

# **CAPSTONE GROUP 5 BUSINESS REPORT**

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# Report

## Introduction

The aim of the project was to develop a software which sorted coins by certain currency and denominations. This process was split into three parts: creating the functions, making a text menu and forming a Graphical User Interface (GUI). The functionality of the program will be broken down in the three parts.

## Methodology

Part 1 involves creating these functions by programming, with Python, how a given coin input is sorted into given denominations. The python script for coin sorting was designed using modules such as sys, functions and conditional statements. The modules were first imported, then loops within functions were defined to request user's input for the desired operation as illustrated in *Figure 1.1*. To create the currency converter, we visited **alphavantage** [1] to regenerate a personal API key, which is a unique identifier used to authenticate a user access a web service [2]. Next, we import the library as shown in *Figure 1.2*. After initialising the major variables and request users for their inputs, we use the user's API key to access alpha vantage to request the currency exchange rate for any desired calculations. Table 1 displays the front-end output.

Part 2 of the problem involved taking the previous program and introducing a text menu to allow the user to navigate through the coin sorting program. To allow navigation, we created a main menu (*Figure 2.1*) that gave 6 different options. Each option calls a different function, that corresponds to an option for the user. Option 1 involves the use of an if statement as the user is prompted for a coin configuration. A variable 'pennies' is used to test if the user input for 'pennies' matches a given if/elif statement. Option 2 uses this same principle, but instead uses an if statement to test if the input statement is within a valid range before the modulus operator is applied. Option 3 (*Figure 2.2*) prints the available denominations, while Option 4 (*Figure 2.3*) allows the user to manually configure the program. These configurations are stored as global variables so are consistent throughout the program. If these variables have not been defined, then the program will use a default configuration (*Figure 2.4*) Option 5 (*Figure 2.5*) will print the current configuration, while Option 6 (*Figure 2.6*) will quit the program. Any invalid inputs throughout the program will return the user to the previous stage of navigation. Table 2 displays the front-end output.

Part 3 involved making a user-friendly GUI to represent the coin sorter on PyQT designer, a program to create a GUI. [3]. We design the GUI shown in *Figure 3.1*. The design stage involved creating a series of pushbuttons or input boxes that allow the

user to interact with the GUI. On interaction, the functions created in Part 2 will be programmed to respond to the user's interaction in the form of a form of navigation through the GUI or perform a calculation. After designing the GUI, there is a conversion of the UI file from Qt designer to a python file. (*Figure 3.2*). The GUI output is illustrated in Table 3.

### **Conclusion**

We submit this project in the belief that it meets the requirement outlined and the functionality delivers on the outcomes required. We look forward to your feedback before we move to the next stage of production.

## Figure List

```
corer > part2.py > option_1
3 #first we will import the module sys
4 import sys
5
6 # then we delve into our script, considering the different options(1-5) analogous to the menu(1-5)
7
8 def option_1():
9     print("****coin calculator****")
10    # insert single coin calculator here
11
12    print("Welcome to Group 5 single denomination coin sorting program!")
13    print("")
14    print("let's sort your coins for you")
15    print("")
16    print("Pick a coin within; 10, 20, 50, 100 and 200p (given that 100 pennies = £1)")
17    print("")
18    print("We can only sort pennies with the range of 0 and 10,000")
19    print("")
20
21    # initialise the coin range available and the termination options
22    coins = [10, 20, 50, 100, 200] #list of coins to select from
23    ends = ["yes", "no"]
24    # request for user's choice of coin denomination
25    pennies = int(input("Enter the coin denomination you want(between 10, 20, 50, 100 or 200): "))
26
27    # -----for the £2 -----+-----
28    if pennies == 200 and pennies in coins:
29        print("You have chosen the 200p denomination")
30        #request for user's money to be sorted
31        twohundredp = int(input("How much money (in pennies) do you want to sort? "))
32
33        if twohundredp < 0:
34            print("Error, input value is not valid, try again!")
35            #user decides how to terminate
36            end_call = input("Enter 'yes' to perform another operation or 'no' to Exit: ")
37            if end_call == "yes":
```

Figure 1.1 - An image showing the start of the coding of Part 1. The coin sorting feature has been programmed via the use of an if statement allows the program to call a given function based on the user's integer input.

```
390 print("#####")
391 print("")
392 print("Examples of currencies, (you also input any other minor currency of your choice): ")
393 print("  GBP - British Pound £")
394 print("  MGA - Malagasy Ariary Ar")
395 print("  USD - US Dollar $")
396 print("  EUR - Euro €")
397 print("  JPY - Japanese Yen ¥")
398 print("")
399
400 # Using Alpha Vantage API
401 api_key = "92REN3HWQYJGNQFD"
402
403 #Initialise key variables
404 currencyFrom = ""
405 currencyTo = ""
406 amount = 0
407
408 #Retrieve user's input for currency to convert FROM
409 currencyFrom = input("Enter Currency to convert From (e.g. GBP): ").upper()
410
411 # Retrieve user input for currency to convert TO
412 currencyTo = input("Enter Currency to convert To (e.g. EUR): ").upper()
413 # request amount to convert
414 amount = float(input("Enter amount to convert (e.g. 50): "))
415
416 # JSON request to retrieve the required exchange rate
417
418 base_url = 'https://www.alphavantage.co/query?function=CURRENCY_EXCHANGE_RATE'
419 main_url = base_url + '&from_currency=' + currencyFrom + '&to_currency=' + currencyTo + '&apikey=' + api_key
420
421 response = urllib.request.urlopen(main_url)
422 result = json.loads(response.read())
423
424 #Let's extract the required information
425 exchangeRate = result['Realtime Currency Exchange Rate']
426 rate = exchangeRate['5. Exchange Rate']
427
428 #Output exchange rate and converted amount
429 print('Realtime exchange rate')
430 print(f'1 {currencyFrom} : {rate} {currencyTo}')
431 print('Converted amount')
432 print(f'{amount} {currencyFrom} : {float(rate) * amount} {currencyTo}')
433
434
```

Figure 1.2 - An image showing a part of the coding in Part 1, displaying the programming of the currency exchanger.

```

Q1v2.py Q2_final_version.py coin_sorter_abi.py
CAPSTONE 2 > Q2_final_version.py start_of_program
447
448 # Below gives the structure to the main menu, this is the first thing to be printed because start_of_program()
449 # is given at the bottom of the code.
450 # When a defined number as explained in the print below is chosen, the user will be redirected to that option
451 # This is done by if/elif statements that lead to the other functions being called upon. If an invalid number is
452 # given, the user is redirected to the main menu.
453 def start_of_program():
454     print("****Coin Sorter - Main Menu****")
455     print("1 - Coin calculator")
456     print("2 - Multiple coin calculator")
457     print("3 - Print coin list")
458     print("4 - Set details")
459     print("5 - Display program configurations")
460     print("6 - Quit the program")
461     choice = int(input("Please choose an option here by selecting one of the numbers (1-6): "))
462
463     if choice == 1:
464         option_1()
465
466     elif choice == 2:
467         option_2()
468
469     elif choice == 3:
470         option_3()
471
472     elif choice == 4:
473         option_4()
474
475     elif choice == 5:
476         option_5()
477
478     elif choice == 6:
479         option_6()
480     else:
481
482         print("")
483         print("Invalid option")
484         print("")
485         print("Returning to the main menu...")
486         print("")
487         print("")
488         sleep(2)
489         start_of_program()
490
491
492
493 # Here, we define that the first thing that is called is the start_of_program() function.
494 # Since this piece of coding is not in a function, this line is the first point of action for the system.
495 start_of_program()
496
497

```

Figure 2.1 – An image showing the coding of the main menu. The use of an if statement allows the program to call a given function based on the user's integer input.

```

304
305
306 # This option defines for the user the denominations that are available.
307 # The list is printed and then the user returns to the main menu.
308 def option_3():
309     print("")
310     print("")
311     print("****Print Coin List****")
312     print("")
313     print("The available denominations are 10, 20, 50, 100 and 200")
314     print("")
315     sleep(5)
316     print("****Returning to the start of the program...****")
317     print("")
318     print("")
319     start_of_program()
320
321

```

Figure 2.2 – An image showing the code to make option 3, which prints the available coin configurations.

```

325 # This option allows the user to enter a sub-menu to set the program configurations...
326 # (set currency + input value range)
327 # the variables that hold these inputted configurations are global,
328 # which mean they are saved to the program and override any other value of the variable previously stated.
329 # We define these variables at the start which act as a default option.
330 # The menu printed below gives options to change given parameters or return to the main menu
331 def option_4():
332     global currency_1
333     global min_input
334     global max_input
335     print("")
336     print("")
337     print("****Set Details Sub-Menu****")
338     print("1 - Set currency")
339     print("2 - Set minimum coin input value")
340     print("3 - Set maximum coin input value")
341     print("4 - Return to main menu")
342     choice2 = int(input("Please choose an option here by selecting one of the numbers (1-4): "))
343     print("")
344     # A given input here will define the UNIT of currency that the user wishes to use.
345     # The currencies are number corresponding.
346     # After an input is given, the variable is stored and the user is returned to the sub menu.
347     if choice2 == 1:
348         print("")
349         print("Choose between GBP (£), USD ($) and MGA (Malagasy Ariary Ar)")
350         print("")
351         option_4()
352     elif currency == 2:
353         print("You have selected USD as your chosen currency")
354         currency_1 = "cent(s)"
355         option_4()
356     elif currency == 3:
357         print("You have selected MGA as your chosen currency")
358         currency_1 = "malagasey airey"
359         option_4()
360     else:
361         print("You have inputted an invalid currency")
362         option_4()
363
364 # The two options below represent a chance for the user to input a given range for all coin denomination
365 # calculations. After an input is given, the variables are stored and the user is returned to the sub menu.
366 elif choice2 == 2:
367     print("")
368     min_input = int(input("Input the minimum coin value: "))
369     if min_input < 0:
370         print("Invalid minimum coin value")
371         print("")
372         print("****Returning to the start of the sub menu...****")
373         sleep(2)
374         print("")
375         min_input = 0
376         option_4()
377     else:
378         print("")
379         print("You have chosen" , min_input , "as your input value" )
380         option_4()
381
382 elif choice2 == 3:
383     print("")
384     max_input = int(input("The coin sorting program is capped at a value of 10000. Input the maximum coin value: "))
385     if max_input > 10000:
386         print("Invalid maximum coin value")
387         print("")
388         print("****Returning to the start of the sub menu...****")
389         sleep(2)
390         print("")
391         max_input = 10000
392         option_4()
393     else:
394         print("")
395         print("You have chosen" , max_input , "as your input value" )
396         option_4()
397
398 elif choice2 == 4:
399     print("****Returning to the Main Menu...****")
400     sleep(3)
401     print("")
402     print("")
403     start_of_program()
404
405 # choices for currency are p and £ , cent and $, malagasey airey
406 # the given range must be above zero (valid currency) and capped at 10000

```

Figure 2.3 – An image showing the coding of option 4. A sub-menu is printed after option 4 is selected. An if statement is used to call different parts of the sub menu in response to the user's input.

```

Q1v2.py Q2_final_version.py X coin_sorter_abi.py
CAPSTONE 2 > Q2_final_version.py > ...
1 # Welcome to Group 5 Q2 code for your coin sorting program!
2 # Below, we have imported a library and defined the default currency,
3 # min + max inputs unless they have been edited while running.
4 # We have also imported a time library, which allows time gaps between calling functions,
5 # giving time for the user to read the text.
6 import sys
7 import time
8 from time import sleep
9 currency_1 = "p"
10 min_input = 0
11 max_input = 10000
12
13 # We have defined each option from the main menu as a different function to keep the code organised
14 # The code breaks down all of the options (1-6), before defining the main menu at the bottom of the code
15

```

Figure 2.4 – A part of the coding that represents the default options. The program will use this configuration unless the user inputs a different configuration. The input from the configuration menu will override the default settings as they are global variables.

```

422
423 # This option when called upon will print the current configurations of the program including the currency
424 # and boundary inputs. After doing this, the user is redirected to the main menu
425 # Since these variables are functions, they will print the current configuration that was defined in option 5.
426 # If nothing is defined, the default currency and limits are used, defined at the start of the program.
427 def option_5():
428     print("")
429     print("")
430     print("****Display program configurations****")
431     print("")
432     print("The current currency setting is:" , currency_1 )
433     print(" p = pennies (GBP) , cent(s) = cents (USD) , malagasey airey (MGA) ")
434     print("")
435     print("The minimum coin input value is: " , min_input)
436     print("")
437     print("The maximum coin input value is: " , max_input)
438     print("")
439     print("Returning to the start of the sub-menu...")
440     sleep(5)
441     print("")
442     start_of_program()
443
444

```

Figure 2.5 – An image showing the coding of option 5. The variables are used within a string in a print function to display to the user the current configuration.

```

449
450 # option 6 uses a function imported from the sys library to quit the program and stop the program
451 # after a message is displayed
452 def option_6():
453     print("")
454     print("")
455     print("****Quitting the program...****")
456     sleep(2)
457     sys.exit()
458

```

Figure 2.6 – An image showing the coding of option 6. The sys.exit command is used to kill the program.

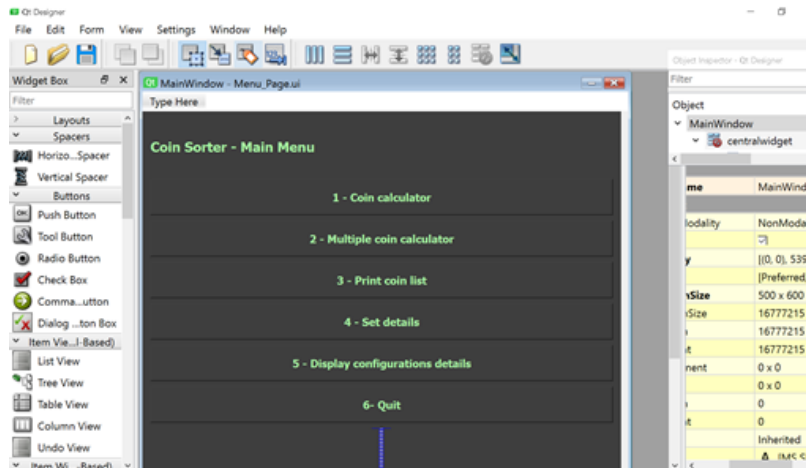


Figure 3.1 – An image showing the workspace environment in Qt designer, with a designed GUI interface.

```

C:\Users\> cd C:\Downloads\> cd Coin Sorter Application\>
# WARNING: Any manual changes made to this file will be lost when pyqt5 is
# run again. Do not edit this file unless you know what you are doing.
9
10 from PyQt5 import QtCore, QtGui, QtWidgets
11
12 # initialise the user variables
13 currency_1 = "p"
14 minimum_input = 0
15 maximum_input = 10000
16
17 # create user interactive menu page by page
18
19 # -----create widgets for the main window -----
20
21 class UI_MainWindow(object):
22
23     def openwindow_021(self):
24         self.window = QtWidgets.QMainWindow()
25         self.ui = UI_Window1()
26
27         self.ui = UI_Window1()
28         self.ui.setupUi(self.window)
29         MainWindow.hide()
30         self.window.show()
31
32     def openwindow_022(self):
33         self.window2 = QtWidgets.QMainWindow()
34         self.ui2 = UI_Window2()
35         self.ui2 = UI_Window2()
36         self.ui2.setupUi(self.window2)
37         MainWindow.hide()
38         self.window2.show()
39
40     def openwindow_023(self):
41         self.window3 = QtWidgets.QMainWindow()
42         self.ui3 = UI_Window3()

```

Figure 3.2 – An image showing the converted UI file from Qt designer to a python script, as shown above.

## References

- [1] “Alpha Vantage Support” Aug. 15, 2017. Accessed on: Mar. 8, 2021. [Online]. Available: <https://www.alphavantage.co/support/#api-key>
- [2] “Why and when to use API keys | Cloud Endpoints with OpenAPI” Jul. 15, 2007. Accessed on: Mar. 6, 2021. [Online]. Available: <https://cloud.google.com/endpoints/docs/openapi/when-why-api-key>
- [3] “PyQT Reference Guide” Feb. 21, 2015. Accessed on: Mar. 4, 2021. [Online]. Available: <https://doc.bccnsoft.com/docs/PyQt5/>





### OPTION 2 (in detail):

```
Please choose an operation: 2
***Multiple denominations coin calculator***

Welcome to the multiple denominations coin sorter!

You can input your pennies and sort it to get 10, 20, 50, £1 and £2

And a possible remainder (between 0 - 10p)

Input the amount of pennies to sort, between 0 and 10000: 1234
The number of £2 coins: 6
The number of £1 coins: 0
The number of 50p coins: 0
The number of 20p coins: 1
The number of 10p coins: 1
The remainder: 4 p
Enter 'yes' to perform another operation or 'no' to Exit: █
```

