient = self.
34
       getSubCoefficient(component)
35
                                                  subCoefficient = 1
36
```

```
# Check for subscript
38
39
                                                  if component[i + 3] in self.
40
       integers:
41
                                                           if component[i + 4] in
42
       self.integers:
43
                                                               try:
                                                                    if component[i +
44
        5] in self.integers:
45
                                                                        subscript =
       int(component[(i + 3): (i + 6)])
46
                                                                    else:
                                                                        subscript =
47
       int(component[(i + 3): (i + 5)])
48
                                                                except IndexError:
                                                                    subscript = int(
49
       component[(i + 3): (i + 5)])
50
                                                           else:
                                                               subscript = int(
51
       component[i + 3])
                                                       except IndexError:
52
                                                           subscript = int(
53
       component[i + 3])
54
                                                  else:
                                                       subscript = 1
55
56
                                              except IndexError:
57
                                                  subscript = 1
                                          else:
58
59
                                              element = component[i:(i + 2)]
60
                                              if openBracket < i < closedBracket:</pre>
61
62
                                                  subCoefficient = self.
       getSubCoefficient(component)
63
                                                  subCoefficient = 1
64
65
                                              # Check for subscript
66
67
                                                  if component[i + 2] in self.
68
       integers:
69
                                                           if component[i + 3] in
70
       self.integers:
71
                                                                    if component[i +
72
        4] in self.integers:
73
                                                                        subscript =
       int(component[(i + 2): (i + 5)])
74
                                                                except IndexError:
75
                                                                    subscript = int(
       component[(i + 2): (i + 4)])
                                                       except IndexError:
76
                                                           subscript = int(
77
       component[i + 2])
                                                  else:
78
                                                       subscript = 1
79
                                              except IndexError:
80
81
                                                  subscript = 1
```

```
82
                                       except IndexError:
                                           element = component[i:(i + 2)]
83
                                           if openBracket < i < closedBracket:</pre>
84
85
                                                subCoefficient = self.
        getSubCoefficient(component)
86
                                               subCoefficient = 1
87
                                  else:
88
                                       element = component[i]
89
90
                                       if openBracket < i < closedBracket:</pre>
91
                                           subCoefficient = self.getSubCoefficient(
        component)
92
                                       else:
                                           subCoefficient = 1
93
94
                                       try:
95
                                           # Check for subscript
                                           if component[i + 1] in self.integers:
96
97
                                                    if component[i + 2] in self.
98
        integers:
99
                                                        try:
                                                            if component[i + 3] in
100
        self.integers:
101
                                                                 subscript = int(
        component[i + 1: i + 4])
                                                         except IndexError:
102
103
                                                             subscript = int(
        component[i + 1: i + 3])
104
                                                    else:
                                                        subscript = int(component[i
        + 1])
106
                                                except IndexError:
107
                                                    subscript = int(component[i +
        1])
108
                                               subscript = 1
                                       except IndexError:
110
111
                                           subscript = 1
112
                              except IndexError:
113
                                  element = component[i]
114
115
                                  if openBracket < i < closedBracket:</pre>
                                       subCoefficient = self.getSubCoefficient(
116
        component)
117
                                  else:
                                       subCoefficient = 1
118
119
120
                                  try:
                                       # Check for subscript
121
                                       if component[i + 1] in self.integers:
122
123
                                               if component[i + 2] in self.integers
                                                        if component[i + 3] in self.
126
        integers:
                                                             subscript = int(
127
        component[i + 1: i + 4])
128
                                                    except IndexError:
```

```
129
                                                       subscript = int(component[i
        + 1: i + 3])
                                              else:
130
131
                                                   subscript = int(component[i +
        1])
132
                                          except IndexError:
                                              subscript = int(component[i + 1])
134
                                      else:
                                          subscript = 1
135
136
                                  except IndexError:
137
                                      subscript = 1
                             trv:
138
139
                                 if element in countsDict:
                                      countsDict[element] = int(countsDict[element
140
       ]) + subscript * coefficient * subCoefficient
141
                                  else:
                                      countsDict[element] = subscript *
142
        coefficient * subCoefficient
143
                                 if element in totalDict:
144
                                     totalDict[element] = int(totalDict[element])
145
        + subscript * coefficient * subCoefficient
                                 else:
146
                                      totalDict[element] = subscript * coefficient
147
         * subCoefficient
                             except UnboundLocalError:
148
149
                                 continue
150
                         # Check for brackets / complex ion in equation
151
                         elif component[i] == "(":
152
153
                             try:
                                 if component[i + 2] == ")":
154
155
                                      element = component[i + 1]
156
157
                                          if component[i + 3] in self.integers:
158
                                                   if component[i + 4] in self.
159
        integers:
160
                                                       try:
                                                           if component[i + 5] in
161
        self.integers:
162
                                                                subscript = int(
        component[(i + 3): (i + 6)])
163
                                                                subscript = int(
164
        component[(i + 3): (i + 5)])
                                                       except IndexError:
                                                            subscript = int(
166
        component[(i + 3): (i + 5)])
167
168
                                                       subscript = int(component[(i
        + 3): (i + 4)])
                                               except IndexError:
169
                                                   subscript = int(component[i +
170
       3])
                                          else:
                                              subscript = 1
172
                                      except IndexError:
173
174
                                          subscript = 1
```

```
elif component[i + 1].isupper():
175
                                       if component[i + 2].islower():
176
177
                                           try:
178
                                               if component[i + 3].islower():
                                                    element = component[(i + 1): (i
179
        + 4)]
180
                                                    # Check for subscript within
181
        brackets
182
                                                        if component[i + 4] in self.
183
        integers:
184
                                                                 if component[i + 5]
185
        in self.integers:
186
                                                                     try:
                                                                         if component
187
        [i + 6] in self.integers:
188
       subscript = int(component[(i + 4): (i + 7)])
                                                                          else:
189
190
        subscript = int(component[(i + 4): (i + 6)])
191
                                                                     except
        IndexError:
                                                                          subscript =
192
        int(component[(i + 4): (i + 6)])
193
                                                                 else:
                                                                     subscript = int(
194
        component[i + 4])
195
                                                             except IndexError:
                                                                 subscript = int(
196
        component[i + 4])
197
                                                        else:
198
                                                            subscript = 1
                                                    except IndexError:
199
                                                        subscript = 1
200
201
202
                                                    # Find subscript coefficient of
        complex ion
                                                    subCoefficient = self.
203
        getSubCoefficient(component)
                                               else:
204
                                                    element = component[(i + 1): (i
205
        + 3)]
206
                                                    # Check for subscript within
207
       brackets
208
                                                        if component[i + 3] in self.
209
        integers:
210
                                                                if component[i + 4]
211
       in self.integers:
212
                                                                     try:
                                                                          if component
213
        [i + 5] in self.integers:
214
        subscript = int(component[(i + 3): (i + 6)])
```

```
215
                                                                         else:
216
        subscript = int(component[(i + 3): (i + 5)])
                                                                     except
        IndexError:
218
                                                                         subscript =
        int(component[(i + 3): (i + 5)])
                                                            except IndexError:
219
                                                                subscript = int(
220
       component[i + 3])
221
                                                        else:
                                                            subscript = 1
222
                                                   except IndexError:
223
                                                        subscript = 1
224
225
                                                   # Find subscript coefficient of
226
       complex ion
                                                   subCoefficient = self.
227
        getSubCoefficient(component)
                                           except IndexError:
228
                                               element = component[(i + 1): (i + 3)
229
230
                                               # Check for subscript within
231
       brackets
232
                                               try:
                                                   if component[i + 3] in self.
233
        integers:
234
                                                        try:
                                                            if component[i + 4] in
235
        self.integers:
236
237
                                                                     if component[i +
        5] in self.integers:
                                                                         subscript =
238
        int(component[(i + 3): (i + 6)])
239
240
                                                                         subscript =
        int(component[(i + 3): (i + 5)])
                                                                except IndexError:
241
                                                                     subscript = int(
242
        component[(i + 3): (i + 5)])
                                                        except IndexError:
243
244
                                                            subscript = int(
       component[i + 3])
245
                                                        subscript = 1
246
                                               except IndexError:
247
                                                   subscript = 1
248
249
250
                                               # Find subscript coefficient of
       complex ion
                                               subCoefficient = self.
        getSubCoefficient(component)
                                      else:
252
                                          element = component[i + 1]
253
254
                                          # Check for subscript within brackets
255
256
                                           try:
```

```
if component[i + 2] in self.integers
257
258
                                                   try:
259
                                                        if component[i + 3] in self.
        integers:
260
                                                                if component[i + 4]
261
        in self.integers:
                                                                     subscript = int(
262
        component[(i + 2): (i + 5)])
263
                                                                     subscript = int(
264
        component[(i + 2): (i + 4)])
                                                            except IndexError:
265
                                                                subscript = int(
266
        component[(i + 2): (i + 4)])
                                                    except IndexError:
267
268
                                                        subscript = int(component[i
        + 2])
269
                                                   subscript = 1
270
                                           except IndexError:
                                               subscript = 1
272
273
                                           # Find subscript coefficient of complex
274
        ion
                                           subCoefficient = self.getSubCoefficient(
        component)
276
                              except IndexError:
                                  print("wrong user input ")
277
                                  if element in countsDict:
279
                                      countsDict[element] += subscript *
280
        subCoefficient * coefficient
281
                                      countsDict[element] = subscript *
282
        subCoefficient * coefficient
283
                                  if element in totalDict:
                                      totalDict[element] += subscript *
284
        subCoefficient * coefficient
285
                                  else:
                                      totalDict[element] = subscript *
286
        subCoefficient * coefficient
                             except UnboundLocalError:
288
                                  continue
289
                             continue
290
                     except IndexError:
291
292
                       continue
            except IndexError:
293
                None
```

Listing 4: parseComponent method for finding elements

Although this code is overly complicated, it worked most of the times for basic or intermediate level equations.

The main problem this version of the balancer ran into, was the actual bal-

ancing of the equations. The version uses a loop to attempt balancing, where copies of the left- and right-hand side components are created together with dictionaries to track the total count of elements. Each component then gets a randomly generated coefficient between 1 and 10, and the loop continues until the count on the left side equals the count on the right side. Once a balanced equation is found, the coefficients are normalised to their smallest integer values using the greatest common divisor (GCD) The balanced equation is then put back together and returned to the user.

```
def balance(self):
           if self.balanced:
               equation = str()
               for dictionary in self.left:
                    compound = str()
                    for element in dictionary:
                        compound += element
                        if dictionary[element] > 1:
                            compound += str(dictionary[element])
10
                    equation += compound
                    equation += " +
11
               equation = equation[:len(equation) - 3] + " = "
12
               for dictionary in self.right:
13
                    compound = str()
14
                    for element in dictionary:
15
                        compound += element
16
17
                        if dictionary[element] > 1:
                            compound += str(dictionary[element])
18
19
                        else:
20
                            pass
21
                    equation += compound
                    equation += " + "
22
23
               equation = equation[:len(equation) - 2]
           else:
24
               while not self.balanced:
25
                    tempLeft = list()
26
                    tempRight = list()
27
                    totalLeft = dict()
28
29
                    totalRight = dict()
30
                    for item in self.left:
31
32
                        newDict = dict()
                        for key in item:
33
34
                            newDict[key] = item[key]
                        tempLeft.append(newDict)
35
                    for item in self.right:
37
                        newDict = dict()
38
                        for key in item:
39
40
                            newDict[key] = item[key]
41
                        tempRight.append(newDict)
42
                    leftCoefficients = [randint(1, 10) for _ in range(len(
43
       tempLeft))]
                    rightCoefficients = [randint(1, 10) for _ in range(len(
```

```
tempRight))]
45
                   for index in range(0, len(leftCoefficients)):
46
47
                       for key in tempLeft[index]:
                            tempLeft[index][key] *= leftCoefficients[index]
48
                            if key not in totalLeft:
49
                                totalLeft[key] = tempLeft[index][key]
50
                            else:
                                totalLeft[key] += tempLeft[index][key]
52
                   for index in range(0, len(rightCoefficients)):
53
54
                       for key in tempRight[index]:
                            tempRight[index][key] *= rightCoefficients[index]
56
                            if key not in totalRight:
                                totalRight[key] = tempRight[index][key]
57
58
59
                                totalRight[key] += tempRight[index][key]
                   self.balanced = True
60
61
                   for key in totalLeft:
                       if totalLeft[key] != totalRight[key]:
62
                            self.balanced = False
63
                       else:
64
                            continue
66
               bigTup = tuple(leftCoefficients + rightCoefficients)
67
68
               leftCoefficients = list(map(lambda x: int(x / reduce(gcd, bigTup
      )), leftCoefficients))
69
               rightCoefficients = list(map(lambda x: int(x / reduce(gcd,
       bigTup)), rightCoefficients))
70
               balancedEquation = str()
71
72
               for index in range(0, len(self.left)):
                   if leftCoefficients[index] != 1:
73
                       compound = str(leftCoefficients[index])
75
                   else:
                       compound = str()
76
                   for key in self.left[index]:
77
                       compound += key
78
79
                       if self.left[index][key] != 1:
                            compound += str(self.left[index][key])
80
81
                   balancedEquation += compound
                   balancedEquation += " + "
82
               balancedEquation = balancedEquation[:len(balancedEquation) - 3]
83
               for index in range(0, len(self.right)):
84
                   if rightCoefficients[index] != 1:
85
                       compound = str(rightCoefficients[index])
86
87
                   else:
                       compound = str()
88
89
                   for key in self.right[index]:
                       compound += key
90
91
                       if self.right[index][key] != 1:
                            compound += str(self.right[index][key])
92
                   balancedEquation += compound
93
                   balancedEquation += " + "
94
               balancedEquation = balancedEquation[:len(balancedEquation) - 2]
95
               return self.balancedLabel.setText(f"{balancedEquation}")
```

Listing 5: balance method

This version had a few obvious limitations, it relied on randomly generated coefficients, which is not a very reliable system of finding the correct coefficients. Although the random generation usually provides coefficients, it may not always produce the most optimal or smallest possible coefficients. The normalisation step using the greatest common divisor ensures that the coefficients are integer multiples of each other, but it does not guarantee the smallest possible coefficients. If a balanced equation cannot be found with the randomly generated coefficients, there is also a possibility of infinite looping.

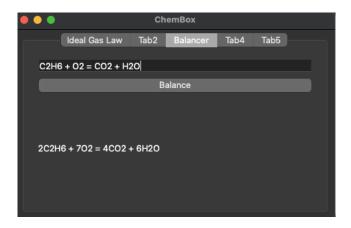


Figure 4: Initial balancer test

The test in Figure 4 shows, that the system works (at least for simple equations). Just the simple addition of two carbon atoms and four hydrogen atoms to get the equation C2H6+O2=CO2+H2O is already too much for the system, as this will end in an infinite loop. This loop can be prevented by increasing the range of possibilities for the randomly generated integers (for example from between 1 and 10 to between 1 and 100) but this means there is always a limit to what is possible for the balancer. Figure 5 shows the state of the program after trying to balance the equation with the original range of one to 10. The program in the figure is in the state of an infinite loop.

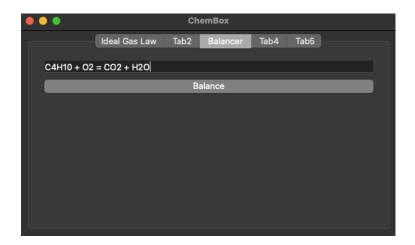


Figure 5: Initial balancer test No. 2

Whilst researching for better ways to implement a chemical equation balancer in python, I came across regular expressions, which around that same time, we also covered in our A-Level Computer Science lessons. Knowing about regular expressions helped me significantly improve the effectiveness of my balancer when it comes to extracting individual elements and their amount from the equation. In my search for the best possible way to do so, I wrote several algorithms, which extend each other perfectly, to finish the job together.

This algorithm (Algorithm 2) takes the full equation as a parameter from the user input and removes any white spaces from it. It then splits it up into separate reactants and products, and lastly, it extracts the individual reagents within the reactants and products.

```
Algorithm 2 Algorithm to split equation
```

```
SUBROUTINE split\_equation()

stripped\_equation \leftarrow USERINPUT

stripped\_equation \leftarrow stripped\_equation.STRIP("")

equation\_split \leftarrow stripped\_equation.SPLIT(" = ")

reactants \leftarrow equation\_split[0].SPLIT(" + ")

products \leftarrow equation\_split[1].SPLIT(" + ")

END SUBROUTINE
```

This second algorithm (Algorithm 3), which I designed for the task mentioned above, uses regular expressions, to identify separate reagents within a chemical compound by identifying brackets. The goal is to split up compounds like CuNO3)2 into ["Cu", "(NO3)2"], where Cu and (NO3)2 are

two separate entries in the list. The method then iterates over each reagent, and checks if it starts with an opening bracket. If it does, this indicates, that there is a chemical compound enclosed in the brackets. It extracts the inner compound and the subscript  $(OH)^2$  indicates that the (OH) group exists twice), and then passes these two variables as parameters to the "find\_elements" method, along with the "index" and "side" parameters.

## **Algorithm 3** Algorithm to find reagents

```
SUBROUTINE find_reagents(compound, index, side)
   reagents \leftarrow SPLIT\ compound\ INTO\ reagents\ USING\ REGEX\ PATTERN
   FOR reagent IN reagents DO
      IF reagent BEGINS WITH "(" THEN
         inner\_compound \leftarrow SUBSTRING(1, LEN(reagent))
         bracket\_subscript \leftarrow SPLIT\ reagent\ BY\ ")"\ AND\ GET\ SECOND\ PART
         IF bracket_subscript EXISTS THEN
             bracket\_subscript \leftarrow INT(bracket\_subscript)
         ELSE
            bracket\_subscript \leftarrow 1
         END IF
         find_elements(inner_compound, index, bracket_subscript, side)
      ELSE
         bracket\_subscript \leftarrow 1
         find\_elements(reagent, index, bracket\_subscript, side)
      END IF
   END FOR
END SUBROUTINE
```

The next algorithm (Algorithm 4) uses a regular expression to obtain the elements and associated subscript values. Each extracted element is then stored together with the correlated subscript value as a tuple, inside a list (For example:  $Cr2O7 \rightarrow [("Cr", "2"), ("O", "7")]$ ). The algorithm then iterates through each tuple (elements, subscript) in the element\_counts list. With every iteration, a different subroutine named add\_to\_matrix is called, passing the current element, index, the product of the bracket\_subscript and subscript, and the side argument.

#### **Algorithm 4** Algorithm to find elements

```
SUBROUTINE find_reagents(reagent, index, bracket_subscript, side)

element_counts \leftarrow SPLIT reagent INTO element_counts USING REGEX PATTERN

FOR element, subscript IN element_counts DO

IF subscript DOES NOT EXIST THEN

subscript \leftarrow 1

ELSE

subscript \leftarrow INT(subscript)

END IF

add_to_matrix(element, index, bracket_subscript * subscript, side)

END FOR

END SUBROUTINE
```

While I was conducting my research, I found a neat solution to balancing equations, matrix operations. As we had only covered the rudimentary principles of matrix operations, I chose to use the article [2] I had found on the internet to get a better understanding of the topic. After getting a grasp of the concept, and after trying out the code in the article, I had found a different way to tackle my problem. I decided not to reinvent the wheel, but to take the already existing algorithm and improve it, so it could be used for practically any tractable equation there is.

To address the problem, I decided to record a number of issues and possible improvements for the existing algorithm.

- 1. The first issue I had with the algorithm was, that it asked for separate inputs of reactants and products. Luckily, I had already solved this problem with the algorithms illustrated earlier.
- 2. Another issue the original algorithm had was the lack of structure and modularity. By organising the code in a class based structure, I ensured good readability for the code, as well as making it easier to maintain.
- 3. The original version had poor input validation and error handling. One common error I got with the early implementation of the algorithm was what I call a nullspace error. The nullspace is a linear subspace that contains a set of vectors that transform to the zero<sup>th</sup> vector under a given linear transformation: multiplication with the matrix A, represented as Ax = 0.[1] In the context of chemical equations, the nullspace contains the coefficients, that balance the equation.

Entering the unbalanced equation K4[Fe(SCN)6]+K2Cr2O7+H2SO4= Fe2(SO4)3+Cr2(SO4)3+CO2+H2O+K2SO4+KNO3 resulted in a "nullspace error" (Figure 6).

Figure 6: Nullspace error

I managed to neutralise this error by having a more accurate and efficient method of separating out molecules, elements, etc. as shown in Algorithm 3 and Algorithm 4, before passing them on to the method that adds the items to the matrix.

I also made sure to use pythons built in exception handling to catch any expected and unexpected errors or exceptions.

Using the current working system, inputting the chemical equation mentioned before results in a perfectly balanced equation (Figure 7).

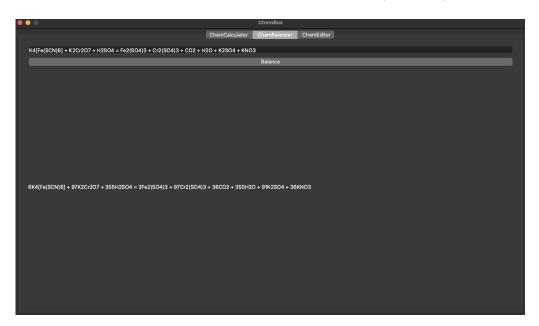


Figure 7: Balanced equation

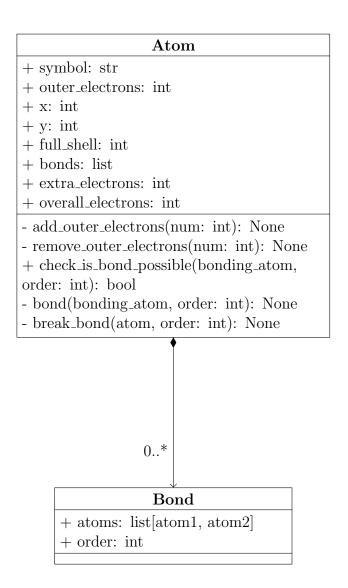
## 2.6 Algorithm Design for ChemEditor

My initial attempt at creating the ChemEditor was a mixture of following the plan made in the analysis stage and trying out different things to see what works best.

To start my work on this module, I decided to try to identify a number of structures I will have to implement. The ChemEditor can be broken down into a graphical user interface part and a logic part. The GUI section has to consist of two main classes, the "ChemEditor" class, which takes care of displaying all the buttons, the canvas and other parts of the GUI, and the "Canvas" class, which can be further broken down into two main structures, the "paintEvent", which takes care of all the drawing, and the "mousePressEvent", which defines what is supposed to happen after a user's interaction with the interface. The segment taking care of the logic of this module must contain an "Atom" class and a "Bond" class which define certain actions and properties.

## 2.6.1 ChemEditor Logic

I first started my work on the logic of the module, where my initial action was to define the Atom class and the Bond class and their associated methods and variables. The Atom class is the blueprint used for every individual atom on the canvas. The Bond class is only used in the bond() method of the Atom class, where a new bond between two atoms is initiated. Each atom can have as many bonds as it has free spaces in its outer shell, while each instance of a bond must always exist of exactly two atoms.



#### **Algorithm 5** Algorithm to check whether a bond is possible

```
SUBROUTINE check_is_bond_possible(bonding_atom, order)

IF (overall_electrons + order) > full_shell THEN

RETURN False

ELSE IF (bonding_atom.overall_electrons) > bonding_atom.full_shell THEN

RETURN False

ELSE

RETURN True

END IF

END SUBROUTINE
```

Algorithm 5 investigates whether the suggested bond is chemically possible by using selection statements. The first "if statement" tests if the overall

amount of (outer shell) electrons after addition of the extra electron, or electrons dependent on the chosen bond order, it would gain after bonding is greater than the allowed full shell capacity of the atom. If this applies, the subroutine returns the boolean value "False". The subsequent "else if statement" test the exact same thing for the other bonding atom, and returns False if it applies as well. If the program flow manages to get through both of these statements, the method returns "True", as the formation of a bond between the two atoms is possible.

## **Algorithm 6** Algorithm for bonding two atoms

```
 \begin{aligned} \textbf{SUBROUTINE} \ bond(bonding\_atom, \ order) \\ \textbf{IF} \ check\_is\_bond\_possible = False \ \textbf{THEN} \\ RETURN \\ \textbf{END IF} \\ new\_bond \leftarrow Bond(bonding\_atom, \ order) \\ bonds.append(new\_bond) \\ bonding\_atom.bonds.append(new\_bond) \\ extra\_electrons \leftarrow extra\_electrons + order \\ bonding\_atom.extra\_electrons \leftarrow bonding\_atom.extra\_electrons + order \\ overall\_electrons \leftarrow outer\_electrons + extra\_electrons \\ bonding\_atom.overall\_electrons \leftarrow bonding\_atom.outer\_electrons + bonding\_atom.extra\_electrons \\ END \ \textbf{SUBROUTINE} \end{aligned}
```

The bonding algorithm (Algorithm 6) of the atom class is called when the user wants to bond two atoms together. The opening action of the method uses the subroutine shown in algorithm 5 to find out if the bond is possible and returns back to the main program is this is not the case. If the check returned a boolean value of "True", a new instance of the class Bond with the correct bond order is created. The freshly formed bond instance is then appended to the list of bonds of each atom, and the number of extra electrons and outer electrons of both atoms is adjusted using the bond order, to correctly store the current amount of electrons each atom has in its outer shell.

#### 2.6.2 ChemEditor GUI

One issue I encountered early on when working on the canvas was, that the bonds between atoms would start at the centre of the atoms, and it could be complicated to correctly adjust the starting end endpoints of each bond (Figure 8).

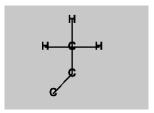


Figure 8: Overlap between atoms and bonds

To overcome this problem, I decided to create a method for drawing an invisible circle in the same colour as the background behind the symbol of each atom to hide the bonds (draw\_atom\_circle() in code). This method is called after the bonds are drawn, in order to make the overlap with the atoms invisible in the eyes of the user. After drawing the bonds and drawing the circle, the actual atom is drawn on top of it, without any visible overlap between atoms and bonds. Evidently, there is a clear hierarchy as to how the drawing of atoms, bonds and everything else is drawn. After applying the required hierarchy, this is what the bonding of atoms looks like in the current version (Figure 9).

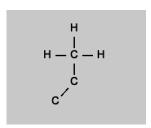


Figure 9: No overlap between atoms and bonds

One feature, which I thought would improve the user experience a lot was what I have called "drawing potential bonds". The goal of this is to draw a range of potential atoms and bonds in a circle around the selected atom in a different colour, so that the user only has to click on one of those potential atoms, and it gets drawn as an actual atom with a real bond to the selected atom. The "potential atoms" and the "potential bonds" are related to the element chosen by the user in the "periodic table" and to the

buttons suggesting the bond order. To get all the potential positions for the atoms, I created the "calc\_potential\_positions()" subroutine, which takes the atom instance selected by the user as a parameter and then accesses the atoms x and y coordinates and creates an empty list, which will later hold the positions of potential atoms. Using a for loop, the method calculates the x and y vector components using the given angle and magnitude (distance). This subroutine calculates the positions of potential atoms every 45 degrees, and therefore return a maximum of 8 different tuples holding the positions.

## Algorithm 7 Algorithm for finding potential atom positions

```
 \begin{aligned} &\mathbf{SUBROUTINE} \ calc\_potential\_positions(atom) \\ &x \leftarrow atom.x\_coords \\ &y \leftarrow atom.y\_coords \\ &distance \leftarrow 40 \\ &coordinate\_list \leftarrow NONE \\ &\mathbf{FOR} \ angle\_degrees \leftarrow 0 \ TO \ 360 \ STEP \ 45 \ \mathbf{DO} \\ &angle\_radians \leftarrow math.radians(angle\_degrees) \\ &new\_x \leftarrow x + distance * math.cos(angle\_radians) \\ &new\_y \leftarrow y + distance * math.sin(angle\_radians) \\ &APPEND \ (new\_x, \ new\_y) \ TO \ coordinate\_list \\ &\mathbf{END} \ \mathbf{FOR} \\ &RETURN \ coordinate\_list \\ &\mathbf{END} \ \mathbf{SUBROUTINE} \end{aligned}
```

All the drawing happens in the "paintEvent" method inside the "Canvas" class. To get a better understanding of the following pseudocode for this method, I have put together a table containing all the methods used for it (Table 1).

Method Name	Parameters	Description
calc_potential_positions	Instance of atom class	Calculates and returns
		a list of positions for
		potential atoms in a
		circle around the atom.
check_atom_overlap	pos_x, pos_y	Iterates through list
		of atoms and checks
		for overlap, returns a
		boolean value.
draw_single_bond	atom1_x: int, atom1_y:	Draws a bond line from
	int, atom2_x: int,	one atom to another.
	atom2_y: int, painter,	
	pen, actual_bond: bool	D 1 1 1
draw_double_bond	atom1_x: int, atom1_y:	Draws two bond line
	int, atom2_x: int,	next to each other from
	atom2_y: int, painter,	one atom to another.
J., 4	pen, actual_bond: bool	D 41 1 1:
draw_triple_bond	atom1_x: int, atom1_y:	Draws three bond line
	int, atom2_x: int,	next to each other from
	atom2_y: int, painter,	one atom to another.
diagonal_bonds	pen, actual_bond: bool atom1_x: int, atom1_y:	Handles the drawing
dragonar_bonds	int, atom2_x: int,	of the diagonal bonds
	atom2_y: int, painter,	in double and triple
	offset: int, diag_offset:	bonds to avoid overlap
	int	of lines.
draw_atom_circle	atom1_x: int, atom1_y:	Draws a circle in the
	int, atom2_x: int,	same colour as the
	atom2_y: int, painter,	background colour to
	pen	prevent bonds from vi-
	1	sually overlapping with
		atom.
draw_atom	atom1_x: int, atom1_y:	Draws the atom sym-
	int, symbol: str,	bol on the screen.
	painter, pen, potential:	
	bool	

Table 1: Method Descriptions

The pseudocode of my "paintEvent" method shows the clear structure and hierarchy when it comes to drawing out all the atoms and bonds on the canvas. The method can be broken down in to two main parts, the first one just iterates through a list of atoms and draws the atom and the associated bonds. The second part is only called if an atom is currently selected, and it essentially draws out the possible bonds or potential atoms around it.

```
Algorithm 8 paintEvent Algorithm, first part
```

```
SUBROUTINE paintEvent(event)
  FOR atom IN atoms_list DO
      draw\_atom(x, y, symbol, painter, pen, False)
      FOR bond IN atom.bonds DO
        IF bond.order = 2 THEN
            draw\_double\_bond(x1, y1, x2, y2, symbol, painter, True)
         ELSE IF bond.order = 3 THEN
            draw\_triple\_bond(x1, y1, x2, y2, symbol, painter, True)
        ELSE
           draw\_single\_bond(x1, y1, x2, y2, symbol, painter, True)
        END IF
        draw\_atom\_circle(x2, y2, x1, y1, painter, pen)
        draw\_atom(x2, y2, symbol2, painter, pen, False)
         draw\_atom(x1, y1, symbol1, painter, pen, False)
      END FOR
  END FOR
  SECOND PART HERE
END SUBROUTINE
```

For visualisation purposes, I have decided to split the pseudo code for the "paintEvent" method into the two parts mentioned before.

As explained in an earlier part, it is essential to follow a certain hierarchy structure for drawing out the canvas. Algorithm 8 (paintEvent Algorithm, first part) illustrated this procedure perfectly. The very first thing to happen every time the "paintEvent" is called, is that using an iterative for-loop structure, every atom in the atoms list is being drawn on the canvas. In the bigger picture, this is so that all the atoms that are not bonded and don't need anything extra are drawn. Next, all the bonds of the specific atom are displayed, and the "atom circle" is drawn. And lastly both atoms on either side of the bond are drawn and the first part of the "paintEvent" method is completed. As noted at the start of this sub-section 2.6, it is important that for bonded atoms, the bond is drawn first, then the "atom circle" and lastly the actual atoms.

### Algorithm 9 paintEvent Algorithm, second part

```
IF selected = True THEN
   x1 \leftarrow selected\_atom.x\_coords
   y1 \leftarrow selected\_atom.y\_coords
   IF action\_type! = "bond" THEN
      IF selected_atom IS NOT NONE THEN
          potential\_positions \leftarrow calc\_potential\_positions(selected\_atom)
          FOR pos IN potential_positions DO
             IF check\_atom\_overlap(pos[0], pos[1]) = False THEN
                IF bond\_order = 2 THEN
                    draw\_double\_bond(x1, y1, pos[0], pos[1], painter, pen, False)
                ELSE IF bond\_order = 3 THEN
                    draw\_triple\_bond(x1, y1, pos[0], pos[1], painter, pen, False)
                ELSE
                    draw\_single\_bond(x1, y1, pos[0], pos[1], painter, pen, False)
                END IF
                draw\_atom\_circle(pos[0], pos[1], x1, y1, painter, pen)
                draw\_atom(pos[0], post[1], symbol, painter, pen, True)
                draw\_atom(x1, y1, symbol, painter, pen, False)
             END IF
          END FOR
      END IF
   END IF
END IF
```

This second part of the "paintEvent" (Algorithm 9), uses the "calc\_potential\_positions()" method discussed earlier and all in all just puts the whole functionality of drawing potential atoms and bonds around the selected atom together.

The "mousePressEvent" subroutine handles the users actions on the canvas. The pseudocode for this algorithm is divided into two separate blocks for visualisation purposes (Algorithm 10 and Algorithm 11). The method initially uses "if statements" to find out which action type the user has currently selected (draw, bond, remove). If the selected action type is "remove", the atom at the click position and if applicable all of the atoms bonds are removed.

## Algorithm 10 mousePressEvent Algorithm, first part

```
\overline{SUBROUTINE} mousePressEvent(event)
   IF user clicked on canvas THEN
      click\_pos \leftarrow user\ click\ position
      IF action\_type = "remove" THEN
          remove\_bond(click\_pos.x, click\_pos.y)
          remove\_atom(click\_pos.x, click\_pos.y)
      ELSE IF action\_type = "bond" THEN
          FOR \ atominatoms\_list \ DO
             atom\_x \leftarrow atom.x\_coords
             atom\_y \leftarrow atom.y\_coords
             IF atom position = click position THEN
                selected \leftarrow True
                selected\_atom \leftarrow atom
                temp\_bond\_list.append(atom)
                IF LEN(temp\_bond\_list) = 2 THEN
                    IF temp\_bond\_list[0] = temp\_bond\_list[1] THEN
                       OUTPUT "Trying to bond to itself"
                       temp\_bond\_list.CLEAR()
                       RETURN
                    END IF
                    temp\_bond\_list[0].bond(temp\_bond\_list[1], bond\_order)
                    temp\_bond\_list.CLEAR()
                    selected\_atom \leftarrow NONE
                END IF
                RETURN
             END IF
             selected \gets False
          END FOR
      ELSE
          SECOND PART HERE
      END IF
   END IF
END SUBROUTINE
```

If the user has selected "bond", the program iterates over the list of all atoms on the canvas, and compares each atoms position with the users click position. If the click position matches the coordinates of an atom, this atom is added to a temporary list, and gets bonded to the other atom in that list as soon as the length of this list is equal to two.

Lastly, in the second part of the subroutine (Algorithm 11), which can be imagined to be placed in algorithm 10 after the last else statement where it says "SECOND PART HERE", if the user has selected the draw action, another selection is used to check whether an atom is currently selected. If this is the case, it means that the circle with potential atoms is currently displayed. This section now evaluates whether the user has clicked on one of the potential atoms and therefore allows this atom and bond to be permanently added to the canvas, and then creates those new atoms and bonds. Otherwise, if the user has not clicked on an atom, this means that they have clicked on a blank area on the canvas, a new atom is created at the click position and added to the list of atoms on the canvas.

#### Algorithm 11 mousePressEvent Algorithm, second part

```
IF selected = True THEN
   IF selected_atom IS NOT NONE THEN
      potential\_positions \leftarrow calc\_potential\_positions(selected\_atom)
      IF check\_atom\_overlap(pos) = False THEN
         FOR pos IN potential_positions DO
             IF pos = click position THEN
                new\_atom \leftarrow Atom(element, pos)
                IF new_atom.check_is_bond_possible(selected_atom, bond_order) =
True THEN
                   atoms\_list.append(new\_atom)
                   new\_atom.bond(selected\_atom, bond\_order)
                END IF
             END IF
         END FOR
         selected \leftarrow False
      END IF
   END IF
END IF
IF check\_clicked\_on\_atom(pos) = True THEN
   RETURN
END IF
new\_atom \leftarrow Atom(element, pos)
atoms\_list.append(new\_atom)
```

# 3 Testing

As usual with software projects, a lot of undocumented exploratory testing is happening during the production phase. A good example for this would be the tests shown in Figure 4, 5 and 7, which luckily got captured in the moment.

#### 3.0.1 Tests for ChemCalculator

The following tables contain an overview of basic input and output tests on the ChemCalculator module to ensure that the expected outcomes align with the actual outcomes during system usage. As this module has many very similar features, I have decided to summarise those tests into fewer fields, to make this section less repetitive. The tests will of course still contain any outliers of the testing process.

Test	Description	TEX (Typ-	Expected	Actual Out-
No.		ical, Er-	Outcome	come
		roneous,		
		Extreme		
	Calculate	T: Fill 2 out	Blank field	As expected.
1	value for	of 3 input	calculated	
	blank input	options with	correctly.	
		common val-		
		ues		
		E: Fill in all 3	Must leave ex-	As expected.
		input options	actly one in-	
		with common	put line empty	
		values	for it to be cal-	
			culated!	
		X: Use invalid	Only numeri-	As expected.
		characters	cal values in	
			the form of in-	
			tegers or deci-	
			mals allowed!	
	Test unit drop	T: Change	Value scales	As expected.
2	down	units	accordingly.	

Table 2: Universal Calculator tests

Table ?? shows the only outlier out of all the tests conducted on the ChemCalculator module. The Avogadro's calculator can with certain combi-

Test	Description	TEX (Typ-	Expected	Actual Out-		
No.		ical, Er-	Outcome	come		
		roneous, Extreme				
3	Calculate value for blank input	T: Leave one input blank	Blank field calculated correctly.	As expected.		
		E: Fill in all input options with common values	Must leave one input line empty for it to be calculated!	As expected.		
		X: Use invalid characters	Only numerical values in the form of integers or decimals allowed!	As expected.		
4	Calculate value for mul- tiple blank inputs	T: Leave allowed combination of inputs blank	Blank fields calculated correctly.	Must leave one input line empty for it to be calculated!		
		E: Leave two critical inputs blank (mass and molecular weight)	Must leave one input line empty for it to be calculated!	As expected.		

Table 3: Avogadro's constant calculator tests

nations of inputs also work with two blank inputs. The outlier can be found in the typical (T) row of test no. 4, where allowed combinations of empty inputs are tested. Allowed combinations in this case would be leaving the "mass" and the "number of atoms" lines blank, as the "number of atoms" input can be calculated from the combination of the moles and Avogadro's constant and calculating the mass only requires the molecular weight and the moles.

To correct this, I have used "if-statements" to find out which line have been left blank and which ones have not. After applying this in a correct sequence and implementing our error dialogue, the calculator now works in the expected way and produces the desired output.

#### 3.0.2 Tests for ChemBalancer

To test the robustness and efficiency of the balancer, I chose to pick an independent list of chemical equations to find out if my program can handle every different type of equation listed. The following chemical equations represent a sample of the tests for robustness and efficiency applied on the balancer. This list was published as a part of an article on "Journal of High School Science". Note that the equations are not written with proper subscript formatting, as it is shown in the format, which the balancer takes as an input and produces as an output, with the only difference, that arrows are used here compared to equals signs in the program.

- 1. Unbalanced equation: C4H10 + O2  $\rightarrow$  CO2 + H2O Balanced equation: 2C4H10 + 13O2  $\rightarrow$  8CO2 + 10H2O
- 2. Unbalanced equation: (NH4)2Cr2O7  $\rightarrow$  N2 + Cr2O3 + H2O Balanced equation: (NH4)2Cr2O7  $\rightarrow$  N2 + Cr2O3 + 4H2O
- 3. Unbalanced equation: C57H110O6 + O2  $\rightarrow$  CO2 + H2O Balanced equation: 2C57H110O6 + 163O2  $\rightarrow$  114CO2 + 110H2O
- 4. Unbalanced equation: KNO3 + C12H22O11  $\rightarrow$  N2 + CO2 + H2O + K2CO3 Balanced equation: 48KNO3 + 5C12H22O11  $\rightarrow$  24N2 + 36CO2 + 55H2O + 24K2CO3
- 5. Unbalanced equation: Cu2S + HNO3  $\rightarrow$  Cu(NO3)2 + CuSO4 + NO2 + H2O Balanced equation: 1Cu2S + 12HNO3  $\rightarrow$  1Cu(NO3)2 + 1CuSO4 + 10NO2 + 6H2O

- 6. Unbalanced equation: K4[Fe(SCN)6] + K2Cr2O7 + H2SO4  $\rightarrow$  Fe2(SO4)3 + Cr2(SO4)3 + CO2 + H2O + K2SO4 + KNO3 Balanced equation: 6K4[Fe(SCN)6] + 97K2Cr2O7 + 355H2SO4  $\rightarrow$  3Fe2(SO4)3 + 97Cr2(SO4)3 + 36CO2 + 355H2O + 91K2SO4 + 36KNO3
- 7. Unbalanced equation: Na2S2O4 + NaOH  $\rightarrow$  Na2SO3 + Na2S + H2O Balanced equation: 3Na2S2O4 + 6NaOH  $\rightarrow$  5Na2SO3 + 1Na2S + 3H2O
- 8. Unbalanced equation: C6H8O7 + NaHCO3  $\rightarrow$  Na3C6H6O7 + CO2 + H2O Balanced equation: 19C6H8O7 + 54NaHCO3  $\rightarrow$  18Na3C6H6O7 + 60CO2 + 49H2O
- 9. Unbalanced equation: P4O10 + H2O  $\rightarrow$  H3PO4 Balanced equation: 1P4O10 + 6H2O  $\rightarrow$  4H3PO4

While conducting these tests, an unexpected issue appeared, where if an invalid equation is given, with an arrow instead of an equals sign for example (I.e.:  $C4H10 + O2 \rightarrow CO2 + H2O$  instead of C4H10 + O2 = CO2 + H2O), the program has first opened a dialogue stating the issue to the user and then after the arrow has been changed to an equals sign, the application crashed upon hitting the "balance" button. Figure 10 shows the crash report for this bug.

Figure 10: Balancer Crash Report

I have resolved this issue using pythons exception handling. As the Chem-Balancer module has many methods calling other methods, I have had to nest every relevant method in a try - except statement and raise this exception to the next higher method level. A smaller example version this solution is shown in Listing 6.

```
def lowest_level_function():
        # Do something..
      except Exception:
        raise # Raise the exception to be caught by the next higher level
      function
  def middle_level_function():
          lowest_level_function()
      except Exception:
11
          raise # Re-raise the exception to be caught by the highest level
      function
12
  def highest_level_function():
13
14
          middle_level_function()
      except Exception:
16
                  # Stop further execution of highest level function
17
           return
```

Listing 6: Example of exception structure

After eliminating the mentioned issues, I have tested the program with the entries of the list of equations again. The balancer has successfully produced the desired balanced equation every time. An example of a chemical equation balanced by the ChemBalancer is given in Figure 11. For this example I chose equation number 6 from the list, as this shows a very complex chemical equation that would be incredibly hard for a human to balance without any tools, which is exactly what the purpose of this project is.



Figure 11: Working test of balancer

#### 3.0.3 Tests for ChemEditor

As with the other modules, most features were tested by exploratory test during development. I have tried to summarise the tests for the ChemEditor in the following table.

Test	Description	TEX (Typ-	Expected	Actual Out-		
No.		ical, Er-	Outcome	come		
		roneous,				
		Extreme				
	Draw atoms	T: Click on a	Atom gets	As expected.		
1		blank are on	drawn at click			
		the canvas	position.			
	Bond two	T: Select bond	Bond between	As expected		
2	atoms to-	action type	atoms ap-			
	gether	and click on	pears.			
		two different				
		atoms				
		E: Click on at	Invalid user	As expected.		
		least one atom	Action!			
		with full or				
		near full outer				
		shell with high				
		bond order				
		so that over-				
		all electrons				
		would be				
		greater than				
		the full shell	-			
		X: Select bond	Invalid user	As expected.		
		action type	Action!			
		and click on				
		the same atom				
		twice		_		
	Remove Atom	T: Select re-	Atom and con-	As expected		
3		move action	nected bonds			
		type and click	disappear			
		on atom				

Table 4: ChemEditor tests

# 4 Evaluation

The following tables compare the finished system with the set objectives at the beginning of this document.

Colour keys for comparison:

Objective not met	Objective partially	Objective met	Objective exceeded
	met		

## 4.0.1 Objective Comparison for ChemCalculator

Original Objective	Completed System		
Standard moles calculator	Objective met.		
Concentration calculator	Objective met.		
Avogadro's number calculator with	Objective met.		
included moles calculator (mass/-			
molar mass)			
Gibbs Free Energy calculator	Objective met.		
Specific heat capacity calculator	Objective met.		
Equilibrium constant calculator	Objective met.		
Rate calculator calculator	Objective met.		
Ideal Gas Law calculator	Objective met.		

Table 5: ChemCalculator objective comparison

## 4.0.2 Objective Comparison for ChemBalancer

- 1. Handling Brackets: The balancer appropriately deals with chemical equations containing brackets. It uses regular expressions to recognise and process substances enclosed within brackets and correctly identifies separate reagents and elements.
- 2. Support for subscript numbers: Subscript numbers are identified correctly in the unbalanced equation and are handled in a way that the equation can be balanced properly.
- 3. Support for complex ions: Although the balancer can easily deal with equations containing square brackets ([]), it can not yet handle ionic charges. So the balancer can deal with chemical equations in the form of complex ions as long as charges are not included.

- 4. Handling complex unbalanced equations: The system successfully handles long and complex user inputs, and correctly identifies individual reagents, elements, brackets and subscripts.
- 5. Conversion to balanced equations: The ChemBalancer accurately converts unbalanced chemical equations into balanced versions, providing the user has followed the allowed "syntax" and rules for the module. It applies the necessary coefficients to each compound to ensure that the number of atoms of each element is equal on each side of the equation.

In summary, the ChemBalancer module successfully meets most of the set objectives, with the exception of complex ions. The system demonstrates its capability to balance most equations effectively, and it serves its purpose well.

# 4.0.3 Objective Comparison for ChemEditor

Original Objective	Completed System			
Provide a user-friendly and easy to	The finished system has a very easy			
use interface.	to use interface including pop-up di-			
	alogues for invalid user actions.			
Have a range of commonly used el-	The ChemEditor provides the user			
ements for the user to choose from.	with a near full periodic table in-			
	cluding all the period 1, 2, 3, 4 and			
	5 elements.			
Support ions and let the user choose	This module does not yet support			
different charges on atoms (ions)	ions.			
Allow for single, double and triple	The user can choose between differ-			
bonds	ent bond orders.			
Conduct real-time checks to ensure	The program stores the elements va-			
atoms do not exceed their valence	lence electrons and checks if a new			
electrons.	bond would lead to a higher number			
	of electrons in the outer shell than			
	allowed every time the user tries to			
	bond two atoms together.			

Table 6: ChemEditor objective comparison

Original Objective	Completed System
Tool bar containing buttons for the	The tool contains the option for
choice of element and bond order as	opening the periodic table, choose
well as options for choosing differ-	the preferred bond order, action
ent action types like bond, draw or	types like bond, draw and remove,
remove.	as well as giving the option to clear
	the canvas or save it as an image.
Draw atoms at click position on can-	The system draws an atom of the
vas	chosen element at the user's click
	position.
Display a number of potential atoms	System draws up to 8 potential
and bonds when the user clicks on	atoms and bonds in a circle around
existing atom in draw mode.	the selected atom.
Provide the ability to bond atoms	The system bonds the two latest se-
together	lected atoms together

Table 7: ChemEditor objective comparison

## 4.0.4 Potential for Future Development

Thanks to the nature of the project, there are always new tools or features one could add. If the project were to be revisited in the future, the first task might be to include the non-essential objectives in the system. Also, two great features to add would be the accepting ionic charges in the balancer and being able to draw ions (with charges) on the canvas of the ChemEditor. As the field of chemistry is very broad, and even physicists could find use in a all-in-one toolbox, there is an unlimited range of possible future additions when it comes to new calculations or new drawing methods like drawing 3D molecules. As this program was created as an A-Level project, it doesn't even come close to the features required by an undergraduate or postgraduate student, so this could be picked up again at a later stage to add required features by those kinds of users.

A project like this would be a great open source software, where students and scientists from all over the world and every kind of level of education could add features they might require or know to be required by other people.

# 4.0.5 User Feedback

ChemBox user feedback form							
Plea	Please rate the following aspects of the system out of five:						
		1: Unusable	2: Poor	3: Neutral	4: Good	5: Excellent	
1.	General User Interface						
2.	Functionality of ChemCalculator						
3.	Functionality of ChemBalancer						
4.	Functionality of ChemEditor						
5.	Ease of use						
	itional comments on features of the system or pos						
ver no	ry well made the amplamentation of Subscrip uld be a nice feature, but on the whole very where	ot nun nu ce	nhus tool to	in the	Chem (	Schlemes	
Si	gnature:	Date	e: 13/0	05/24			

# References

- [1] Asqua Amir. What is a Nullspace? 2024. URL: https://www.educative.io/answers/what-is-a-null-space.
- [2] Diego Chacon and Shireesh Apte. "A python code algorithm for balancing chemical equations as a system of simultaneous linear equations using matrix algebra." In: *Journal of High School Science* (2023).

# Appendices

# A Program Code

# A.1 main.py File

```
import os
  import sys
4 from PyQt6.QtWidgets import QApplication, QMainWindow
6 from chem_editor_gui import ChemEditor
  from chem_calculator import ChemCalculator
  from chem_balancer import ChemBalancer
10
  from gui_comps import TabBar
11
12
13
  # https://stackoverflow.com/questions/31836104/pyinstaller-and-onefile-how-
14
      to-include-an-image-in-the-exe-file
  def resource_path(relative_path):
15
       """ Get absolute path to resource, works for dev and for PyInstaller """
16
18
           # PyInstaller creates a temp folder and stores path in _MEIPASS
           base_path = sys._MEIPASS2
19
       except Exception:
20
           base_path = os.path.abspath(os.path.dirname("/Users/tom/Documents/
21
      Programmieren/ChemBox/"))
      return os.path.join(base_path, relative_path)
23
24
25
26
  class ChemBox(QMainWindow):
      def __init__(self):
27
           super().__init__()
28
29
           # set window properties
30
           self.__left = 300
31
           self.\__top = 300
32
33
           self.__width = 1280
           self.__height = 720
34
           self.__title = "ChemBox"
35
           self.setWindowTitle(self.__title)
36
           self.setGeometry(self.__left, self.__top, self.__width, self.
37
       __height)
           self.setFixedSize(self.__width, self.__height)
38
39
           self.tab_bar = TabBar()
40
           self.setCentralWidget(self.tab_bar)
41
42
43
           self.chem_calculator = ChemCalculator()
44
           self.tab_bar.tab1.setLayout(self.chem_calculator.main_layout)
```

```
self.chem_balancer = ChemBalancer()
           self.tab_bar.tab2.setLayout(self.chem_balancer.balancer_layout)
49
50
           self.chem_editor = ChemEditor()
           self.tab_bar.tab3.setLayout(self.chem_editor.editor_layout)
51
52
53
  def main():
54
       app = QApplication(sys.argv)
55
56
57
       # Load CSS file
       app.setStyleSheet(open(resource_path("style.css")).read())
58
59
      main_win = ChemBox()
60
      main_win.show()
61
62
       sys.exit(app.exec())
63
64
65 if __name__ == "__main__":
      main()
```

Listing 7: main.py File Program Code

# A.2 GUI Components File

```
| from PyQt6.QtWidgets import QTabWidget, QWidget, QHBoxLayout, QGridLayout,
      QFrame, QLabel, QLineEdit, QComboBox
  class TabBar(QWidget):
      def __init__(self):
         super(QWidget, self).__init__()
         self.layout = QHBoxLayout(self)
10
         self.tabs = QTabWidget()
         self.tab1 = QWidget()
11
         self.tab2 = QWidget()
13
         self.tab3 = QWidget()
         self.tabs.addTab(self.tab1, "ChemCalculator")
14
         self.tabs.addTab(self.tab2, "ChemBalancer")
         self.tabs.addTab(self.tab3, "ChemEditor")
16
         self.layout.addWidget(self.tabs)
18
         self.setLayout(self.layout)
19
20
21
22
  class RateBox(QWidget):
23
      This class contains the gui components for molecules for the
24
      RateCalculator.
25
      26
27
      # Order of reaction: _____
      # Concentration: ____
28
```

```
....
30
31
       def __init__(self, symbol):
32
33
           super(QWidget, self).__init__()
34
           self.layout = QGridLayout()
35
36
           self.box = QFrame(self)
37
           {\tt self.box.setFrameStyle} \, ({\tt 0x0001})
38
           self.box.setLineWidth(3)
39
40
           self.box_layout = QGridLayout()
41
42
           self.order_label = QLabel("Order of reaction: ")
43
           self.conc_label = QLabel(f"Concentration {symbol}: ")
44
45
           self.order_input = QComboBox()
46
47
           self.order_input.addItem("First")
48
           self.order_input.addItem("Second")
49
           self.order_input.setCurrentIndex(0)
50
           self.conc_input = QLineEdit()
52
53
54
           self.layout.addWidget(self.order_label, 0, 0)
           self.layout.addWidget(self.order_input, 0, 1)
55
56
           self.layout.addWidget(self.conc_label, 1, 0)
57
           self.layout.addWidget(self.conc_input, 1, 1)
58
           self.box.setLayout(self.layout)
59
60
           self.box_layout.addWidget(self.box, 0, 0)
61
62
63
  class RateResultBox(QWidget):
64
       def __init__(self):
           super(QWidget, self).__init__()
65
66
67
           self.layout = QGridLayout()
68
69
           self.box = QFrame(self)
           self.box.setFrameStyle(0x0001)
70
71
           self.box.setLineWidth(3)
72
           self.box_layout = QGridLayout()
73
74
           self.total_order_label = QLabel("Total order of reaction: ")
75
           self.rate_constant_label = QLabel("Rate constant (k): ")
76
           self.rate_label = QLabel("Rate of reaction: ")
77
78
           self.total_order_input = QLineEdit()
79
80
           self.rate_constant_input = QLineEdit()
           self.rate_input = QLineEdit()
81
82
           self.layout.addWidget(self.total_order_label, 0, 0)
83
           self.layout.addWidget(self.total_order_input, 0, 1)
84
           self.layout.addWidget(self.rate_constant_label, 1, 0)
85
86
           self.layout.addWidget(self.rate_constant_input, 1, 1)
87
           self.layout.addWidget(self.rate_label, 2, 0)
           self.layout.addWidget(self.rate_input, 2, 1)
88
```

```
89
90
self.box.setLayout(self.layout)
91
self.box_layout.addWidget(self.box, 0, 0)
```

Listing 8: gui\_comps.py File Program Code

# A.3 ChemCalculator File

```
1 from PyQt6.QtGui import QFont
  from PyQt6.QtWidgets import QGridLayout, QWidget, QPushButton, QLineEdit,
      QLabel, QComboBox, QHBoxLayout, QTabWidget, \
       QVBoxLayout, QMessageBox
5 from math import log
  import re
  from gui_comps import RateBox, RateResultBox
  def is_numeric(user_input):
      if not user_input:
13
14
          return True
      # Regular expression to match integers or decimals
      pattern = r'^[-+]?[0-9]*\.?[0-9]+;
16
17
      return bool(re.match(pattern, user_input))
18
19
  def find_empty_input(input_list: list[QLineEdit]) -> QLineEdit | None:
20
21
       An algorithm for finding the empty input out of a list of inputs.
23
       Only works when looking for a single empty input.
2.4
25
       count = 0
26
       empty = None
27
28
       for i in range(len(input_list)):
29
30
           if not input_list[i].text().strip():
               count += 1
31
32
               empty = input_list[i]
33
       if count == 1:
34
35
          return empty
36
37
  def check_invalid_symbol(input_list: list[QLineEdit]) -> bool:
38
39
       An algorithm for checking for invalid symbols.
40
41
42
43
       invalid = False
44
       for i in range(len(input_list)):
45
           if not is_numeric(input_list[i].text().strip()):
46
               invalid = True
47
48
49
      return invalid
50
52 def show_dialog(message):
      dlg = QMessageBox()
53
       dlg.setWindowTitle("Invalid Input!")
54
       dlg.setText(f"Invalid user input!\n {message}")
55
```

```
56
       dlg.setIcon(QMessageBox.Icon.Critical)
       button = dlg.exec()
57
58
59
       if button == QMessageBox.StandardButton.Ok:
           print("OK!")
60
61
62
   class ChemCalculator(QWidget):
63
64
       def __init__(self):
           super(QWidget, self).__init__()
65
66
           self.side_bar_layout = QVBoxLayout()
67
68
           self.moles_calc = MolesCalculator()
69
           self.concentration_calc = ConcCalculator()
70
71
           self.avogadro_calc = AvogadroCalculator()
           self.ideal_gas_law_calc = IdealGasLawCalculator()
72
           self.equilibrium_calc = EquilibriumCalculator()
73
74
           self.gibbs_calc = GibbsFreeEnergyCalculator()
75
           self.specific_heat_calc = SpecificHeatCalculator()
           self.rate_calc = RateCalculator()
76
77
           # Create buttons
78
           self.moles_tab_button = QPushButton("Moles")
79
           self.conc_tab_button = QPushButton("Concentration")
80
           self.avogadro_tab_button = QPushButton("Avogadro's Calculator")
81
82
           self.ideal_gas_tab_button = QPushButton("Ideal Gas Equation")
83
           self.equilibrium_tab_button = QPushButton("Equilibrium Constant")
           self.gibbs_free_energy_tab_button = QPushButton("Gibbs Free Energy
84
       Calculator")
85
           self.specific_heat_tab_button = QPushButton("Specific Heat
       Calculator")
           self.rate_tab_button = QPushButton("Rate Constant")
86
87
88
           self.moles_tab_button.clicked.connect(self.moles_action)
89
           self.conc_tab_button.clicked.connect(self.conc_action)
90
           self.avogadro_tab_button.clicked.connect(self.avogadro_action)
91
           self.ideal_gas_tab_button.clicked.connect(self.ideal_gas_action)
           self.equilibrium_tab_button.clicked.connect(self.equilibrium_action)
92
93
           {\tt self.gibbs\_free\_energy\_tab\_button.clicked.connect(self.}
       gibbs_free_energy_action)
           self.specific_heat_tab_button.clicked.connect(self.
94
       specific_heat_action)
           self.rate_tab_button.clicked.connect(self.rate_action)
95
96
           # Create tabs
97
           self.moles_tab = QWidget()
98
           self.conc_tab = QWidget()
99
100
           self.avogadro_tab = QWidget()
           self.ideal_gas_tab = QWidget()
           self.equilibrium_tab = QWidget()
           self.gibbs_free_energy_tab = QWidget()
           self.specific_heat_tab = QWidget()
           self.rate_tab = QWidget()
106
           # Initialise moles tab in sidebar
108
           self.moles_tab.setLayout(self.moles_calc.moles_layout)
           # Initialise concentration tab in sidebar
```

```
111
           self.conc_tab.setLayout(self.concentration_calc.layout)
           # Initialise avogadro's calculator tab in sidebar
113
           self.avogadro_tab.setLayout(self.avogadro_calc.layout)
115
116
           # Initialise igl tab in sidebar
117
           self.ideal_gas_tab.setLayout(self.ideal_gas_law_calc.
       ideal_gas_layout)
118
           # Initialise equilibrium constant calculator tab
119
           self.equilibrium_tab.setLayout(self.equilibrium_calc.layout)
120
122
           # Initialise gibbs free energy calculator
           self.gibbs_free_energy_tab.setLayout(self.gibbs_calc.layout)
123
124
           # Initialise specific heat energy calculator
           self.specific_heat_tab.setLayout(self.specific_heat_calc.layout)
126
           # Initialise rate constant calculator
128
129
           self.rate_tab.setLayout(self.rate_calc.layout)
130
           # Add buttons to sidebar layout
           self.side_bar_layout.addWidget(self.moles_tab_button)
132
           self.side_bar_layout.addWidget(self.conc_tab_button)
134
           self.side_bar_layout.addWidget(self.avogadro_tab_button)
135
           self.side_bar_layout.addWidget(self.ideal_gas_tab_button)
136
           self.side_bar_layout.addWidget(self.equilibrium_tab_button)
           self.side_bar_layout.addWidget(self.gibbs_free_energy_tab_button)
138
           self.side_bar_layout.addWidget(self.specific_heat_tab_button)
           self.side_bar_layout.addWidget(self.rate_tab_button)
139
140
           self.side_bar_widget = QWidget()
141
           self.side_bar_widget.setLayout(self.side_bar_layout)
142
143
           self.page_widget = QTabWidget()
144
145
146
           self.page_widget.addTab(self.moles_tab, "")
           self.page_widget.addTab(self.conc_tab, "")
147
           self.page_widget.addTab(self.avogadro_tab, "")
148
149
           self.page_widget.addTab(self.ideal_gas_tab, "")
           self.page_widget.addTab(self.equilibrium_tab, "")
150
           self.page_widget.addTab(self.gibbs_free_energy_tab, "")
           self.page_widget.addTab(self.specific_heat_tab, "")
           self.page_widget.addTab(self.rate_tab, "")
           self.page_widget.setCurrentIndex(0)
           self.page_widget.setStyleSheet('', QTabBar::tab{
156
           width: 0;
158
           height: 0;
           margin: 0;
159
160
           padding: 0;
161
           border: none;
           }''')
162
163
           self.main_layout = QHBoxLayout()
164
           self.main_layout.addWidget(self.side_bar_widget)
165
166
           self.main_layout.addWidget(self.page_widget)
167
           self.main_widget = QWidget()
168
```

```
169
            self.main_widget.setLayout(self.main_layout)
170
        # Define actions for each button
171
172
        def moles_action(self):
173
            self.page_widget.setCurrentIndex(0)
174
176
        def conc_action(self):
            self.page_widget.setCurrentIndex(1)
177
178
179
        def avogadro_action(self):
            self.page_widget.setCurrentIndex(2)
180
181
        def ideal_gas_action(self):
182
            self.page_widget.setCurrentIndex(3)
183
184
185
        def equilibrium_action(self):
186
            self.page_widget.setCurrentIndex(4)
187
        def gibbs_free_energy_action(self):
188
            self.page_widget.setCurrentIndex(5)
189
190
        def specific_heat_action(self):
191
            self.page_widget.setCurrentIndex(6)
192
193
        def rate_action(self):
194
195
            self.page_widget.setCurrentIndex(7)
196
197
   class MolesCalculator(QWidget):
198
199
        def __init__(self):
            super(QWidget, self).__init__()
200
201
            self.moles_layout = QGridLayout()
202
203
            # Unit conversions
            self.mass_conversions = {
204
                "mg": 0.001,
205
                "g": 1,
206
                "kg": 1000,
"t": 1000000
207
208
209
210
            self.mole_conversions = {
211
212
                 "\mumol": 0.000001,
                "mmol": 0.001,
213
                "mol": 1,
214
215
216
217
            self.volume_conversions = {
                 "cm3": 0.001,
218
                "dm3": 1.0,
219
                "m3": 1000.0,
220
221
222
223
            # Initialise moles calculation Layout
224
            self.moles_label = QLabel("Moles:")
225
            self.mass_label = QLabel("Mass:")
226
227
            self.mr_label = QLabel("Molecular weight:")
```

```
228
229
            self.moles_input = QLineEdit()
            self.mass_input = QLineEdit()
230
231
            self.mr_input = QLineEdit()
232
            self.input_list = [self.moles_input, self.mass_input, self.mr_input]
233
234
            self.calculate_button = QPushButton("Calculate")
235
236
            self.calculate_button.clicked.connect(self.calculate)
237
238
            self.mass_unit_dropdown = QComboBox()
            self.mass_unit_dropdown.addItem("mg")
239
240
            self.mass_unit_dropdown.addItem("g")
            self.mass_unit_dropdown.addItem("kg")
241
            self.mass_unit_dropdown.addItem("t")
242
243
            self.mass_unit_dropdown.setCurrentIndex(1)
244
245
            self.moles_unit_dropdown = QComboBox()
246
247
            \tt self.moles\_unit\_dropdown.addItem("\mu mol")
            self.moles_unit_dropdown.addItem("mmol")
248
249
            self.moles_unit_dropdown.addItem("mol")
250
            self.moles_unit_dropdown.setCurrentIndex(2)
251
252
253
            self.get_moles_layout()
254
255
       def calculate(self):
256
            This function routes to the correct calculation, which is then
257
       performed.
258
259
260
            if not find_empty_input(self.input_list.copy()):
                show_dialog("Must leave exactly one input line empty for it to
261
       be calculated!")
262
                return
263
            elif check_invalid_symbol(self.input_list.copy()):
                show_dialog("Only numerical values in the form of integers or
264
       decimals allowed!")
                return
265
266
            mass_unit = self.mass_conversions[self.mass_unit_dropdown.
267
            moles_unit = self.mole_conversions[self.moles_unit_dropdown.
268
       currentText()]
269
270
            to_calc = find_empty_input(self.input_list.copy())
271
            if to_calc is self.moles_input:
272
273
                self.calculate_moles(mass_unit)
274
            elif to_calc is self.mass_input:
275
                self.calculate_mass(moles_unit)
            elif to_calc is self.mr_input:
277
                self.calculate_mr(mass_unit, moles_unit)
278
            else:
279
                return
280
       def calculate_moles(self, mass_unit):
281
```

```
282
283
           Calculates the moles and calls for an update of the gui input and
       adjusts the moles unit dropdown.
284
285
           moles = (float(self.mass_input.text()) * mass_unit) / float(self.
286
       mr_input.text())
           self.update_input(moles)
287
288
           self.moles_unit_dropdown.setCurrentIndex(2)
289
290
       def calculate_mass(self, moles_unit):
291
292
           Calculates the mass and calls for an update of the gui input and
       adjusts the moles unit dropdown.
            0.00
293
294
295
           mass = (float(self.moles_input.text()) * moles_unit) * float(
296
                self.mr_input.text())
           self.update_input(mass)
297
           self.mass_unit_dropdown.setCurrentIndex(1)
298
299
300
        def calculate_mr(self, mass_unit, moles_unit):
301
            Calculates the mr and calls for an update of the gui input.
302
303
304
305
           mr = (float(self.mass_input.text()) * mass_unit) / (
306
                    float(self.moles_input.text()) * moles_unit)
307
            self.update_input(mr)
308
309
       def update_input(self, result):
310
           Uses the find_empty_input() function to find the empty input, and
311
       then updates it using the result parameter.
312
313
            find_empty_input(self.input_list.copy()).setText(str(result))
314
315
316
       def get_moles_layout(self):
317
           f""1
           This function adds all the essential widgets to the {self.
318
       moles_layout}
319
320
           self.moles_layout.addWidget(self.moles_label, 0, 0)
321
           self.moles_layout.addWidget(self.mass_label, 1, 0)
322
           self.moles_layout.addWidget(self.mr_label, 2, 0)
323
324
325
            self.moles_layout.addWidget(self.moles_input, 0, 1)
           self.moles_layout.addWidget(self.mass_input, 1, 1)
326
327
           self.moles_layout.addWidget(self.mr_input, 2, 1)
328
            self.moles_layout.addWidget(self.moles_unit_dropdown, 0, 2)
329
           self.moles_layout.addWidget(self.mass_unit_dropdown, 1, 2)
330
331
            self.moles_layout.addWidget(self.calculate_button, 3, 1)
332
333
334
335 class ConcCalculator(QWidget):
```

```
def __init__(self):
336
337
            super(QWidget, self).__init__()
            self.layout = QGridLayout()
338
339
340
            # Unit conversions
            self.mole_conversions = {
341
                "µmol": 0.000001,
342
                "mmol": 0.001,
343
                "mol": 1,
344
345
346
            self.volume_conversions = {
347
348
                "cm3": 0.001,
                "dm3": 1.0,
349
                "m3": 1000.0,
350
351
352
353
354
            # Initialise concentration calculation Layout
            self.conc_label = QLabel("Concentration:")
355
            self.moles_label = QLabel("Moles:")
356
357
            self.vol_label = QLabel("Volume:")
358
            self.conc_input = QLineEdit()
359
            self.moles_input = QLineEdit()
360
            self.vol_input = QLineEdit()
361
362
363
            self.input_list = [self.conc_input, self.moles_input, self.vol_input
       ]
364
365
            self.calculate_button = QPushButton("Calculate")
            self.calculate_button.clicked.connect(self.calculate)
366
367
368
            self.moles_unit_dropdown = QComboBox()
            self.moles_unit_dropdown.addItem("\mu mol")
369
            self.moles_unit_dropdown.addItem("mmol")
370
            self.moles_unit_dropdown.addItem("mol")
371
372
            self.moles_unit_dropdown.setCurrentIndex(2)
373
374
            self.vol_unit_drop_down = QComboBox()
375
376
            self.vol_unit_drop_down.addItem("cm3")
            self.vol_unit_drop_down.addItem("dm3")
377
            self.vol_unit_drop_down.addItem("m3")
378
379
            self.vol_unit_drop_down.setCurrentIndex(1)
380
381
382
            self.get_conc_layout()
383
       def calculate(self):
384
385
            This function routes to the correct calculation, which is then
386
       performed.
387
388
            if not find_empty_input(self.input_list.copy()):
389
                show_dialog("Must leave exactly one input line empty for it to
390
       be calculated!")
391
                return
```

```
392
            elif check_invalid_symbol(self.input_list.copy()):
393
                show_dialog("Only numerical values in the form of integers or
       decimals allowed!")
394
                return
395
            moles_unit = self.mole_conversions[self.moles_unit_dropdown.
396
       currentText()]
            vol_unit = self.volume_conversions[self.vol_unit_drop_down.
397
       currentText()]
398
399
            to_calc = find_empty_input(self.input_list.copy())
400
401
            if to_calc is self.moles_input:
                self.calculate_moles(vol_unit)
402
403
            elif to_calc is self.vol_input:
404
                self.calculate_vol(moles_unit)
405
            elif to_calc is self.conc_input:
406
                self.calculate_conc(moles_unit, vol_unit)
            else:
407
408
                return
409
410
       def calculate_moles(self, vol_unit):
411
            Calculates the moles and calls for an update of the gui input and
412
       adjusts the moles unit dropdown.
413
414
415
            moles = float(self.conc_input.text()) * (
416
                    float(self.vol_input.text()) * vol_unit)
            self.update_input(moles)
417
418
            self.moles_unit_dropdown.setCurrentIndex(2)
419
        def calculate_vol(self, moles_unit):
420
421
            Calculates the volume and calls for an update of the gui input.
422
423
424
425
            vol = (float(self.moles_input.text()) * moles_unit) / float(
                self.conc_input.text())
426
427
            self.update_input(vol)
            self.vol_unit_drop_down.setCurrentIndex(1)
428
429
430
       def calculate_conc(self, moles_unit, vol_unit):
431
            Calculates the concentration and calls for an update of the gui
432
       input.
433
434
            conc = (float(self.moles_input.text()) * moles_unit) / (
435
                    float(self.vol_input.text()) * vol_unit)
436
437
            self.update_input(conc)
438
       def update_input(self, result):
439
440
            Uses the find_empty_input() function to find the empty input, and
441
       then updates it using the result parameter.
442
443
            find_empty_input(self.input_list).setText(str(result))
444
```

```
445
446
       def get_conc_layout(self):
447
448
               This function adds all the essential widgets to the layout.
449
450
451
            self.layout.addWidget(self.conc_label, 0, 0)
            self.layout.addWidget(self.moles_label, 1, 0)
452
453
            self.layout.addWidget(self.vol_label, 2, 0)
454
455
            self.layout.addWidget(self.conc_input, 0, 1)
            self.layout.addWidget(self.moles_input, 1, 1)
456
457
            self.layout.addWidget(self.vol_input, 2, 1)
458
            self.layout.addWidget(self.moles_unit_dropdown, 1, 2)
459
460
            self.layout.addWidget(self.vol_unit_drop_down, 2, 2)
461
            self.layout.addWidget(self.calculate_button, 3, 1)
462
463
464
   class AvogadroCalculator(QWidget):
465
466
       def __init__(self):
            super(QWidget, self).__init__()
467
            self.layout = QGridLayout()
468
469
            self.avogadros_constant = 6.02214076
470
471
472
            # Unit conversions
473
            self.mass_conversions = {
                "mg": 0.001,
474
475
                "g": 1,
                "kg": 1000,
476
477
                "t": 1000000
478
479
            self.mole_conversions = {
480
                "\mumol": 0.000001,
481
                "mmol": 0.001,
482
                "mol": 1,
483
484
485
486
            self.volume_conversions = {
                "cm3": 0.001,
487
                "dm3": 1.0,
488
                "m3": 1000.0,
489
490
491
492
493
            # Initialise Avogadro's calculator
            self.mass_label = QLabel("Mass:")
494
495
            self.moles_label = QLabel("Moles:")
            self.molecular_weight_label = QLabel("Molecular weight:")
496
            self.num_atoms_label = QLabel("Number of atoms:")
497
498
            self.mass_input = QLineEdit()
499
            self.moles_input = QLineEdit()
500
            self.molecular_weight_input = QLineEdit()
501
            self.num_atoms_input = QLineEdit()
502
503
```

```
504
           self.input_list = [self.mass_input, self.moles_input, self.
       molecular_weight_input, self.num_atoms_input]
505
506
            self.calculate_button = QPushButton("Calculate")
507
           self.calculate_button.clicked.connect(self.calculate)
508
509
           self.mass_unit_dropdown = QComboBox()
           self.mass_unit_dropdown.addItem("mg")
510
511
           self.mass_unit_dropdown.addItem("g")
           self.mass_unit_dropdown.addItem("kg")
512
513
           self.mass_unit_dropdown.addItem("t")
514
515
            self.mass_unit_dropdown.setCurrentIndex(1)
516
           # Initialise Atom Economy calculator
517
518
519
           self.get_layout()
520
521
       def get_layout(self):
           This function adds all the essential widgets to the {self.layout}
523
525
           self.layout.addWidget(self.mass_label, 0, 0)
526
           self.layout.addWidget(self.moles_label, 1, 0)
527
528
           self.layout.addWidget(self.molecular_weight_label, 2, 0)
           self.layout.addWidget(self.num_atoms_label, 3, 0)
530
531
           self.layout.addWidget(self.mass_input, 0, 1)
           self.layout.addWidget(self.moles_input, 1, 1)
533
            self.layout.addWidget(self.molecular_weight_input, 2, 1)
           self.layout.addWidget(self.num_atoms_input, 3, 1)
534
536
           self.layout.addWidget(self.mass_unit_dropdown, 0, 2)
           self.layout.addWidget(self.calculate_button, 4, 1)
538
539
540
       def calculate(self):
           mass_unit = self.mass_unit_dropdown.currentText()
541
542
            if not find_empty_input(self.input_list.copy()):
                if not self.mass_input.text():
544
                    if self.moles_input.text() and self.molecular_weight_input.
545
       text():
                        self.update_mass(str(self.calculate_mass()))
546
547
                if not self.moles_input.text():
548
                    if self.num_atoms_input.text():
549
                        self.update_moles(str(self.calculate_moles(mass_unit)))
                    elif self.mass_input.text() and self.molecular_weight_input.
       text():
551
                        self.update_moles(str(self.calculate_moles(mass_unit)))
                if not self.molecular_weight_input.text():
                    if self.mass_input.text() and self.moles_input.text():
                        self.update_mol_weight(str(self.calculate_mol_weight(
554
       mass_unit)))
                if self.num_atoms_input.text() == "":
                    if self.moles_input.text() != "":
556
557
                        self.update_num_atoms(str(self.calculate_num_atoms()))
558
                    else:
```

```
559
                        show_dialog("Must leave one input line empty for it to
       be calculated!")
                        return
560
561
                else:
                    show_dialog("Must leave one input line empty for it to be
562
       calculated!")
                    return
563
            elif check_invalid_symbol(self.input_list.copy()):
564
565
                show_dialog("Only numerical values in the form of integers or
       decimals allowed!")
566
                return
567
568
            to_calc = find_empty_input(self.input_list.copy())
569
            if to_calc is self.mass_input:
570
571
                self.update_mass(str(self.calculate_mass()))
572
            if to_calc is self.moles_input:
573
                self.update_moles(str(self.calculate_moles(mass_unit)))
574
            if to_calc is self.molecular_weight_input:
575
                self.update_mol_weight(str(self.calculate_mol_weight(mass_unit))
       )
576
           if to_calc is self.num_atoms_input:
                self.update_num_atoms(str(self.calculate_num_atoms()))
577
578
579
       def calculate_mass(self):
           mass = float(self.moles_input.text()) * float(self.
580
       molecular_weight_input.text())
581
           return mass
582
       def calculate_moles(self, mass_unit):
583
584
                moles = float(self.num_atoms_input.text()) / self.
585
       avogadros_constant
586
            except ValueError:
587
                try:
                    moles = (float(self.mass_input.text()) * self.
588
       mass_conversions[mass_unit]) / float(
589
                        self.molecular_weight_input.text())
590
                    return moles
591
                except ValueError:
                    return ""
593
            return moles
594
595
       def calculate_mol_weight(self, mass_unit):
           mol_weight = (float(self.mass_input.text()) * self.mass_conversions[
596
       mass_unit]) / float(
                self.moles_input.text())
597
598
           return mol_weight
599
600
       def calculate_num_atoms(self):
601
           num_atoms = float(self.moles_input.text()) * self.avogadros_constant
602
           return num_atoms
603
       def update_mass(self, mass):
604
605
            self.mass_input.setText(mass)
606
607
       def update_moles(self, moles):
            self.moles_input.setText(moles)
608
609
```

```
610
       def update_mol_weight(self, mol_weight):
611
            self.molecular_weight_input.setText(mol_weight)
612
613
        def update_num_atoms(self, num_atoms):
614
            self.num_atoms_input.setText(num_atoms)
615
616
   class IdealGasLawCalculator(QWidget):
617
618
       def __init__(self):
            super(QWidget, self).__init__()
619
            self.ideal_gas_layout = QGridLayout()
620
621
622
            # Initialise Ideal Gas Law (IGL) properties
            self.ideal_gas_constant = 8.314
623
624
625
            self.pressure_input = QLineEdit()
            self.volume_input = QLineEdit()
626
627
            self.temperature_input = QLineEdit()
            self.moles_input = QLineEdit()
628
629
            self.input_list = [self.pressure_input, self.volume_input, self.
630
       temperature_input, self.moles_input]
631
            self.pressure_label_igl = QLabel("Pressure:")
632
633
            self.volume_label_igl = QLabel("Volume:")
            self.temperature_label_igl = QLabel("Temperature:")
634
635
            self.moles_label_igl = QLabel("Amount of substance - moles:")
            self.calculate_button_igl = QPushButton('Calculate')
636
637
            self.pressure_conversions = {
638
639
                "Pa": 1.0,
                "kPa": 1000.0,
640
            }
641
642
643
            self.temperature_conversions = {
                "C": 273.15,
644
                "K": 0.0,
645
646
647
648
            self.volume_conversions = {
                "cm3": 0.000001,
649
650
                "dm3": 0.001,
                "m3": 1.0,
651
652
653
654
            self.pressure_drop_down_ig1 = QComboBox()
655
656
            self.volume_drop_down_igl = QComboBox()
657
            self.temperature_drop_down_igl = QComboBox()
658
659
            self.ideal_gas_layout.addWidget(self.pressure_label_igl, 0, 0)
            {\tt self.ideal\_gas\_layout.addWidget(self.pressure\_input,~0,~1)}
660
            self.ideal_gas_layout.addWidget(self.pressure_drop_down_igl, 0, 2)
661
662
            self.ideal_gas_layout.addWidget(self.volume_label_igl, 1, 0)
663
664
            self.ideal_gas_layout.addWidget(self.volume_input, 1, 1)
665
            self.ideal_gas_layout.addWidget(self.volume_drop_down_igl, 1, 2)
666
            self.ideal_gas_layout.addWidget(self.temperature_label_igl, 2, 0)
667
```

```
self.ideal_gas_layout.addWidget(self.temperature_input, 2, 1)
668
            self.ideal_gas_layout.addWidget(self.temperature_drop_down_igl, 2,
669
       2)
670
671
            self.ideal_gas_layout.addWidget(self.moles_label_igl, 3, 0)
            self.ideal_gas_layout.addWidget(self.moles_input, 3, 1)
672
673
            self.ideal_gas_layout.addWidget(self.calculate_button_igl, 4, 0)
674
675
            self.pressure_drop_down_igl.addItem("Pa")
            self.pressure_drop_down_igl.addItem("kPa")
676
677
            self.pressure_drop_down_igl.setCurrentIndex(0)
678
679
            self.volume_drop_down_igl.addItem("cm3")
680
681
            self.volume_drop_down_igl.addItem("dm3")
682
            self.volume_drop_down_igl.addItem("m3")
683
684
            self.volume_drop_down_igl.setCurrentIndex(2)
685
686
           self.temperature_drop_down_igl.addItem("C")
            self.temperature_drop_down_igl.addItem("K")
687
688
            self.temperature_drop_down_igl.setCurrentIndex(1)
689
690
691
            {\tt self.calculate\_button\_igl.clicked.connect(self.}
       calculate_ideal_gas_law)
692
693
       def calculate_ideal_gas_law(self):
694
            pressure_unit = self.pressure_drop_down_igl.currentText()
            temperature_unit = self.temperature_drop_down_igl.currentText()
695
696
            volume_unit = self.volume_drop_down_igl.currentText()
697
            if not find_empty_input(self.input_list.copy()):
698
699
                show_dialog("Must leave exactly one input line empty for it to
       be calculated!")
700
                return
            elif check_invalid_symbol(self.input_list.copy()):
701
702
               show_dialog("Only numerical values in the form of integers or
       decimals allowed!")
703
                return
            to_calc = find_empty_input(self.input_list.copy())
705
706
            if to_calc is self.pressure_input:
707
                self.pressure_input.setText(str(self.calculate_pressure(
708
       temperature_unit, volume_unit)))
709
           elif to_calc is self.volume_input:
710
                self.volume_input.setText(str(self.calculate_volume(
       temperature_unit, pressure_unit)))
            elif to_calc is self.temperature_input:
711
                self.temperature_input.setText(str(self.calculate_temperature(
712
       pressure_unit, volume_unit)))
            elif to_calc is self.moles_input:
713
                self.moles_input.setText(str(self.calculate_moles(
714
       temperature_unit, volume_unit, pressure_unit)))
715
716
       def calculate_pressure(self, temperature_unit, volume_unit):
717
            pressure = (float(self.moles_input.text()) * self.ideal_gas_constant
        * (float(
```

```
718
                self.temperature_input.text()) + self.temperature_conversions[
       temperature_unit])) / (
                               float(self.volume_input.text()) * self.
719
       volume_conversions[volume_unit])
720
           return pressure
721
722
       def calculate_volume(self, temperature_unit, pressure_unit):
           volume = (float(self.moles_input.text()) * self.ideal_gas_constant *
723
        (float(
                self.temperature_input.text()) + self.temperature_conversions[
724
       temperature_unit])) / (
                             float(self.pressure_input.text()) * self.
725
       pressure_conversions[pressure_unit])
           return volume
726
727
728
       def calculate_temperature(self, pressure_unit, volume_unit):
           temperature = ((float(self.pressure_input.text()) * self.
729
       pressure_conversions[pressure_unit]) * (
730
                    float(
                        self.volume_input.text()) * self.volume_conversions[
731
       volume_unit])) / (
732
                                   float(self.moles_input.text()) * self.
       ideal_gas_constant)
           return temperature
733
734
       def calculate_moles(self, temperature_unit, volume_unit, pressure_unit):
735
736
           moles = ((float(self.pressure_input.text()) * self.
       pressure_conversions[pressure_unit]) * (
                    float(self.volume_input.text()) * self.volume_conversions[
737
       volume_unit])) / (
738
                            self.ideal_gas_constant * (float(self.
       temperature_input.text()) +
                                                         self.
739
       temperature_conversions[temperature_unit]))
740
           return moles
741
742
   class EquilibriumCalculator(QWidget):
743
       def __init__(self):
744
745
           super(QWidget, self).__init__()
746
747
           self.layout = QGridLayout()
748
           # Set up line edits and labels
749
           self.equation_label = QLabel("a[A] + b[B] = c[C] + d[D]")
750
           self.equation_label.setFont(QFont("SansSerif", 22))
751
           self.equation_label.setStyleSheet("color: darkGray;")
752
753
754
           self.calc_button = QPushButton("Calculate")
           self.calc_button.clicked.connect(self.check_empty_input)
755
756
           self.conc_a_label = QLabel("Concentration [A]:")
757
           self.conc_a = QLineEdit()
758
759
           self.conc_b_label = QLabel("Concentration [B]:")
760
           self.conc_b = QLineEdit()
761
762
           self.conc_c_label = QLabel("Concentration [C]:")
763
           self.conc_c = QLineEdit()
764
```

```
765
            self.conc_d_label = QLabel("Concentration [D]:")
766
            self.conc_d = QLineEdit()
767
768
            self.coeff_a_label = QLabel("Coefficient a:")
769
            self.coeff_a = QLineEdit()
770
771
            self.coeff_b_label = QLabel("Coefficient b:")
772
           self.coeff_b = QLineEdit()
773
774
            self.coeff_c_label = QLabel("Coefficient c:")
775
            self.coeff_c = QLineEdit()
776
            self.coeff_d_label = QLabel("Coefficient d:")
778
            self.coeff_d = QLineEdit()
779
780
            self.equilibrium_constant_label = QLabel("Equilibrium Constant k:")
781
782
           self.equilibrium_constant = QLineEdit()
783
784
           self.input_list = [self.conc_a, self.conc_b, self.conc_c, self.
       conc_d, self.coeff_a, self.coeff_b, self.coeff_c,
785
                                self.coeff_d, self.equilibrium_constant]
            self.concentration_list = [self.conc_a, self.conc_b, self.conc_c,
786
       self.conc_d]
787
           self.coeff_list = [self.coeff_a, self.coeff_b, self.coeff_c, self.
       coeff_d]
788
789
           self.calculated_value = None
790
           self.layout.addWidget(self.equation_label, 0, 0)
791
792
            self.layout.addWidget(self.calc_button, 10, 0, 2, 0)
793
            self.layout.addWidget(self.conc_a_label, 1, 0)
794
795
            self.layout.addWidget(self.conc_a, 1, 1)
            self.layout.addWidget(self.coeff_a_label, 2, 0)
796
           self.layout.addWidget(self.coeff_a, 2, 1)
797
798
            self.layout.addWidget(self.conc_b_label, 3, 0)
799
           self.layout.addWidget(self.conc_b, 3, 1)
            self.layout.addWidget(self.coeff_b_label, 4, 0)
800
801
           self.layout.addWidget(self.coeff_b, 4, 1)
           self.layout.addWidget(self.conc_c_label, 5, 0)
802
            self.layout.addWidget(self.conc_c, 5, 1)
803
            self.layout.addWidget(self.coeff_c_label, 6, 0)
804
            self.layout.addWidget(self.coeff_c, 6, 1)
805
           self.layout.addWidget(self.conc_d_label, 7, 0)
806
           self.layout.addWidget(self.conc_d, 7, 1)
807
808
           self.layout.addWidget(self.coeff_d_label, 8, 0)
            self.layout.addWidget(self.coeff_d, 8, 1)
809
810
            self.layout.addWidget(self.equilibrium_constant_label, 9, 0)
            self.layout.addWidget(self.equilibrium_constant, 9, 1)
811
812
       def check_empty_input(self):
813
814
            empty_count = 0
            empty_input = None
815
816
           if not find_empty_input(self.input_list.copy()):
817
818
                show_dialog("Must leave exactly one input line empty for it to
       be calculated!")
819
                return
```

```
820
            elif check_invalid_symbol(self.input_list.copy()):
821
                show_dialog("Only numerical values in the form of integers or
       decimals allowed!")
822
                return
823
           for item in self.input_list:
824
                if item.text().strip() == "":
825
                    empty_count += 1
826
                    empty_input = item
827
828
            if empty_input in self.concentration_list and empty_count == 1 or
829
       self.calculated_value in self.concentration_list:
830
                self.calculate_concentration(empty_input)
            elif empty_input in self.coeff_list and empty_count == 1 or self.
831
       calculated_value in self.coeff_list:
832
                self.calculate_coefficient(empty_input)
            elif empty_input == self.equilibrium_constant and empty_count == 1
833
       or self.calculated_value == self.equilibrium_constant:
               self.calculate_constant()
834
835
            else:
                show_dialog("")
836
837
                return
838
       def calculate_constant(self):
839
840
                k = ((float(self.conc_c.text()) ** float(self.coeff_c.text())) *
841
        (
                        float(self.conc_d.text()) ** float(self.coeff_d.text()))
842
       ) / (
                             (float(self.conc_a.text()) ** float(self.coeff_a.
843
       text())) *
                             (float(self.conc_b.text()) ** float(self.coeff_b.
844
       text())))
845
            except OverflowError:
                print("Overflow Error, inputted numbers are too large")
846
                show_dialog("Overflow Error, inputted numbers are too large!")
847
848
                return
849
            self.calculated_value = self.equilibrium_constant
            self.update_gui(self.equilibrium_constant, k)
850
851
       def calculate_concentration(self, to_find):
852
853
            if to_find == self.conc_a or to_find == self.calculated_value:
854
                    conc = ((float(self.conc_c.text()) ** float(self.coeff_c.
855
       text())) * (
                             float(self.conc_d.text()) ** float(self.coeff_d.text
856
       ()))) / (
857
                                    float(self.equilibrium_constant.text()) * (
                                    float(self.conc_b.text()) ** float(self.
858
       coeff_b.text())))
859
                    if float(self.coeff_a.text()) > 1:
                        conc = conc ** (1 / float(self.coeff_a.text()))
860
                except OverflowError:
861
                    print("Overflow Error, inputted numbers too large")
862
863
                    show_dialog("Overflow Error, inputted numbers are too large!
       ")
864
                    return
                self.calculated_value = to_find
865
                self.update_gui(to_find, conc)
866
```

```
867
                return
868
            if to_find == self.conc_b or to_find == self.calculated_value:
869
870
                    conc = ((float(self.conc_c.text()) ** float(self.coeff_c.
871
       text())) * (
                            float(self.conc_d.text()) ** float(self.coeff_d.text
872
       ()))) / (
                                    float(self.equilibrium_constant.text()) * (
873
                                    float(self.conc_a.text()) ** float(self.
874
       coeff_a.text())))
                    if float(self.coeff_b.text()) > 1:
875
876
                        conc = conc ** (1 / float(self.coeff_b.text()))
                except OverflowError:
877
                    print("Overflow Error, inputted numbers too large")
878
879
                    show_dialog("Overflow Error, inputted numbers are too large!
       ")
880
                self.calculated_value = to_find
881
882
                self.update_gui(to_find, conc)
                return
883
884
            if to_find == self.conc_c or to_find == self.calculated_value:
885
886
                    conc = ((float(self.conc_a.text()) ** float(self.coeff_a.
887
       text())) * (
888
                            float(self.conc_b.text()) ** float(self.coeff_b.text
       ())) * (
889
                                 float(self.equilibrium_constant.text())) / (
                                     float(self.conc_d.text()) ** float(self.
890
       coeff_d.text())))
                    if float(self.coeff_c.text()) > 1:
891
                        conc = conc ** (1 / float(self.coeff_c.text()))
892
893
                except OverflowError:
                    print("Overflow Error, inputted numbers too large")
894
                    show_dialog("Overflow Error, inputted numbers are too large!
895
       ")
                    return
896
                self.calculated_value = to_find
897
898
                self.update_gui(to_find, conc)
                return
899
900
            if to_find == self.conc_d or to_find == self.calculated_value:
901
902
                    conc = ((float(self.conc_a.text()) ** float(self.coeff_a.
903
       text())) * (
                            float(self.conc_b.text()) ** float(self.coeff_b.text
904
       ())) * (
905
                                 float(self.equilibrium_constant.text())) / (
                                    float(self.conc_c.text()) ** float(self.
906
       coeff_c.text())))
                    if float(self.coeff_d.text()) > 1:
907
                        conc = conc ** (1 / float(self.coeff_d.text()))
908
                except OverflowError:
909
                    print("Overflow Error, inputted numbers too large")
910
                    show_dialog("Overflow Error, inputted numbers are too large!
911
       ")
912
                    return
                self.update_gui(to_find, conc)
913
```

```
914
                return
915
       def calculate_coefficient(self, to_find):
916
917
            if to_find == self.coeff_a or to_find == self.calculated_value:
918
                    coeff = ((float(self.conc_c.text()) ** float(self.coeff_c.
919
       text())) * (
                            float(self.conc_d.text()) ** float(self.coeff_d.text
920
       ()))) / (
                                     float(self.equilibrium_constant.text()) * (
921
922
                                     float(self.conc_b.text()) ** float(self.
       coeff b.text())))
923
                    coeff = int(log(coeff, float(self.conc_a.text())))
                except OverflowError:
924
                    print("Overflow Error, inputted numbers too large")
925
926
                    show_dialog("Overflow Error, inputted numbers are too large!
       ")
927
                self.calculated_value = to_find
928
929
                self.update_gui(to_find, coeff)
                return
930
931
            if to_find == self.coeff_b or to_find == self.calculated_value:
932
933
                    coeff = ((float(self.conc_c.text()) ** float(self.coeff_c.
934
       text())) * (
935
                            float(self.conc_d.text()) ** float(self.coeff_d.text
       ()))) / (
936
                                     float(self.equilibrium_constant.text()) * (
                                     float(self.conc_a.text()) ** float(self.
937
       coeff_a.text())))
                    coeff = int(log(coeff, float(self.conc_b.text())))
938
                except OverflowError:
939
940
                    print("Overflow Error, inputted numbers too large")
                    show_dialog("Overflow Error, inputted numbers are too large!
941
       ")
942
                    return
943
                self.calculated_value = to_find
                self.update_gui(to_find, coeff)
944
945
                return
946
947
            if to_find == self.coeff_c or to_find == self.calculated_value:
948
                    coeff = ((float(self.conc_a.text()) ** float(self.coeff_a.
949
       text())) * (
                             float(self.conc_b.text()) ** float(self.coeff_b.text
950
       ())) * (
951
                                  float(self.equilibrium_constant.text())) / (
952
                                      float(self.conc_d.text()) ** float(self.
       coeff_d.text())))
953
                    coeff = int(log(coeff, float(self.conc_c.text())))
954
                except OverflowError:
                    print("Overflow Error, inputted numbers too large")
955
                    show_dialog("Overflow Error, inputted numbers are too large!
956
       ")
957
                    return
958
                self.calculated_value = to_find
                self.update_gui(to_find, coeff)
959
960
                return
```

```
961
962
            if to_find == self.coeff_d or to_find == self.calculated_value:
963
964
                     coeff = ((float(self.conc_a.text()) ** float(self.coeff_a.
        text())) * (
                              float(self.conc_b.text()) ** float(self.coeff_b.text
965
        ())) * (
                                   float(self.equilibrium_constant.text())) / (
966
967
                                       float(self.conc_c.text()) ** float(self.
        coeff_c.text())))
968
                     coeff = int(log(coeff, float(self.conc_d.text())))
                 except OverflowError:
969
970
                     print("Overflow Error, inputted numbers too large")
                     show_dialog("Overflow Error, inputted numbers are too large!
971
        ")
972
973
                 self.calculated_value = to_find
974
                 self.update_gui(to_find, coeff)
975
                 return
976
        def update_gui(self, empty_input, value):
977
978
             if empty_input is self.calculated_value:
                 empty_input.setText(str(value))
979
980
981
    class GibbsFreeEnergyCalculator(QWidget):
982
983
        def __init__(self):
            super(QWidget, self).__init__()
984
985
            self.layout = QGridLayout()
986
987
            self.temperature_conversions = {
988
                 "C": 273.15,
989
                 "K": 0.0,
990
991
999
993
            self.general_energy_conversions = {
                "kJ": 1.0,
994
995
                 "J": 0.001
996
997
998
            self.gibbs_free_energy_label = QLabel("Gibbs Free Energy (delta G):"
        )
            self.enthalpy_change_label = QLabel("Enthalpy Change (delta H):")
            self.temp_label = QLabel("Temperature:")
1000
            self.entropy_change_label = QLabel("Entropy Change (delta S):")
1001
1002
1003
            self.gibbs_free_energy_input = QLineEdit()
1004
            self.enthalpy_change_input = QLineEdit()
            self.temp_input = QLineEdit()
1005
1006
            self.entropy_change_input = QLineEdit()
1007
            self.input_list = [self.gibbs_free_energy_input, self.
1008
        entropy_change_input, self.temp_input,
1009
                                 self.enthalpy_change_input]
1011
            self.gibbs_free_energy_unit_dropdown = QComboBox()
            self.gibbs_free_energy_unit_dropdown.addItem("kJ")
1012
1013
            self.gibbs_free_energy_unit_dropdown.addItem("J")
```

```
1014
1015
            self.gibbs_free_energy_unit_dropdown.setCurrentIndex(0)
1017
            self.enthalpy_change_unit_dropdown = QComboBox()
            self.enthalpy_change_unit_dropdown.addItem("kJ")
1018
            self.enthalpy_change_unit_dropdown.addItem("J")
1019
            self.enthalpy_change_unit_dropdown.setCurrentIndex(0)
            self.temp_unit_dropdown = QComboBox()
1023
1024
            self.temp_unit_dropdown.addItem("C")
            self.temp_unit_dropdown.addItem("K")
1025
1026
            self.temp_unit_dropdown.setCurrentIndex(1)
1028
1029
            self.entropy_change_unit_dropdown = QComboBox()
1030
            self.entropy_change_unit_dropdown.addItem("kJ")
            self.entropy_change_unit_dropdown.addItem("J")
1032
            self.entropy_change_unit_dropdown.setCurrentIndex(1)
1034
            self.calculate_button = QPushButton("Calculate")
            self.calculate_button.clicked.connect(self.perform_calculation)
1036
1037
1038
            self.layout.addWidget(self.gibbs_free_energy_label, 0, 0)
            self.layout.addWidget(self.gibbs_free_energy_input, 0, 1)
1040
            self.layout.addWidget(self.gibbs_free_energy_unit_dropdown, 0, 2)
1041
1042
            self.layout.addWidget(self.enthalpy_change_label, 1, 0)
            self.layout.addWidget(self.enthalpy_change_input, 1, 1)
1043
1044
            self.layout.addWidget(self.enthalpy_change_unit_dropdown, 1, 2)
            self.layout.addWidget(self.temp_label, 2, 0)
1046
            self.layout.addWidget(self.temp_input, 2, 1)
            self.layout.addWidget(self.temp_unit_dropdown, 2, 2)
1048
1049
            self.layout.addWidget(self.entropy_change_label, 3, 0)
1050
            self.layout.addWidget(self.entropy_change_input, 3, 1)
1052
            self.layout.addWidget(self.entropy_change_unit_dropdown, 3, 2)
            self.layout.addWidget(self.calculate_button, 4, 0, 1, 3)
1054
1055
        def update_gibbs_free_energy(self, free_energy):
1056
            self.gibbs_free_energy_input.setText(free_energy)
1058
1059
        def update_enthalpy_change(self, enthalpy_change):
            self.enthalpy_change_input.setText(enthalpy_change)
1060
1061
1062
        def update_temperature(self, temp):
            self.temp_input.setText(temp)
1063
1064
        def update_entropy_change(self, entropy_change):
1065
            self.entropy_change_input.setText(entropy_change)
1066
1067
1068
        def perform_calculation(self):
            free_energy_unit = self.gibbs_free_energy_unit_dropdown.currentText
1069
        ()
1070
            enthalpy_unit = self.enthalpy_change_unit_dropdown.currentText()
            temp_unit = self.temp_unit_dropdown.currentText()
1071
```

```
1072
            entropy_unit = self.entropy_change_unit_dropdown.currentText()
1073
            if not find_empty_input(self.input_list.copy()):
                show_dialog("Must leave exactly one input line empty for it to
        be calculated!")
1076
                return
            elif check_invalid_symbol(self.input_list.copy()):
                show_dialog("Only numerical values in the form of integers or
1078
        decimals allowed!")
                return
1079
1080
            to_calc = find_empty_input(self.input_list.copy())
1081
1082
1083
            if to_calc is self.gibbs_free_energy_input:
1084
                free_energy = self.calculate_free_energy_change(free_energy_unit
         enthalpy_unit, temp_unit, entropy_unit)
                if free_energy:
1085
1086
                     self.update_gibbs_free_energy(str(free_energy))
            elif to_calc is self.enthalpy_change_input:
1087
1088
                enthalpy_change = self.calculate_enthalpy_change(
        free_energy_unit, enthalpy_unit, temp_unit, entropy_unit)
1089
                if enthalpy_change:
                    self.update_enthalpy_change(str(enthalpy_change))
1090
1091
            elif to_calc is self.temp_input:
                temperature = self.calculate_temperature(free_energy_unit,
        enthalpy_unit, temp_unit, entropy_unit)
1093
                if temperature:
                    self.update_temperature(str(temperature))
1095
            elif to_calc is self.entropy_change_input:
                entropy_change = self.calculate_entropy_change(free_energy_unit,
1096
         enthalpy_unit, temp_unit, entropy_unit)
                if entropy_change:
                    self.update_entropy_change(str(entropy_change))
1098
1099
1100
        def calculate_free_energy_change(self, free_energy_unit, enthalpy_unit,
        temp_unit, entropy_unit):
1101
            try:
1102
                free_energy = (float(self.enthalpy_change_input.text()) * self.
        general_energy_conversions[
1103
                    enthalpy_unit]) - ((float(self.temp_input.text()) + self.
        temperature_conversions[temp_unit]) * (
                         float(self.entropy_change_input.text()) * self.
1104
        general_energy_conversions[entropy_unit]))
1105
                free_energy = free_energy * self.general_energy_conversions[
        free_energy_unit]
                return free_energy
1106
1107
            except ValueError:
1108
                print("Value Error")
1109
                show_dialog("Value Error!")
1110
                return
1111
1112
        def calculate_enthalpy_change(self, free_energy_unit, enthalpy_unit,
        temp_unit, entropy_unit):
1113
1114
                enthalpy_change = (float(self.gibbs_free_energy_input.text()) *
        self.general_energy_conversions[
1115
                    free_energy_unit]) + ((float(self.temp_input.text()) + self.
        temperature_conversions[temp_unit]) * (
```

