

ASSIGNMENT 5 - GROUP 1

FINAL PROJECT

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Link for Github: https://github.com/XUANDANG1109/Final_Project

Convertor

Create a program that can be used to convert temperature, length, weight, pressure. Your program should have a menu displayed for the user to choose from, where are listed the conversion options:

. temperature

- fahrenheit to celsius
- celsius to fahrenheit

. length

- miles to km
- km to miles

. weight

- pound to kilograms
- kg to pound

exit

The program should allow user to choose the desired conversion over and over again until user chooses to quit using it.

Import ipywidgets for Graphical User Interface (GUI)

```
In [2]: from ipywidgets import RadioButtons, Button, GridBox, Layout, ButtonStyle, Text, Output
```

Define output

```
In [3]: output = Output()
```

Create input display screen

In [6]:

```
# Create input display screen
input_screen = Text(description = "User Input", layout=Layout(width='300px', height='50px',
display(input_screen)

# Create result display screen
result_screen = Text(description = "Result", disabled=True, layout=Layout(width='300px', h
display(result_screen)

# Create display button
rButton = RadioButtons(
    options=['Km->Mile', 'Mile->Km', 'Kg->Pound', 'Pound->Kg', '°F->°C ', '°C->°F'],
    description='Type:',
    disabled=False
)
display(rButton)

# Create display clear
clear = Button(description='Clear',
                layout=Layout(width='300px', height='50px'),
                style=ButtonStyle(button_color='gray'))
display(clear)

# Create display conversion
convert = Button(description='CONVERSION',
                 layout=Layout(width='300px', height='50px'),
                 style=ButtonStyle(button_color='Darkorange'))

display(convert)
```

Define on_click event for button clear

In [7]:

```
def bclear(b):
    input_screen.value = ""
    result_screen.value = ""

clear.on_click(bclear)
```

Define convert fomular

In [9]:

```
def convt(b):
    x = float(input_screen.value)
    if rButton.value == "Km->Mile":
        x = float(input_screen.value)
        input_screen.value = input_screen.value + " Km"
        y = x * 0.62137
        result_screen.value = str(round(y, 2)) + " Miles"
    elif rButton.value == "Mile->Km":
        x = float(input_screen.value)
        input_screen.value = input_screen.value + " Miles"
        y = x / 0.62137
        result_screen.value = str(round(y, 2)) + " Km"
    elif rButton.value == "Kg->Pound":
        x = float(input_screen.value)
        input_screen.value = input_screen.value + " Kg"
        y = x * 2.2
        result_screen.value = str(round(y, 2)) + " Pounds"
```

```
elif rButton.value == "Pound->Kg":
    x = float(input_screen.value)
    input_screen.value = input_screen.value + " Pounds"
    y = x / 2.2
    result_screen.value = str(round(y, 2)) + " Kg"
elif rButton.value == "°F->°C ":
    x = float(input_screen.value)
    input_screen.value = input_screen.value + " °F"
    y = 5/9 * (x - 32)
    result_screen.value = str(round(y, 2)) + " °C "
elif rButton.value == "°C->°F":
    x = float(input_screen.value)
    input_screen.value = input_screen.value + " °F"
    y = (x * 9/5) + 32
    result_screen.value = str(round(y, 2)) + " °C "
convert.on_click(convt)
```

In []: