

Data Quick Env Setup (v1.0)

- # language \rightarrow Python (kivy) - Easy and good UI
- # Division into 2 -
 - Brain** [Have to find a way to link Brain and Cover when converting to .exe else have to make both in one file]
 - Cover**

① Brain :-

- Will use `os` module as it has both command line executing feature (`os.system()`) and changing directory using (`os.chdir('Path')`)

- Make a file (.txt maybe else .txt) and store all location of file, their name and file itself. "Will take it as an input for the 1st line" I guess

Eg \rightarrow `VsCode = { "Path": "C: ---- / VsCode", "Name": "Visual Studio Code", "File": "Code.exe" }` (Data Type - Dictionary)

- Basic structure of the function

\rightarrow Will take the path from dictionary.

`os.chdir(VsCode["Path"])`

\rightarrow After changing dir will make the file run.

`os.system(VsCode["File"] Code.exe)`

\rightarrow If more then will run the above two steps again else will exit.

`exit()` "I guess not sure of syntax"

\rightarrow Parantheses not circle :) (Sorry for bad hand writing)

\rightarrow That's the basic but when coding will ~~write~~ write this is classes and functions ;)

② Cover :-

- Will use kivy as it is very simple and the kivylang is similar to css and html, and

uses the same concept.

- First ~~thing~~ thing is to set up the cover file with `kv` functions and linking it with the corresponding ".kv" [style sheet] file.
- Using "grid layout" or "box layout" in `kv` file to make the buttons and the ~~box~~ text-box. and then designing it with diff properties.
- ~~Will~~ Would start with learning the concept and gain some experience with it.

Conclusion: → Will start learning `kvlang` and will also create the "brain" part as well. Later when I'll be well versed with `kvlang` will create the cover page.

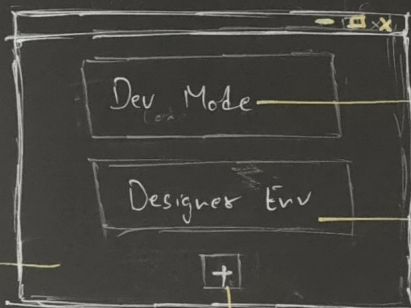
→ Finally will release the first version in ".exe" format and use it.

→ Over the time will improve the processing speed and add some new features

→ Will be windows exclusive for now atleast.

Sketches: →

Have to decide on image or color base bg.



→ Place holder can have any name [set by user]

• When clicked all app under this will run.

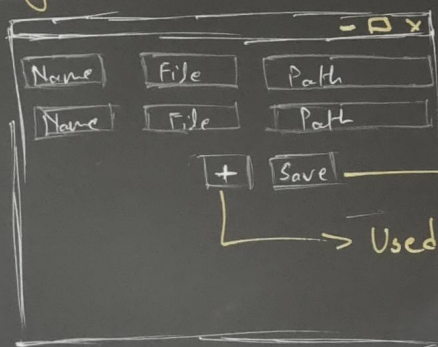
→ Same as above

→ Add button will open a new app window to add new modes.

→ Filling all the necessary details in boxes.

→ When clicked will make a file and save.

→ Used to add more place holder when clicked.



"I guess this is how it will be probably if any change is will let you know :-)" - PS