```
1116
                         float(self.entropy_change_input.text()) * self.
        general_energy_conversions[entropy_unit]))
                enthalpy_change = enthalpy_change * self.
1117
        general_energy_conversions[enthalpy_unit]
1118
                 return enthalpy_change
1119
            except ValueError:
                print("Value Error")
1120
                 show_dialog("Value Error!")
1121
1122
                 return
1123
1124
        def calculate_temperature(self, free_energy_unit, enthalpy_unit,
        temp_unit, entropy_unit):
1125
            try:
                 temperature = ((float(self.enthalpy_change_input.text()) * self.
1126
        general_energy_conversions[
1127
                     enthalpy_unit]) - (float(self.gibbs_free_energy_input.text()
        ) * self.general_energy_conversions[
1128
                     free_energy_unit])) / (
                                        float(self.entropy_change_input.text()) *
1129
        self.general_energy_conversions[
                                    entropy_unit])
1130
1131
                 temperature = temperature + self.temperature_conversions[
        temp_unit]
1132
                return temperature
1133
            except ValueError:
1134
                 print("Value Error")
1135
                 show_dialog("Value Error!")
1136
                return
1137
        def calculate_entropy_change(self, free_energy_unit, enthalpy_unit,
1138
        temp_unit, entropy_unit):
1139
            try:
                 entropy_change = ((float(self.enthalpy_change_input.text()) *
1140
        self.general_energy_conversions[
                     enthalpy_unit]) - (float(self.gibbs_free_energy_input.text()
1141
        ) * self.general_energy_conversions[
1142
                     free_energy_unit])) / (
1143
                                           float(self.temp_input.text()) + self.
        temperature_conversions[temp_unit])
1144
                 entropy_change = entropy_change / self.
        general_energy_conversions[entropy_unit]
                return entropy_change
1145
            except ValueError:
1146
                 print("Value Error")
1147
                show_dialog("Value Error!")
1148
1149
                return
1150
1151
1152
    class SpecificHeatCalculator(QWidget):
        def __init__(self):
1153
1154
            super(QWidget, self).__init__()
1155
            self.layout = QGridLayout()
1156
1157
1158
            self.mass_conversions = {
                "mg": 0.001,
1159
                 "g": 1,
1160
                "kg": 1000,
1161
                "t": 1000000
1162
```

```
1163
1164
1165
            self.temperature_conversions = {
1166
                 "C": 273.15,
                 "K": 0.0,
1167
            }
1168
1169
1170
            self.energy_conversions = {
                 "kJ": 0.001,
1171
                 "J": 1.0
1172
1173
1174
             self.energy_label = QLabel("Heat Energy: ")
1175
            self.mass_label = QLabel("Mass: ")
1176
            self.heat_capacity_label = QLabel("Specific Heat Capacity: ")
1177
1178
            self.temperature_change_label = QLabel("Temperature Change: ")
1179
            self.energy_input = QLineEdit()
1180
            self.mass_input = QLineEdit()
1181
            self.heat_capacity_input = QLineEdit()
1182
            self.temperature_change_input = QLineEdit()
1183
1184
            self.input_list = [self.energy_input, self.mass_input, self.
1185
        heat_capacity_input, self.temperature_change_input]
1186
            self.energy_unit_dropdown = QComboBox()
1187
1188
            self.energy_unit_dropdown.addItem("J")
1189
            self.energy_unit_dropdown.addItem("kJ")
1190
1191
            self.energy_unit_dropdown.setCurrentIndex(0)
1192
            self.mass_unit_dropdown = QComboBox()
1193
1194
            self.mass_unit_dropdown.addItem("mg")
            self.mass_unit_dropdown.addItem("g")
1195
            self.mass_unit_dropdown.addItem("kg")
1196
1197
            self.mass_unit_dropdown.setCurrentIndex(1)
1198
1199
1200
            self.temp_unit_dropdown = QComboBox()
1201
            self.temp_unit_dropdown.addItem("C")
            self.temp_unit_dropdown.addItem("K")
1202
1203
            self.temp_unit_dropdown.setCurrentIndex(1)
1204
1205
            self.calculate_button = QPushButton("Calculate")
1206
1207
            self.calculate_button.clicked.connect(self.calculate)
1208
1209
1210
            self.layout.addWidget(self.energy_label, 0, 0)
            self.layout.addWidget(self.energy_input, 0, 1)
1211
1212
            self.layout.addWidget(self.energy_unit_dropdown, 0, 2)
1213
1214
            self.layout.addWidget(self.mass_label, 1, 0)
            self.layout.addWidget(self.mass_input, 1, 1)
1215
            self.layout.addWidget(self.mass_unit_dropdown, 1, 2)
1216
1217
1218
            self.layout.addWidget(self.heat_capacity_label, 2, 0)
            self.layout.addWidget(self.heat_capacity_input, 2, 1)
1219
1220
```

```
1221
            self.layout.addWidget(self.temperature_change_label, 3, 0)
1222
            self.layout.addWidget(self.temperature_change_input, 3, 1)
            self.layout.addWidget(self.temp_unit_dropdown, 3, 2)
1223
1225
            self.layout.addWidget(self.calculate_button, 4, 1)
1226
1227
        def update_energy(self, energy):
            self.energy_input.setText(str(energy))
1228
1229
        def update_mass(self, mass):
1230
1231
            self.mass_input.setText(str(mass))
1232
1233
        def update_heat_capacity(self, hc):
            self.heat_capacity_input.setText(str(hc))
1234
1235
1236
        def update_temp_change(self, temp):
1237
            self.temperature_change_input.setText(str(temp))
1238
1239
        def calculate(self):
            energy_unit = self.energy_conversions[self.energy_unit_dropdown.
1240
        currentText()]
1241
            mass_unit = self.mass_conversions[self.mass_unit_dropdown.
        currentText()]
            temp_unit = self.temperature_conversions[self.temp_unit_dropdown.
        currentText()]
1243
1244
            if not find_empty_input(self.input_list.copy()):
1245
                show_dialog("Must leave exactly one input line empty for it to
        be calculated!")
1246
                return
1247
            elif check_invalid_symbol(self.input_list.copy()):
                show_dialog("Only numerical values in the form of integers or
1248
        decimals allowed!")
1249
                return
            to_calc = find_empty_input(self.input_list.copy())
1251
1252
1253
            if to_calc is self.energy_input:
                 energy = self.__calculate_energy(energy_unit, mass_unit,
1254
        temp_unit)
1255
                if energy:
1256
                     self.update_energy(energy)
            if to_calc is self.mass_input:
1257
                 mass = self.__calculate_mass(energy_unit, mass_unit, temp_unit)
1258
1259
                 if mass:
1260
                     self.update_mass(mass)
            if to_calc is self.heat_capacity_input:
1261
1262
                heat_capacity = self.__calculate_heat_capacity(energy_unit,
        mass_unit, temp_unit)
1263
                if heat_capacity:
1264
                     self.update_heat_capacity(heat_capacity)
1265
            if to_calc is self.temperature_change_input:
1266
                 temp = self.__calculate_temp_change(energy_unit, mass_unit,
        temp_unit)
1267
                 if temp:
                     self.update_temp_change(temp)
1268
1269
        def __calculate_energy(self, energy_unit, mass_unit, temp_unit):
1270
1271
            try:
```

```
1272
                 q = (float(self.mass_input.text()) * mass_unit) * float(self.
        heat_capacity_input.text()) * (
                          float(self.temperature_change_input.text()) + temp_unit)
1273
1274
                 q = q * energy_unit
1275
1276
                 return q
1277
             except ValueError:
                 print("ValueError")
1278
1279
                 return
1280
1281
        def __calculate_mass(self, energy_unit, mass_unit, temp_unit):
1282
            try:
1283
                 mass = (float(self.energy_input.text()) * energy_unit) / (float(
        self.heat_capacity_input.text()) * (
                          float(self.temperature_change_input.text()) + temp_unit)
1284
        )
                 mass = mass * mass_unit
1285
1286
1287
                 return mass
1288
             except ValueError:
                 print("ValueError")
1289
1290
                 return
1291
        def __calculate_heat_capacity(self, energy_unit, mass_unit, temp_unit):
1292
1293
             try:
                 heat_capacity = (float(self.energy_input.text()) * energy_unit)
1294
        / (
1295
                          (float(self.mass_input.text()) * mass_unit) * (
1296
                          float(self.temperature_change_input.text()) + temp_unit)
        )
1297
                 return heat_capacity
1298
1299
             except ValueError:
                 print("ValueError")
1300
1301
1302
        def __calculate_temp_change(self, energy_unit, mass_unit, temp_unit):
1303
1304
            try:
1305
                 temp_change = (float(self.energy_input.text()) * energy_unit) /
        (
                          (float(self.mass_input.text()) * mass_unit) * (
1306
1307
                     float(self.heat_capacity_input.text())))
                 temp_change = temp_change + temp_unit
1308
1309
1310
                 return temp_change
             except ValueError:
1311
                 print("ValueError")
1312
1313
                 return
1314
1315
1316
    class RateCalculator(QWidget):
        def __init__(self):
1317
             super(QWidget, self).__init__()
1318
1319
            self.order_conversion = {
1320
                 "First": 1,
1321
                 "Second": 2
1322
            }
1323
1324
```

```
1325
            self.layout = QVBoxLayout()
1326
            self.calculate_button = QPushButton("Calculate")
1327
1328
            self.calculate_button.clicked.connect(self.calculate)
1329
            self.step_dropdown = QComboBox()
1330
            self.step_dropdown.addItem("Unimolecular")
            self.step_dropdown.addItem("Bimolecular")
1332
            self.step_dropdown.addItem("Trimolecular")
1333
            self.step_dropdown.currentIndexChanged.connect(self.get_ui)
1334
1335
            self.layout.addWidget(self.step_dropdown)
1336
1337
            # Unimolecular Box
1338
            self.unimol_box = RateBox("[A]")
1339
1340
            self.unimol_box_widget = QWidget()
1341
            self.unimol_box_widget.setLayout(self.unimol_box.box_layout)
1343
            self.unimol_conc_input = self.unimol_box.conc_input
            self.unimol_order_input = self.unimol_box.order_input
1344
1345
1346
            self.unimol_order_input.currentTextChanged.connect(self.
        get_total_order)
1347
1348
            # Bimolecular Box
            self.bimol_box = RateBox("[B]")
1349
1350
            self.bimol_box_widget = QWidget()
1351
            self.bimol_box_widget.setLayout(self.bimol_box.box_layout)
1352
            self.bimol_conc_input = self.bimol_box.conc_input
1353
1354
            self.bimol_order_input = self.bimol_box.order_input
1355
            self.bimol_order_input.currentTextChanged.connect(self.
        get_total_order)
1357
            # Trimolecular Box
1358
            self.trimol_box = RateBox("[C]")
1359
1360
            self.trimol_box_widget = QWidget()
            self.trimol_box_widget.setLayout(self.trimol_box.box_layout)
1361
1362
            self.trimol_conc_input = self.trimol_box.conc_input
1363
1364
            self.trimol_order_input = self.trimol_box.order_input
1365
            self.trimol_order_input.currentTextChanged.connect(self.
1366
        get_total_order)
1367
1368
            # Result Box
1369
            self.result_box = RateResultBox()
            self.result_box_widget = QWidget()
            self.result_box_widget.setLayout(self.result_box.box_layout)
1371
1372
            self.rate_constant_input = self.result_box.rate_constant_input
            self.rate_input = self.result_box.rate_input
1374
            self.total_order_input = self.result_box.total_order_input
1375
1376
            self.total_order_input.setReadOnly(True)
1377
1378
            # List containing every line edit currently visible on screen
            self.input_list = [self.unimol_conc_input, self.rate_constant_input,
1379
         self.rate_input]
```

```
1380
            self.conc_input_list = [self.unimol_conc_input, self.
        bimol_conc_input, self.trimol_conc_input]
1381
1382
            self.get_ui()
1383
        def get_ui(self) -> None:
1384
1385
            This method adds the necessary widgets to the current layout and
1386
        makes sure that widgets are removed or added
            when needed.
1387
1388
1389
1390
            self.update_input_list()
            self.get_total_order()
1391
1392
1393
            self.layout.addWidget(self.unimol_box_widget)
1394
            self.layout.addWidget(self.bimol_box_widget)
1395
            self.layout.addWidget(self.trimol_box_widget)
1396
            self.layout.addWidget(self.result_box_widget)
1397
            self.layout.addWidget(self.calculate_button)
1398
1399
            # Hide the widgets to ensure correct order of display
            self.bimol_box_widget.hide()
1400
            self.trimol_box_widget.hide()
1401
1402
            self.result_box_widget.hide()
1403
            self.calculate_button.hide()
1404
1405
            if self.step_dropdown.currentIndex() == 1:
1406
                 self.bimol_box_widget.show()
                 self.result_box_widget.show()
1407
1408
                 self.calculate_button.show()
             elif self.step_dropdown.currentIndex() == 2:
1409
1410
                 self.bimol_box_widget.show()
1411
                 self.trimol_box_widget.show()
                 self.result_box_widget.show()
1412
1413
                 self.calculate_button.show()
1414
1415
                 self.result_box_widget.show()
1416
                 self.calculate_button.show()
1417
        def update_input_list(self) -> None:
1418
1419
            This function makes sure the self.input_list is always xup-to-date
1420
        with the inputs displayed in the gui.
1421
1422
            if self.bimol_conc_input in self.input_list.copy():
1423
1424
                 self.input_list.remove(self.bimol_conc_input)
1425
             if self.trimol_conc_input in self.input_list.copy():
                 self.input_list.remove(self.trimol_conc_input)
1426
1427
1428
            if self.step_dropdown.currentIndex() == 1:
                 self.input_list.append(self.bimol_conc_input)
1429
             elif self.step_dropdown.currentIndex() == 2:
1430
1431
                 self.input_list.append(self.bimol_conc_input)
1432
                 self.input_list.append(self.trimol_conc_input)
1433
        def calculate(self) -> None:
1434
1435
```

```
1436
            This method checks which input has been left empty, and then calls
        the according method to calculate the
            missing value.
1437
1438
1439
            if not find_empty_input(self.input_list.copy()):
1440
1441
                show_dialog("Must leave exactly one input line empty for it to
        be calculated!")
1442
                return
            elif check_invalid_symbol(self.input_list.copy()):
1443
1444
                show_dialog("Only numerical values in the form of integers or
        decimals allowed!")
1445
                return
1446
            unimol_order = self.order_conversion[self.unimol_order_input.
1447
        currentText()]
            bimol_order = self.order_conversion[self.bimol_order_input.
1448
        currentText()]
            trimol_order = self.order_conversion[self.trimol_order_input.
1449
        currentText()]
1450
1451
            to_find = find_empty_input(self.input_list)
1452
            if to_find is self.rate_input:
1453
1454
                self.calculate_rate(unimol_order, bimol_order, trimol_order)
1455
            elif to_find is self.rate_constant_input:
1456
                 self.calculate_rate_constant(unimol_order, bimol_order,
        trimol_order)
1457
            elif to_find in self.conc_input_list:
                self.calculate_concentration(to_find, unimol_order, bimol_order,
1458
         trimol_order)
1459
        def get_total_order(self) -> None:
1460
1461
            This method makes sure the total order is always displayed correctly
1462
            0.00
1463
1464
            unimol_order = self.order_conversion[self.unimol_order_input.
1465
        currentText()]
            bimol_order = self.order_conversion[self.bimol_order_input.
1466
        currentText()]
            trimol_order = self.order_conversion[self.trimol_order_input.
1467
        currentText()]
1468
            total_order = unimol_order
1469
1470
            if self.step_dropdown.currentIndex() == 1:
1471
                total_order += bimol_order
            elif self.step_dropdown.currentIndex() == 2:
1472
                total_order += bimol_order + trimol_order
1473
1474
1475
            self.update_total_order(total_order)
1476
        def calculate_rate(self, unimol_order: int, bimol_order: int,
1477
        trimol_order: int) -> None:
1478
1479
            Calculates the rate of the reaction based on the elementary step
            (unimolecular, bimolecular, trimolecular), and then calls the
1480
        update_input() method to display the calculated
```

```
1481
            result.
1482
1483
1484
            rate = float(self.rate_constant_input.text()) * (float(self.
        unimol_conc_input.text()) ** unimol_order)
1485
1486
            if self.step_dropdown.currentIndex() == 1:
                rate = rate * (float(self.bimol_conc_input.text()) **
1487
        bimol order)
            elif self.step_dropdown.currentIndex() == 2:
1488
1489
                rate = rate * (float(self.bimol_conc_input.text()) **
        bimol order) * (
1490
                         float(self.trimol_conc_input.text()) ** trimol_order)
1491
            self.update_input(rate)
1492
1493
1494
        def calculate_rate_constant(self, unimol_order: int, bimol_order: int,
        trimol_order: int) -> None:
1495
            Calculates the rate constant based on the elementary step
1496
            (unimolecular, bimolecular, trimolecular), and calls the
1497
        update_input method to display the calculated result.
1498
1499
            total_conc = (float(self.unimol_conc_input) ** unimol_order)
1500
1501
            if self.step_dropdown.currentIndex() == 1:
                total_conc = total_conc * (float(self.bimol_conc_input.text())
        ** bimol_order)
            elif self.step_dropdown.currentIndex() == 2:
1504
1505
                total_conc = total_conc * (float(self.bimol_conc_input.text())
        ** bimol_order) * (
                         float(self.trimol_conc_input.text()) ** trimol_order)
1506
1507
            rate_constant = float(self.rate_input) / total_conc
1508
1509
            self.update_input(rate_constant)
1510
1511
1512
        def calculate_concentration(self, to_find: QLineEdit, unimol_order: int,
         bimol_order: int,
                                     trimol order: int) -> None:
1513
1514
            Calculates the concentration of the given empty concentration input,
1515
         based on the elementary step
            (unimolecular, bimolecular, trimolecular), and then calls the
1516
        update_input() method to display the calculated
1517
            result.
1518
1519
            concentration = float(self.rate_input.text()) / float(self.
1520
        rate_constant_input.text())
            if to_find is self.unimol_conc_input:
1522
                if self.step_dropdown.currentIndex() == 1:
                     concentration = concentration / (float(self.bimol_conc_input
1524
        .text()) ** bimol_order)
1525
                 elif self.step_dropdown.currentIndex() == 2:
1526
                     concentration = concentration / ((float(self.
        bimol_conc_input.text()) ** bimol_order) * (
```

```
1527
                             float(self.trimol_conc_input.text()) ** trimol_order
        ))
                concentration = concentration ** (1 / unimol_order)
1528
1529
            elif to_find is self.bimol_conc_input:
                if self.step_dropdown.currentIndex() == 1:
1530
                    concentration = concentration / (float(self.
1531
        unimol_conc_input.text()) ** unimol_order)
                elif self.step_dropdown.currentIndex() == 2:
1533
                     concentration = concentration / ((float(self.
        unimol_conc_input.text()) ** unimol_order) * (
1534
                             float(self.trimol_conc_input.text()) ** trimol_order
        ))
1535
                concentration = concentration ** (1 / bimol_order)
            elif to_find is self.trimol_conc_input:
1536
                concentration = concentration / (
1537
                         (float(self.unimol_conc_input.text()) ** unimol_order) *
1538
         (
                         float(self.bimol_conc_input.text()) ** bimol_order))
                concentration = concentration ** (1 / trimol_order)
1540
1541
            else:
                return
1543
            self.update_input(concentration)
1544
        def update_input(self, result: float) -> None:
1545
1546
            Uses the find_empty_input() function to find the empty input, and
1547
        then updates it using the result parameter.
1548
1549
            find_empty_input(self.input_list.copy()).setText(str(result))
1550
        def update_total_order(self, order: float) -> None:
1552
1553
1554
            Updates the total order input with the order parameter.
1555
1556
            self.total_order_input.setText(str(order))
1557
```

Listing 9: chem\_calculator.py File Program Code

### A.4 ChemBalancer File