### OPTION 3 (in detail):

```
Examples of currencies,(you also input any other minor currency of your choice):
GBP - British Pound £
MGA - Malagasy Ariary Ar
USD - US Dollar $
EUR - Euro €
JPY - Japanese Yen ¥

Enter Currency to convert From (e.g. GBP): EUR
Enter Currency to convert To (e.g. EUR): GBP
Enter amount to convert: 300
Realtime exchange rate
1 EUR : 0.85600000 GBP
Converted amount
300.0 EUR : 256.8 GBP
PS C:\Users\hashe\OneDrive\Documents\UNI DOCUMENTS\THIRD YEAR\IN4.0 TALENT\PYTHON> █
```

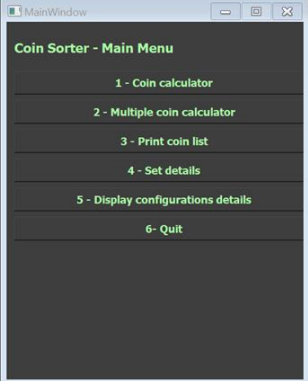
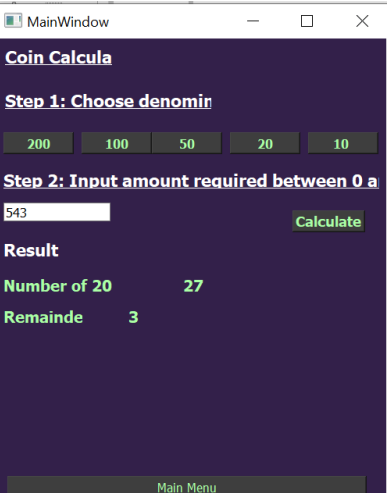
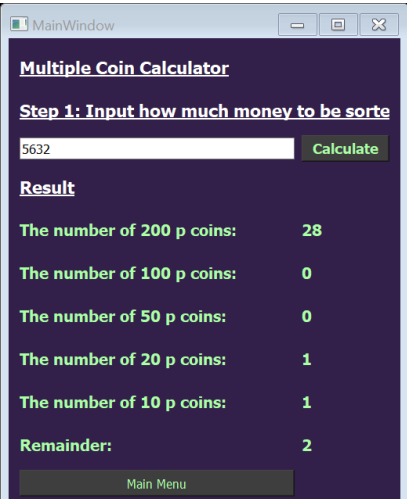
Table 2 – A table showing screenshots of the output for Part 2

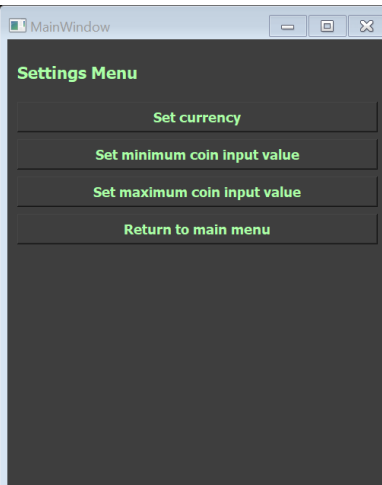
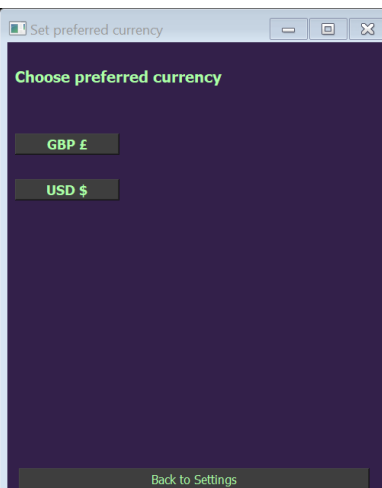
<pre> ***Coin Sorter - Main Menu*** 1 - Coin calculator 2 - Multiple coin calculator 3 - Print coin list 4 - Set details 5 - Display program configurations 6 - Quit the program Please choose an option here by selecting one of the numbers (1-6): █ </pre>	<p><b>PROGRAM START</b></p> <p>The main menu for the coin sorter. This is the first chance to interact with the program</p>
<pre> Welcome to the coin sorting program!  In this program, we will sort out a coin value in pennies/cents/malagasy ariarys into a chosen denomination with a remainder!  The available denominations are 10, 20, 50, 100 and 200  The default input value range is set between 0 - 10,000 unless edited under the 'Set details' option. Any value given outside of this range will result in returning to the sub menu.  Alternatively, you can type 0 to return to the main menu  Input a valid coin denomination, or input 0 to return to the main menu: █  Input a valid coin denomination, or input 0 to return to the main menu: 100  You have chosen the 100 denomination  Input how much money to be sorted: 765 The number of 100 p coins: 7 Remainder: 65 p █ </pre>	<p><b>OPTION 1</b></p> <p>Option 1 will lead the user to the singular coin sorter, where a coin denomination and coin value is inputted to be sorted</p>
<pre> Welcome to the multiple denominaton coin sorter!  You can input a coin value below and the program will sort the coins in terms of 10, 20, 50, 100 and 200 p  The default input value range is set between 0 - 10,000 unless edited under the 'Set details' option. Any value given outside of this range will result in returning to the sub menu.  The program can calculate a remainder of any coins that were not sorted - will be between 0 - 10 p  Alternatively, you can type 0 to return to the main menu  Input how much money to be sorted, or input 0 to return to the main menu: █  Input how much money to be sorted, or input 0 to return to the main menu: 458 The number of 200 p coins: 2 The number of 100 p coins: 0 The number of 50 p coins: 1 The number of 20 p coins: 0 The number of 10 p coins: 0 The remainder: 8 p  Reurning to the start of the sub-menu... █ </pre>	<p><b>OPTION 2</b></p> <p>Option 2 will lead the user to the multiple coin denomination. A chance to input a coin value to be sorted across all available denominations</p>
<pre> ***Print Coin List***  The available denominations are 10, 20, 50, 100 and 200 █ </pre>	<p><b>OPTION 3</b></p> <p>Option 3 will print the available denominators</p>