```
| from PyQt6.QtWidgets import QWidget, QPushButton, QLineEdit, QLabel,
       QVBoxLayout, QFrame, QHBoxLayout, QMessageBox
  from PyQt6.QtCore import Qt
  import re
  from sympy import Matrix, lcm
  def show_dialog(message):
       dlg = QMessageBox()
9
       dlg.setWindowTitle("Invalid Input!")
10
       dlg.setText(f"Invalid user input!\n {message}")
       dlg.setIcon(QMessageBox.Icon.Critical)
12
       button = dlg.exec()
13
14
       if button == QMessageBox.StandardButton.Ok:
          print("OK!")
16
17
18
19
  class ChemBalancer(QWidget):
20
21
      This module is responsible for balancing chemical equations.
       It parses user-provided chemical equations, identifies reactants and
       and calculates the coefficients to achieve a balanced equation.
23
      The class utilizes SymPy for symbolic mathematics to find the null space
24
       and perform matrix operations,
       ensuring accurate and balanced chemical equations.
25
26
27
28
       def __init__(self):
           super(QWidget, self).__init__()
29
30
           self.balancer_layout = QVBoxLayout()
31
           self.unbalanced_frame = QFrame()
32
33
           \verb|self.unbalanced_frame.setFrameShape(QFrame.Shape.Panel)|\\
34
           self.balanced_frame = QFrame()
35
           self.balanced_frame.setFrameShape(QFrame.Shape.Panel)
36
37
           self.unbalanced_label = QLabel("Unbalanced Equation:")
38
39
           self.equation_input = QLineEdit()
           self.balanced_label = QLabel("Balanced Equation:")
40
           self.balanced_output = QLineEdit()
41
42
           self.balanced_output.setReadOnly(True)
           self.balance_button = QPushButton("Balance")
43
44
           self.equation_input.setMinimumWidth(800)
45
46
           self.balanced_output.setMinimumWidth(800)
           self.balance_button.setFixedWidth(300)
47
48
           self.unbalanced_frame_layout = QHBoxLayout()
49
50
           self.unbalanced_frame.setLayout(self.unbalanced_frame_layout)
           self.unbalanced_frame_layout.addWidget(self.unbalanced_label)
           self.unbalanced_frame_layout.addWidget(self.equation_input)
52
53
```

```
54
           self.balanced_frame_layout = QHBoxLayout()
55
           \verb|self.balanced_frame.setLayout(self.balanced_frame_layout)|\\
           \verb|self.balanced_frame_layout.addWidget(self.balanced_label)|\\
56
57
           self.balanced_frame_layout.addWidget(self.balanced_output)
58
           # Add the widgets to the balancerLayout
59
60
           self.balancer_layout.addWidget(self.unbalanced_frame, alignment=Qt.
       AlignmentFlag.AlignCenter)
61
           self.balancer_layout.addWidget(self.balanced_frame, alignment=Qt.
       AlignmentFlag.AlignCenter)
           self.balancer_layout.addWidget(self.balance_button, alignment=Qt.
62
       AlignmentFlag.AlignCenter)
63
           self.balance_button.clicked.connect(self.run_balancer)
64
65
66
           self.stripped_equation = str()
           self.equation_split = list()
67
68
           self.reactants = list()
69
70
           self.products = list()
71
72
            self.element_list = list()
           self.element_matrix = list()
73
74
75
           self.balanced_equation = str()
76
77
       def clear_variables(self):
78
           Clears all the used variables to avoid using data or values from
79
       previous calculations.
80
81
           if len(self.equation_split) != 0:
82
83
                self.equation_split.clear()
            if len(self.reactants) != 0:
84
85
                self.reactants.clear()
           if len(self.products) != 0:
86
87
               self.products.clear()
           if len(self.element_list) != 0:
88
89
                self.element_list.clear()
           if len(self.element_matrix) != 0:
90
91
                self.element_matrix = []
92
            self.reactants = ""
93
           self.products = ""
94
95
           self.balanced_equation = ""
96
97
       def split_equation(self):
98
           f"""
           Takes {self.equation_input}, strips it from all the whitespaces
99
100
           and splits it up into separate reactants and products.
           # Strip equation from any whitespaces
104
               self.stripped_equation = "".join(self.equation_input.text().
       split())
           except IndexError:
106
               return None
107
```

```
108
           print(self.stripped_equation)
109
           # Split equation into reactants (self.equationSplit[0]) and products
110
         (self.equationSplit[1])
111
                self.equation_split = self.stripped_equation.split("=")
112
113
            except Exception:
114
                raise
115
           print(self.equation_split)
117
            self.reactants = self.equation_split[0].split("+")
118
119
           print(self.reactants)
120
121
122
            self.products = self.equation_split[1].split("+")
123
124
           print(self.products)
125
       def find_reagents(self, compound, index, side):
126
           f""
128
           This Function finds separate reagents by removing brackets from the
       compounds
           and then calls {self.find_elements}.
129
130
            :param compound: String of elements as compound (e.g. Ag3(Fe30)4).
131
132
            :param index: Index position of row in matrix.
            :param side: "1" for reactants, "-1" for products.
133
134
135
136
           print("compound", compound)
            # Split the compound by parentheses
137
           reagents = re.split("(\([A-Za-z0-9]*\)[0-9]*)", compound)
138
139
           print("Reagents", reagents)
            for reagent in reagents:
140
                if reagent.startswith("("):
141
                    # Extract the element within parentheses
142
143
                    inner_compound = reagent[1:-1]
                    # Get the subscript outside the brackets
144
145
                    bracket_subscript = reagent.split(")", 1)[-1]
146
                    if bracket_subscript:
147
                        bracket_subscript = int(bracket_subscript)
148
                    else:
149
                        bracket_subscript = 1
                    # Recursively find elements within the inner compound
150
151
                        self.find_elements(inner_compound, index,
       bracket_subscript, side)
153
                    except Exception:
154
                        raise
155
                else:
                    # No brackets, directly find elements
156
                    bracket_subscript = 1
157
158
159
                        self.find_elements(reagent, index, bracket_subscript,
       side)
                    except Exception:
160
161
                        raise
162
```

```
163
       def find_elements(self, reagent, index, bracket_subscript, side):
164
           f"""
165
           Separates out elements and subscripts using a regex,
166
            then loops through the elements and calls {self.add_to_matrix}.
167
           :param reagent: String of reagent (e.g. H2O).
168
169
           :param index: Index position of row in matrix.
           :param bracket_subscript: The subscript value outside the brackets.
170
       Equal to 1 if there are no brackets.
           :param side: "1" for reactants, "-1" for products.
171
172
174
           print("reagent in find_el", reagent)
           # Use regex to separate elements and subscripts
            element_counts = re.findall("([A-Z][a-z]*)([0-9]*)", reagent)
176
177
           print("element counts", element_counts)
178
            try:
179
                for element, subscript in element_counts:
                    if not subscript:
180
181
                        subscript = 1
182
                    else:
183
                        subscript = int(subscript)
                    # Call addToMatrix for each element
184
185
186
                        self.add_to_matrix(element, index, bracket_subscript *
       subscript, side)
187
                    except Exception:
188
                        raise
189
            except Exception:
190
                raise
191
       def add_to_matrix(self, element, index, count, side):
192
193
194
           This function adds the provided element with a specified count to
       the matrix at the given index.
           The 'side' parameter determines whether the element is part of the
195
       reactants (positive side)
196
           or products (negative side) in the chemical equation.
197
198
           :param element: The element symbol as in the periodic table (e.g. Na
       ).
199
           :param index: Index position of row in matrix.
            :param count: Number of specific element to add to the matrix.
200
            :param side: "1" for reactants, "-1" for products.
201
202
203
           print(element, index, count, side)
204
205
            try:
                if index == len(self.element_matrix):
206
                    print(self.element_matrix)
207
208
                    self.element_matrix.append([])
209
                    print(self.element_matrix)
                    for x in self.element_list:
210
                        print(self.element_list)
211
212
                        self.element_matrix[index].append(0)
213
                        print(self.element_matrix)
            except Exception:
214
215
               raise
216
           try:
```

```
217
                if element not in self.element_list:
218
                    self.element_list.append(element)
                    for i in range(len(self.element_matrix)):
219
220
                         self.element_matrix[i].append(0)
221
                         print(self.element_matrix)
            except Exception:
222
223
                raise
224
            column = self.element_list.index(element)
225
            self.element_matrix[index][column] += count * side
226
227
            print(self.element_list)
            print(self.element_matrix)
228
229
       def run_balancer(self):
230
            f"""
231
232
            This the core function of the {ChemBalancer} class,
233
            responsible for balancing chemical equations.
234
            It parses the user-provided equation, deciphers compounds,
235
            constructs a matrix, finds the null space for balancing coefficients
            and computes the balanced equation.
236
237
            This function leverages SymPy for mathematical operations, ensuring
       accurate chemical equation balancing.
            0.00
238
239
            # Clear variables, in case the program was run before
240
241
            self.clear_variables()
242
243
                self.split_equation()
244
245
            except Exception:
                show_dialog("")
246
247
                return
248
            for i in range(len(self.reactants)):
249
250
                    self.find_reagents(self.reactants[i], i, 1)
251
252
                except Exception:
253
                    show_dialog("")
254
                    return
            for i in range(len(self.products)):
255
256
                    self.find_reagents(self.products[i], i + len(self.reactants)
257
       , -1)
                except Exception:
258
                    show_dialog("")
259
260
                    return
261
262
            self.element_matrix = Matrix(self.element_matrix)
            self.element_matrix = self.element_matrix.transpose()
263
264
265
                num = self.element_matrix.nullspace()[0]
266
            except IndexError:
267
268
                show_dialog("Please provide a balanceable equation in the format
        X + Y = XY + Z")
                return
269
270
            print(num)
271
```

```
multiple = lcm([val.q for val in num])
272
273
             num = multiple * num
             print(num)
274
275
             coefficient = num.tolist()
276
277
             for i in range(len(self.reactants)):
278
                 if coefficient[i][0] != 1:
279
                      {\tt self.balanced\_equation} \ += \ {\tt str}({\tt coefficient[i][0]}) \ + \ {\tt self.}
280
        reactants[i]
281
                 self.balanced_equation += self.reactants[i]
if i < len(self.reactants) - 1:</pre>
282
283
                     self.balanced_equation += " + "
284
             self.balanced_equation += " = "
285
286
287
             for i in range(len(self.products)):
                  if coefficient[i + len(self.reactants)][0] != 1:
288
                      self.balanced_equation += str(coefficient[i + len(self.
289
        reactants)][0]) + self.products[i]
290
291
                      self.balanced_equation += self.products[i]
                 if i < len(self.products) - 1:</pre>
292
293
                      self.balanced_equation += " + "
             self.balanced_output.setText(f"{self.balanced_equation}")
294
```

Listing 10: chem\_balancer.py File Program Code

### A.5 ChemEditor GUI file

```
from PyQt6.QtCore import Qt, QPointF, pyqtSignal
  from PyQt6.QtCore import QPoint
3 from PyQt6.QtWidgets import QWidget, QGridLayout, QPushButton, QLabel,
      QFileDialog, QMessageBox
  from PyQt6.QtGui import QPixmap, QPainter, QPen, QColor, QFont, QBrush
  import chem_editor_logic
  import math
9
  import json
10
  def show_dialog(message):
      dlg = QMessageBox()
13
14
      dlg.setWindowTitle("Invalid Action!")
      dlg.setText(f"Invalid user action!\n {message}")
      dlg.setIcon(QMessageBox.Icon.Critical)
16
17
      button = dlg.exec()
18
19
      if button == QMessageBox.StandardButton.Ok:
           print("OK!")
20
21
23
  class ChemEditor(QWidget):
      def __init__(self):
2.4
           super().__init__()
25
26
           self.editor_layout = QGridLayout()
27
28
           self.setLayout(self.editor_layout)
29
30
           self.draw_action_button = QPushButton("Draw")
           self.bond_action_button = QPushButton("Bond")
32
           self.remove_button = QPushButton("Remove")
33
           self.reset_button = QPushButton("Reset")
34
35
           self.save_button = QPushButton("Save")
36
37
           self.single_bond_button = QPushButton("Single")
38
39
           self.double_bond_button = QPushButton("Double")
           self.triple_bond_button = QPushButton("Triple")
40
41
           self.editor_layout.addWidget(self.draw_action_button, 0, 10)
42
           self.editor_layout.addWidget(self.bond_action_button, 0, 11)
43
44
           self.editor_layout.addWidget(self.remove_button, 0, 12, 1, 2)
           self.editor_layout.addWidget(self.reset_button, 0, 14)
45
           self.editor_layout.addWidget(self.save_button, 0, 15)
46
           self.editor_layout.addWidget(self.single_bond_button, 0, 22)
47
48
           self.editor_layout.addWidget(self.double_bond_button, 0, 23)
           self.editor_layout.addWidget(self.triple_bond_button, 0, 24)
49
50
           self.bond_action_button.clicked.connect(self.choose_bond_action)
52
           self.draw_action_button.clicked.connect(self.choose_draw_action)
53
           self.remove_button.clicked.connect(self.remove_action)
54
           self.reset_button.clicked.connect(self.reset_action)
           self.save_button.clicked.connect(self.save_action)
```

```
56
            self.single_bond_button.clicked.connect(self.choose_first_order)
            \verb|self.double_bond_button.clicked.connect(self.choose_second_order)|\\
            \verb|self.triple_bond_button.clicked.connect(self.choose_third_order)|\\
58
59
            self.canvas = Canvas()
60
            self.editor_layout.addWidget(self.canvas, 1, 0, 25, 25)
61
62
           self.periodic_table = PeriodicTable()
63
64
           self.periodic_table.element_clicked.connect(self.set_element)
65
66
            self.periodic_table_btn = QPushButton("Elements")
67
68
            \verb|self.periodic_table_btn.clicked.connect(self.show_periodic_table)|\\
69
            self.editor_layout.addWidget(self.periodic_table_btn, 0, 0, 1, 2)
70
71
72
            self.chem_logic = chem_editor_logic
73
74
       def show_periodic_table(self):
75
           self.periodic_table.show()
76
77
       def set_element(self, data) -> None:
           self.canvas.set_element(data)
78
79
80
       def choose_draw_action(self) -> None:
81
            self.canvas.set_action_type("draw")
82
83
       def choose_bond_action(self) -> None:
84
           self.canvas.set_action_type("bond")
85
86
       def remove_action(self) -> None:
           self.canvas.set_action_type("remove")
87
88
89
       def reset_action(self) -> None:
            self.canvas.reset_canvas()
90
91
       def save_action(self) -> None:
92
93
           self.canvas.save()
94
       def choose_first_order(self) -> None:
95
           self.canvas.set_bond_order(1)
96
97
       def choose_second_order(self) -> None:
98
            self.canvas.set_bond_order(2)
99
100
       def choose_third_order(self) -> None:
           self.canvas.set_bond_order(3)
103
104
105 class Canvas(QLabel):
106
       # CONSTANTS
       ATOM_RADIUS = 12
108
       def __init__(self):
109
110
           super().__init__()
           self.pixmap = QPixmap(1280, 720)
           self.pixmap.fill(QColor(200, 200, 200))
113
           self.setPixmap(self.pixmap)
```

```
115
116
            self.chem_logic = chem_editor_logic
117
118
            # Set default element to carbon
            self.element: dict = self.get_carbon()
119
120
121
            \mbox{\tt\#} List containing all atoms on the Canvas
            self.atoms: list[chem_editor_logic.Atom] = []
122
123
            # Temporary list of atoms for bonding
125
            self.temp_bond_list: list[chem_editor_logic.Atom] = []
126
127
            # Set default action type to draw
            self.action_type: str = "draw"
128
129
130
            # Set default bond order to 1
131
            # 1: single bond
            # 2: double bond
133
            # 3: triple bond
134
            self.bond_order: int = 1
135
136
            # Initially no atom is selected
            self.selected: bool = False
137
138
            # Initially no atom is selected
139
            self.selected_atom = None
140
141
       def get_carbon(self) -> dict:
142
143
            from main import resource_path
144
145
            elements = json.load(open(resource_path("elements.json")))
146
147
            for element, data in elements.items():
                if element == "Carbon":
148
                     return data
149
150
        def save(self) -> None:
151
            # Select file path
153
            filePath, _ = QFileDialog.getSaveFileName(self, "Save Image", "",
                                                         "PNG(*.png);; JPEG(*.jpg *.
154
        jpeg);;All Files(*.*) ")
155
            # If file path is blank return back
156
157
            if filePath == "":
158
                return
159
            # Save canvas at desired path
160
161
            self.pixmap.save(filePath)
162
        def set_element(self, new_element: dict) -> None:
163
164
            self.element = new_element
            self.update()
165
166
        def set_action_type(self, action: str) -> None:
167
            self.action_type = action
168
            self.update()
169
170
        def set_bond_order(self, order: int) -> None:
171
172
            self.bond_order = order
```

```
173
            self.update()
174
       def remove(self) -> None:
175
176
            if self.selected:
                self.atoms.remove(self.selected_atom)
177
            self.update()
178
179
       def reset_canvas(self) -> None:
180
181
            self.atoms.clear()
            self.temp_bond_list.clear()
182
183
            self.set_action_type("draw")
            self.set_bond_order(1)
184
185
       def paintEvent(self, event) -> None:
186
187
            self.pixmap.fill(QColor(200, 200, 200))
188
            # Initialise painter
189
            init_painter = QPainter(self)
190
191
            init_painter.drawPixmap(0, 0, self.pixmap)
            # Initialise pixmap painter
193
            pix_painter = QPainter(self.pixmap)
194
            font = QFont("Arial", 16)
195
            pix_painter.setFont(font)
196
197
            pen = QPen(QColor(0, 0, 0))
198
199
            pen.setWidth(2)
200
            pix_painter.setPen(pen)
201
            # Draw every atom in self.atoms list
202
203
            for atom in self.atoms:
                self.draw_atom(atom.x_coords, atom.y_coords, atom.symbol,
204
       pix_painter, pen, False)
205
                # For every bond of atom, draw the bond, and redraw the atoms
206
       again
                for bond in atom.bonds:
207
208
                    if bond.order == 2:
209
                         self.draw_double_bond(bond.atoms[0].x_coords, bond.atoms
        [0].y_coords, bond.atoms[1].x_coords,
                                                bond.atoms[1].y_coords,
210
       pix_painter, pen, True)
                    elif bond.order == 3:
211
212
                         self.draw_triple_bond(bond.atoms[0].x_coords, bond.atoms
        [0].y_coords, bond.atoms[1].x_coords,
                                                bond.atoms[1].y_coords,
213
       pix_painter, pen, True)
214
                    else:
215
                         self.draw_single_bond(bond.atoms[0].x_coords, bond.atoms
        [0].y_coords, bond.atoms[1].x_coords,
216
                                                bond.atoms[1].y_coords,
       pix_painter, pen, True)
217
                    self.draw_atom_circle(bond.atoms[1].x_coords, bond.atoms[1].
218
       y_coords, bond.atoms[0].x_coords,
                                            bond.atoms[0].y_coords, pix_painter,
219
       pen)
                    pen.setStyle(Qt.PenStyle.SolidLine)
220
                    pix_painter.setPen(pen)
221
```

```
222
                    self.draw_atom(bond.atoms[1].x_coords, bond.atoms[1].
       y_coords, bond.atoms[1].symbol, pix_painter, pen,
                                    False)
223
224
                    self.draw_atom(bond.atoms[0].x_coords, bond.atoms[0].
       y_coords, bond.atoms[0].symbol, pix_painter, pen,
225
                                    False)
226
           # Check for selected atom and draw potential positions
227
228
            if self.selected:
                print("selected")
230
                if self.action_type != "bond":
231
232
                        \# Calculate possible positions for new atoms in 360
       degrees around the selected atom
                        if self.selected_atom is not None:
233
234
                            potential_positions = self.calc_potential_positions(
       self.selected_atom)
235
                            for pos in potential_positions:
                                 # If atoms at position don't overlap, draw the
236
       potential bonds and atoms in different colour
                                 if not self.check_atom_overlap(pos[0], pos[1]):
237
238
                                     if self.bond_order == 2:
                                         self.draw_double_bond(self.selected_atom
239
       .x_coords, self.selected_atom.y_coords,
240
                                                                pos[0],
                                                                pos[1],
241
       pix_painter, pen, False)
242
                                     elif self.bond_order == 3:
243
                                         self.draw_triple_bond(self.selected_atom
       .x_coords, self.selected_atom.y_coords,
244
                                                                pos[0], pos[1],
       pix_painter, pen, False)
245
                                     else:
246
                                         self.draw_single_bond(self.selected_atom
       .x_coords, self.selected_atom.y_coords,
                                                                pos[0], pos[1],
247
       pix_painter, pen, False)
248
                                     self.draw_atom_circle(pos[0], pos[1], self.
       selected_atom.x_coords,
249
                                                            self.selected_atom.
       y_coords, pix_painter, pen)
250
                                     pen.setStyle(Qt.PenStyle.SolidLine)
251
                                     pix_painter.setPen(pen)
252
                                     # Use of self.element["symbol"], as the
253
       whole elements json data is stored in self.element
                                     # E.g. {'symbol': 'C',
254
255
                                     # 'atomic_number': 6,
                                     # 'group': 14,
256
                                     # 'period': 2,
257
258
                                     # 'outer_electrons': 4,
                                     # 'full_shell': 8}
259
260
                                     self.draw_atom(pos[0], pos[1], self.element[
261
       "symbol"], pix_painter, pen, True)
                                     self.draw_atom(self.selected_atom.x_coords,
262
       self.selected_atom.y_coords,
263
                                                     self.selected_atom.symbol,
       pix_painter, pen, False)
```