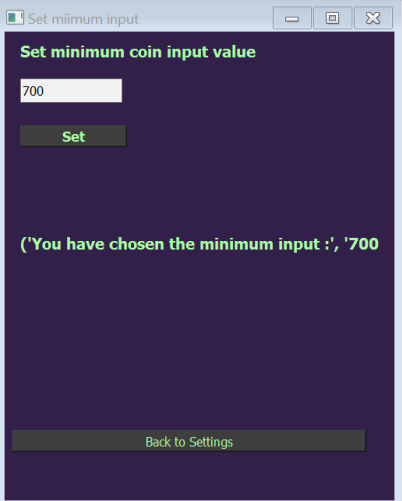
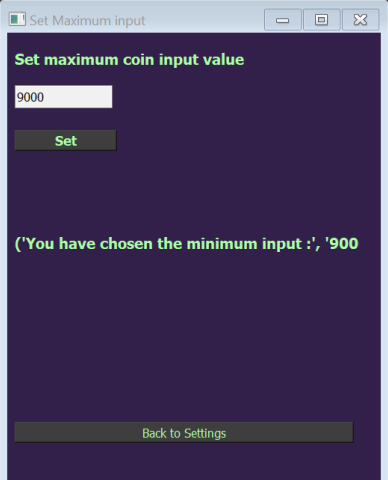
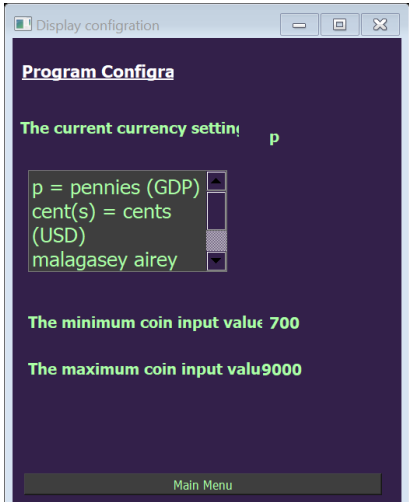
	that the program offers
<pre> ***Set Details Sub-Menu*** 1 - Set currency 2 - Set minimum coin input value 3 - Set maximum coin input value 4 - Return to main menu Please choose an option here by selecting one of the numbers (1-4): █ </pre>	<b>OPTION 4</b> Option 4 will direct the user to a sub-menu, where the configurations of the program can be edited
<pre> Choose between GBP (£), USD (\$) and MGA (Malagasy Ariary Ar) Input 1 for GBP (£), 2 for USD (\$) and 3 for MGA (Malagasy Ariary Ar): 2 You have selected USD as your chosen currency </pre>	<b>OPTION 4.1</b> Option 4 – 1 allows the user to choose an available unit of currency that corresponds to an integer input
<pre> Input the minimum coin value: 200 You have chosen 200 as your input value </pre>	<b>OPTION 4-2</b> Option 4 – 2 allows the user to set a minimum coin value input. This value must be a positive integer, or an error message is given
<pre> The coin sorting program is capped at a value of 10000. Input the maximum coin value: 7000 You have chosen 7000 as your input value </pre>	<b>OPTION 4.3</b> Option 4 – 3 allows the user to set a maximum coin value. This value must be capped at 10000.

<pre> ***Set Details Sub-Menu*** 1 - Set currency 2 - Set minimum coin input value 3 - Set maximum coin input value 4 - Return to main menu Please choose an option here by selecting one of the numbers (1-4): 4  ***Returning to the Main Menu...*** </pre>		<p><b>OPTION 4.4</b></p> <p>Option 4 – 4 will return the user to the main menu</p>
<pre> ***Display program configurations***  The current currency setting is: cent(s) p = pennies (GBP) , cent(s) = cents (USD) , malagasey airey (MGA)  The minimum coin input value is: 200  The maximum coin input value is: 7000  Reurning to the start of the sub-menu... </pre>		<p><b>OPTION 5</b></p> <p>Option 5 will print the current configuration of the program. If the user has not edited the configuration, a default option is defined</p>
<pre> ***Coin Sorter - Main Menu*** 1 - Coin calculator 2 - Multiple coin calculator 3 - Print coin list 4 - Set details 5 - Display program configurations 6 - Quit the program Please choose an option here by selecting one of the numbers (1-6): 6  ***Quitting the program...*** </pre>		<p><b>OPTION 6</b></p> <p>Option 6 terminates the program</p>

Table 3 – A table showing screenshots of the output for Part 3

	<p><b>PROGRAM START</b></p> <p>The main menu for the coin sorter. This is the first chance to interact with the program</p>
	<p><b>OPTION 1</b></p> <p>Option 1 will lead the user to the singular coin sorter, where a coin denomination is selected via a push button and coin value is inputted to be sorted</p>
	<p><b>OPTION 2</b></p> <p>Option 2 will lead the user to the multiple coin sorter, where a coin denomination is inputted into an input bar and a “calculate” push button performs the calculation</p>

	<p><b>OPTION 3</b></p> <p>Option 3 prints the available coin denominations</p>
	<p><b>OPTION 4</b></p> <p>Option 4 will direct the user to a sub-menu, where the configurations of the program can be edited</p>
	<p><b>OPTION 4.1</b></p> <p>This option leads the user to a page where a push button operator will store the currency for the running program.</p>

 <p>The screenshot shows a window titled 'Set minimum input'. Inside, there's a section 'Set minimum coin input value' with a text input field containing '700' and a 'Set' button below it. A confirmation message reads: '(&lt;strong&gt;You have chosen the minimum input :&lt;/strong&gt;, &lt;strong&gt;'700&lt;/strong&gt;'. At the bottom is a 'Back to Settings' button.</p>	<p><b>OPTION 4.2</b></p> <p>This option leads the user to a page where an input bar allows the user to set a minimum value. Once set, a message pops up below to confirm the selection.</p>
 <p>The screenshot shows a window titled 'Set Maximum input'. Inside, there's a section 'Set maximum coin input value' with a text input field containing '9000' and a 'Set' button below it. A confirmation message reads: '(&lt;strong&gt;You have chosen the minimum input :&lt;/strong&gt;, &lt;strong&gt;'900&lt;/strong&gt;'. At the bottom is a 'Back to Settings' button.</p>	<p><b>OPTION 4.3</b></p> <p>This option leads the user to a page where an input bar allows the user to set a maximum value. Once set, a message pops up below to confirm the selection.</p>
 <p>The screenshot shows a window titled 'Display configuration'. It has a section 'Program Configura' with a label 'The current currency setting' followed by a dropdown menu showing 'p'. Below this are three radio buttons: 'p = pennies (GDP)', 'cent(s) = cents (USD)', and 'malagasey airey'. Further down, it displays 'The minimum coin input value€ 700' and 'The maximum coin input valu9000'. At the bottom is a 'Main Menu' button.</p>	<p><b>OPTION 5</b></p> <p>Option 5 will print the current configuration of the program. If the user has not edited the configuration, a default option is defined. Here, we can see that the program has stored and displayed the inputted configurations successfully</p>