```
264
                             init_painter.drawPixmap(0, 0, self.pixmap)
265
                    except AttributeError:
266
                        return
267
            init_painter.drawPixmap(0, 0, self.pixmap)
268
           init_painter.end()
           pix_painter.end()
269
270
       # Function to draw potential positions for atoms
271
272
       @staticmethod
       def calc_potential_positions(atom: chem_editor_logic.Atom) -> list[tuple
273
       [int, int]]:
274
275
276
           :param atom:
            :return: list of tuples containing x and y coordinates of potential
277
       positions for new atoms
278
279
           x = atom.x_coords
280
281
           y = atom.y_coords
           distance = 40
282
283
           # Calculate coordinates for angles in steps of 45 degrees from 0 to
284
       360
285
            coordinates_list = []
           for angle_degrees in range(0, 360, 45):
286
287
                angle_radians = math.radians(angle_degrees)
                new_x = x + distance * math.cos(angle_radians)
288
289
                new_y = y + distance * math.sin(angle_radians)
                coordinates_list.append((int(new_x), int(new_y)))
290
291
           print(x, y)
292
           print(coordinates_list)
293
294
           return coordinates_list
295
       def check_atom_overlap(self, pos_x: int, pos_y: int) -> bool:
296
            atom_radius = Canvas.ATOM_RADIUS
297
298
           for atom in self.atoms:
                if (
299
300
                         atom.x_coords - atom_radius <= pos_x <= atom.x_coords +
       atom_radius and
301
                        atom.y_coords - atom_radius <= pos_y <= atom.y_coords +
       atom_radius
302
                    return True
303
304
       def draw_single_bond(self, atom1_x: int, atom1_y: int, atom2_x: int,
305
       atom2_y: int, painter: QPainter, pen: QPen,
306
                              actual_bond: bool = True) -> None:
            if not actual_bond:
307
308
                # Set colour red
                pen.setColor(QColor(255, 0, 0))
309
                painter.setPen(pen)
310
311
           painter.drawLine(QPoint(atom1_x, atom1_y), QPoint(atom2_x, atom2_y))
312
313
314
       def draw_double_bond(self, atom1_x: int, atom1_y: int, atom2_x: int,
       atom2_y: int, painter: QPainter, pen: QPen,
315
                              actual_bond: bool = True) -> None:
```

```
316
            if not actual_bond:
317
318
                # Set colour red
319
                pen.setColor(QColor(255, 0, 0))
320
                painter.setPen(pen)
321
322
            offset = 2
            diag_offset = 3
323
324
            self.__diagonal_bonds(atom1_x, atom1_y, atom2_x, atom2_y, painter,
325
       offset, diag_offset)
326
        def draw_triple_bond(self, atom1_x: int, atom1_y: int, atom2_x: int,
       atom2_y: int, painter: QPainter, pen: QPen,
                              actual_bond: bool = True) -> None:
328
329
            if not actual_bond:
330
331
                # Set colour red
                pen.setColor(QColor(255, 0, 0))
332
333
                painter.setPen(pen)
334
335
            offset = 4
            diag_offset = 6
336
337
            painter.drawLine(QPoint(atom1_x, atom1_y),
338
339
                              QPoint(atom2_x, atom2_y))
340
            {\tt self.\_diagonal\_bonds(atom1\_x\,,\ atom1\_y\,,\ atom2\_x\,,\ atom2\_y\,,\ painter\,,}
       offset, diag_offset)
341
       def __diagonal_bonds(self, atom1_x: int, atom1_y: int, atom2_x: int,
342
       atom2_y: int, painter: QPainter, offset: int,
                              diag_offset: int) -> None:
343
            # Top left diagonal
344
345
            if atom2_x < atom1_x and atom2_y < atom1_y:</pre>
346
                painter.drawLine(QPoint(atom1_x, atom1_y - diag_offset),
                                   QPoint(atom2_x + diag_offset, atom2_y))
347
                painter.drawLine(QPoint(atom1_x - diag_offset, atom1_y),
348
349
                                   QPoint(atom2_x, atom2_y + diag_offset))
            # Bottom left diagonal
350
351
            elif atom2_x < atom1_x and atom2_y > atom1_y:
                painter.drawLine(QPoint(atom1_x - diag_offset, atom1_y),
352
                                   QPoint(atom2_x, atom2_y - diag_offset))
353
                painter.drawLine(QPoint(atom1_x, atom1_y + diag_offset),
354
                                   QPoint(atom2_x + diag_offset, atom2_y))
355
356
            # Top right diagonal
            elif atom2_x > atom1_x and atom2_y < atom1_y:</pre>
357
                painter.drawLine(QPoint(atom1_x, atom1_y - diag_offset),
358
359
                                   QPoint(atom2_x - diag_offset, atom2_y))
360
                painter.drawLine(QPoint(atom1_x + diag_offset, atom1_y),
                                   QPoint(atom2_x, atom2_y + diag_offset))
361
            # Bottom right diagonal
362
            elif atom2_x > atom1_x and atom2_y > atom1_y:
363
364
                painter.drawLine(QPoint(atom1_x + diag_offset, atom1_y),
                                   QPoint(atom2_x, atom2_y - diag_offset))
365
                painter.drawLine(QPoint(atom1_x, atom1_y + diag_offset),
366
                                   QPoint(atom2_x - diag_offset, atom2_y))
367
368
            # Horizontal and Vertical lines
369
            else:
                painter.drawLine(QPoint(atom1_x - offset, atom1_y - offset),
370
```

```
371
                                  QPoint(atom2_x - offset, atom2_y - offset))
372
                painter.drawLine(QPoint(atom1_x + offset, atom1_y + offset),
                                  QPoint(atom2_x + offset, atom2_y + offset))
373
374
       def draw_atom_circle(self, atom1_x: int, atom1_y: int, atom2_x: int,
375
       atom2_y: int, painter: QPainter,
                              pen: QPen) -> None:
376
377
378
           This function draws a circle in the same colour as the background
       colour to prevent bonds from overlapping with
           atom. This function must be called after drawing bonds in order to
379
       overwrite them, and before drawing atoms,
380
           as this would make the atoms invisible.
381
382
383
           # Set the brush color to match the background color
           background_color = QColor(200, 200, 200)
384
385
           brush = QBrush(background_color)
           painter.setBrush(brush)
386
387
           pen.setStyle(Qt.PenStyle.NoPen)
           painter.setPen(pen)
388
389
           # Draw a filled circle
390
            circle_center = QPointF(atom2_x, atom2_y)
391
           circle_radius = Canvas.ATOM_RADIUS
392
393
           painter.drawEllipse(circle_center, circle_radius, circle_radius)
394
395
            circle_center = QPointF(atom1_x, atom1_y)
396
           painter.drawEllipse(circle_center, circle_radius, circle_radius)
397
398
        def draw_atom(self, atom_x: int, atom_y: int, symbol: str, painter:
       QPainter, pen: QPen,
                      potential: bool = False) -> None:
399
400
401
            if potential:
                pen.setColor(QColor(100, 100, 100))
402
403
                painter.setPen(pen)
404
           # Calculate position to draw atom in the center of the "atom circle"
405
406
           letter_width = painter.fontMetrics().horizontalAdvance(symbol)
           letter_height = painter.fontMetrics().height()
407
            letter_x = atom_x - letter_width / 2
408
           letter_y = atom_y + letter_height / 4
409
            painter.drawText(int(letter_x), int(letter_y), symbol)
410
411
       def check_clicked_on_atom(self, pos_x: int, pos_y: int) -> bool:
412
           atom\_radius = Canvas.ATOM\_RADIUS
413
           for atom in self.atoms:
414
415
                if (
                        atom.x_coords - atom_radius <= pos_x <= atom.x_coords +
416
       atom_radius and
                        atom.y_coords - atom_radius <= pos_y <= atom.y_coords +
417
       atom_radius
418
                ):
419
                    self.selected = True
420
                    self.selected_atom = atom
421
                    self.update()
                    return True
422
423
```

```
424
       def remove_atom(self, pos_x: int, pos_y: int) -> None:
425
            atom_radius = Canvas.ATOM_RADIUS
426
427
            self.atoms = [atom for atom in self.atoms if not (
                    atom.x_coords - atom_radius <= pos_x <= atom.x_coords +
428
       atom_radius and
                    atom.y_coords - atom_radius <= pos_y <= atom.y_coords +
429
       atom radius
430
            ) ]
            self.selected_atom = None
431
432
            self.update()
433
434
        def remove_bond(self, pos_x: int, pos_y: int) -> None:
            atom_radius = Canvas.ATOM_RADIUS
435
            for atom in self.atoms:
436
437
                if (
                         atom.x_coords - atom_radius <= pos_x <= atom.x_coords +
438
       atom_radius and
                         atom.y_coords - atom_radius <= pos_y <= atom.y_coords +
439
       atom_radius
               ):
440
441
                     for bond in atom.bonds:
                         if atom is bond.atoms[0]:
442
                             atom.break_bond(bond.atoms[1], bond.order)
443
444
                         elif atom is bond.atoms[1]:
                             atom.break_bond(bond.atoms[0], bond.order)
445
446
                     atom.bonds.clear()
447
            self.update()
448
       def mousePressEvent(self, event) -> None:
449
450
            if event.button() == Qt.MouseButton.LeftButton:
                click_position = event.pos()
451
452
453
                if self.action_type == "remove":
                     self.remove_bond(click_position.x(), click_position.y())
454
                     self.remove_atom(click_position.x(), click_position.y())
455
                elif self.action_type == "bond":
456
457
                    self.selected_atom = None
                    for atom in self.atoms:
458
459
                         atom_x = atom.x_coords
                         atom_y = atom.y_coords
460
461
                         atom_radius = Canvas.ATOM_RADIUS
462
463
                         if (
                                 atom_x - atom_radius <= click_position.x() <=</pre>
464
       atom_x + atom_radius and
                                 atom_y - atom_radius <= click_position.y() <=</pre>
465
       atom_y + atom_radius
466
                         ):
                             self.selected = True
467
468
                             self.update()
469
                             self.selected_atom = atom
470
                             self.temp_bond_list.append(atom)
471
                             if len(self.temp_bond_list) == 2:
472
                                 if self.temp_bond_list[0] is self.temp_bond_list
473
        [1]:
                                      print("Trying to bond to itself")
474
```

```
475
                                      show_dialog("You cannot bond an atom to
        itself!")
                                      self.temp_bond_list.clear()
476
478
                                  \verb|self.temp_bond_list[0].bond(self.temp_bond_list|\\
        [1], self.bond_order)
479
                                  self.temp_bond_list.clear()
                                  self.selected_atom = None
480
481
                                  self.update()
                              return
482
483
                         self.selected = False
                else:
484
485
                     if self.selected:
                         potential_radius = Canvas.ATOM_RADIUS
486
                         if self.selected_atom is not None:
487
488
                              potential_positions = self.calc_potential_positions(
       self.selected_atom)
489
                              for pos in potential_positions:
490
                                  if not self.check_atom_overlap(pos[0], pos[1]):
491
                                      if (
                                               pos[0] - potential_radius <=</pre>
492
        click_position.x() <= pos[0] + potential_radius and</pre>
                                               pos[1] - potential_radius <=</pre>
493
        click_position.y() <= pos[1] + potential_radius</pre>
                                      ):
494
495
                                           new_atom = chem_editor_logic.Atom(self.
        element, [pos[0], pos[1]])
496
                                           if new_atom.check_is_bond_possible(self.
        selected_atom, self.bond_order):
                                               self.atoms.append(new_atom)
497
498
                                               new_atom.bond(self.selected_atom,
        self.bond_order)
                                               print("bonded")
499
500
                                               print(self.selected_atom.symbol)
                              self.selected = False
501
                              self.update()
502
503
                              return
504
505
                     # Check if there is an atom at clicked position
506
                     if self.check_clicked_on_atom(click_position.x(),
        click_position.y()):
507
                         print(f"{self.selected_atom=}")
508
                         return
509
                     print(self.action_type)
510
511
                     print(self.element)
512
513
                     new_atom = chem_editor_logic.Atom(self.element, [
        click_position.x(), click_position.y()])
                     self.atoms.append(new_atom)
514
515
                     self.update()
516
517
518 class PeriodicTable(QWidget):
        element_clicked = pyqtSignal(dict)
519
520
521
        def __init__(self):
            super(QWidget, self).__init__()
522
523
```

```
self.layout = QGridLayout()
524
525
                                             self.setLayout(self.layout)
526
527
                                              self.elements = None
528
                                              self.load_elements()
529
530
                             def load_elements(self) -> None:
531
532
                                              from main import resource_path
533
                                             self.elements = json.load(open(resource_path("elements.json")))
534
535
 536
                                             for element, data in self.elements.items():
                                                              # TODO: add colour for element groups
537
538
539
                                                             symbol = data["symbol"]
                                                             group = data["group"]
540
                                                             period = data["period"]
541
                                                             outer_el = data["outer_electrons"]
542
543
                                                             button = QPushButton(f"{symbol}")
544
545
                                                              button.setFixedSize(40, 40)
546
547
                                                              button.clicked.connect(self.button_clicked)
548
                                                             button.setProperty("data", data)
549
550
551
                                                              button.setToolTip(
                                                                             f"{\tt Element: \{element\} \setminus Group: \{group\} \setminus Period: \{period\} \setminus Group \in Group \cap Group \cap Group \in Group \cap Group 
552
                             nOuter Electrons: {outer_el}")
 553
                                                              self.layout.addWidget(button, period, group)
554
555
                             def button_clicked(self) -> None:
556
                                              sender_button = self.sender()
557
558
                                             data = sender_button.property("data")
559
560
                                             self.element_clicked.emit(data)
561
                                              self.hide()
```

Listing 11: chem\_editor\_gui.py File Program Code

## A.6 ChemEditor Logic file

```
from PyQt6.QtWidgets import QMessageBox
  def show_dialog(message):
      dlg = QMessageBox()
      dlg.setWindowTitle("Invalid Action!")
      dlg.setText(f"Invalid user action!\n {message}")
      dlg.setIcon(QMessageBox.Icon.Critical)
9
      button = dlg.exec()
11
      if button == QMessageBox.StandardButton.Ok:
           print("OK!")
13
14
15
  class Atom:
      def __init__(self, element_data: dict, coordinates: list[int, int]):
16
           self.symbol: str = element_data["symbol"]
17
18
           self.outer_electrons: int = element_data["outer_electrons"]
           self.x_coords: int = coordinates[0]
19
           self.y_coords: int = coordinates[1]
20
           self.full_shell: int = element_data["full_shell"]
21
22
           self.bonds: list[Bond] = []
           self.extra_electrons: int = 0
24
           self.overall_electrons: int = (self.outer_electrons + self.
      extra_electrons)
25
26
      def __eq__(self, other) -> bool:
           return self.symbol == other.symbol and [self.x_coords, self.y_coords
27
      ] == [other.x_coords, other.y_coords]
28
29
      def __add_outer_electrons(self, num: int) -> None:
           self.outer electrons += num
30
31
      def __remove_outer_electrons(self, num: int) -> None:
32
           self.outer_electrons -= num
33
34
35
      def check_is_bond_possible(self, bonding_atom, order: int = 1) -> bool:
           if (self.overall_electrons + order) > self.full_shell:
36
               print("Bonding unavailable, shell is full.")
37
38
               return False
           elif (bonding_atom.overall_electrons + order) > bonding_atom.
39
      full_shell:
               print("Bonding unavailable, bonding atoms shell is full.")
40
41
               return False
           else:
42
               return True
43
44
      def bond(self, bonding_atom, order: int = 1) -> None:
45
46
           if not self.check_is_bond_possible(bonding_atom, order):
               show_dialog("Bonding unavailable, shell is full.")
47
48
           new_bond = Bond(self, bonding_atom, order)
49
50
           self.bonds.append(new_bond)
51
           bonding_atom.bonds.append(new_bond)
52
           self.extra electrons += order
```

```
54
          bonding_atom.extra_electrons += order
          self.overall_electrons = (self.outer_electrons + self.
      extra_electrons)
56
          bonding_atom.overall_electrons = (bonding_atom.outer_electrons +
      bonding_atom.extra_electrons)
57
      def break_bond(self, atom, order: int = 1) -> None:
58
          atom.bonds = [bond for bond in atom.bonds if not (self in bond.atoms
59
          atom.__remove_outer_electrons(order)
60
61
62
63
  class Bond:
      def __init__(self, atom1: Atom, atom2: Atom, order: int):
64
65
          self.atoms: list = [atom1, atom2]
          self.order: int = order
66
```

Listing 12: chem\_editor\_logic.py File Program Code

# A.7 Style.css file

```
QTabWidget::tab-bar {
    alignment: center;
}

QTabBar::tab:selected {
    background-color: darkgray; /* Background color when the tab is selected
    */

8 }

QTableWidget::item {
    color: darkgray;
    border: 1.5px solid #ccc;
}
```

## A.8 Elements.json file

```
{
     "Hydrogen": {
    "symbol": "H",
       "atomic_number": 1,
       "group": 1,
       "period": 1,
       "outer_electrons": 1,
       "full_shell": 2
9
     "Helium": {
10
       "symbol": "He",
11
       "atomic_number": 2,
12
       "group": 18,
       "period": 1,
14
       "outer_electrons": 2,
15
       "full_shell": 2
16
17
     "Lithium": {
18
       "symbol": "Li",
19
       "atomic_number": 3,
20
       "group": 1,
21
       "period": 2,
22
       "outer_electrons": 1,
23
24
       "full_shell": 8
25
     "Beryllium": {
26
       "symbol": "Be",
27
       "atomic_number": 4,
28
       "group": 2,
29
       "period": 2,
30
       "outer_electrons": 2,
31
       "full_shell": 8
32
33
     "Boron": {
34
35
       "symbol": "B",
       "atomic_number": 5,
36
       "group": 13,
37
       "period": 2,
38
       "outer_electrons": 3,
39
       "full_shell": 8
40
41
     "Carbon": {
42
       "symbol": "C",
43
44
       "atomic_number": 6,
       "group": 14,
45
       "period": 2,
46
       "outer_electrons": 4,
47
       "full_shell": 8
48
49
     "Nitrogen": {
   "symbol": "N",
50
51
       "atomic_number": 7,
52
53
       "group": 15,
       "period": 2,
54
55
       "outer_electrons": 5,
       "full_shell": 8
```

```
57
     "Oxygen": {
58
       "symbol": "0",
59
60
        "atomic_number": 8,
        "group": 16,
61
       "period": 2,
62
       "outer_electrons": 6,
63
        "full_shell": 8
64
65
66
     "Fluorine": {
       "symbol": "F",
67
        "atomic_number": 9,
68
69
        "group": 17,
        "period": 2,
70
        "outer_electrons": 7,
71
72
        "full_shell": 8
73
     "Neon": {
74
        "symbol": "Ne",
75
       "atomic_number": 10,
76
        "group": 18,
77
78
        "period": 2,
        "outer_electrons": 8,
79
80
       "full_shell": 8
81
     },
     "Sodium": {
82
       "symbol": "Na",
83
       "atomic_number": 11,
84
       "group": 1,
85
       "period": 3,
86
87
        "outer_electrons": 1,
        "full_shell": 8
88
89
     "Magnesium": {
90
       "symbol": "Mg",
91
        "atomic_number": 12,
92
       "group": 2,
93
       "period": 3,
94
95
        "outer_electrons": 2,
        "full_shell": 8
96
97
98
     "Aluminium": {
        "symbol": "Al",
99
        "atomic_number": 13,
100
        "group": 13,
       "period": 3,
       "outer_electrons": 3,
        "full_shell": 8
104
105
     "Silicon": {
   "symbol": "Si",
106
107
        "atomic_number": 14,
108
109
        "group": 14,
        "period": 3,
       "outer_electrons": 4,
        "full_shell": 8
113
     "Phosphorus": {
114
115
       "symbol": "P",
```

```
116
        "atomic_number": 15,
        "group": 15,
117
        "period": 3,
118
119
        "outer_electrons": 5,
        "full_shell": 8
120
121
      "Sulfur": {
122
        "symbol": "S",
123
        "atomic_number": 16,
124
        "group": 16,
        "period": 3,
126
        "outer_electrons": 6,
127
        "full_shell": 8
128
129
      "Chlorine": {
130
        "symbol": "Cl",
131
        "atomic_number": 17,
"group": 17,
132
133
        "period": 3,
134
        "outer_electrons": 7,
135
        "full_shell": 8
136
137
      "Argon": {
138
139
        "symbol": "Ar",
        "atomic_number": 18,
140
        "group": 18,
141
        "period": 3,
142
        "outer_electrons": 8,
143
        "full_shell": 8
144
145
146
      "Potassium": {
        "symbol": "K",
147
148
        "atomic_number": 19,
        "group": 1,
149
150
        "period": 4,
        "outer_electrons": 1,
151
        "full_shell": 18
152
153
154
      "Calcium": {
        "symbol": "Ca",
155
        "atomic_number": 20,
156
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433
434 }
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