QF205-Report.main_window.py

November 13, 2020

1 main_window.py

As mentioned, main_window.py's main responsibility is to define the graphic user interface (GUI) itself. It does so by:

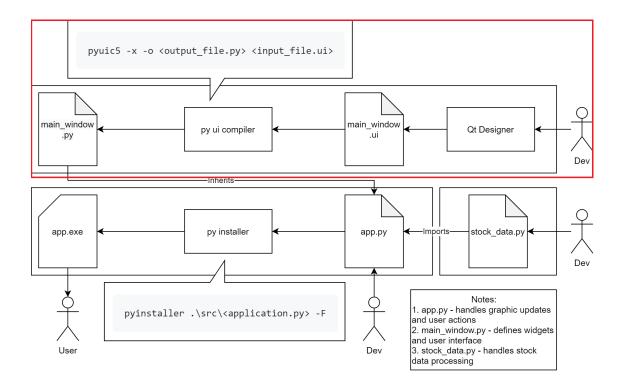
- 1. Defining each widget objects' and their names within the GUI
- 2. Defining the location, size and other physical attributes of each widgets

It does **NOT** define the functionalities of the widgets found in the GUI. That is the job of app.py.

While it is possible to create main_window.py by manually writing a python script file from scratch, this is not recommended as it is cumbersome. Instead, the following method was used develop the Stock Chart Application:

- 1. Install Qt Designer application
- 2. Use Qt Designer to build the GUI file called: main_window.ui
- 3. Pip install PyQt5 for python
- 4. Use pyuic5 (a utility script that comes with PyQt5) to compile main_window.ui into main_window.py

The above-mentioned main_window.py's development process is summarized in the graphics below:



This method is **recommended** because it is user-friendly and changes made can be seen visually on the Qt Designer itself before it is applied. Thus, not requiring the developer to run the python file after every changes or even knowing how do so at all.

This section of the report will now go through the 4 steps of developing main_window.py mentioned.

1.1 Installing Qt Designer

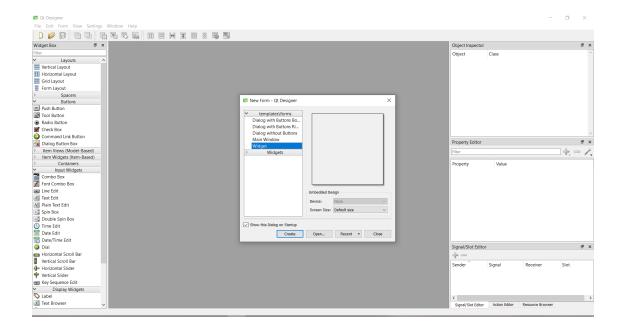
The installation process of Qt Designer is similar to any other application.

- 1. Go to: https://build-system.fman.io/qt-designer-download
- 2. Click either the Windows or Mac option. Depending on your computer's Operating System
- 3. Select a location for the Qt Setup Application .exe to be downloaded
- 4. Double click on the Qt Setup Application .exe and follow its installation procedure
- 5. Check that you have Qt Designer installed after the installation has completed

1.2 Building main_window.ui with Qt Designer

1.2.1 Defining the GUI

First, open Qt Designer. The following window and prompts will appear:

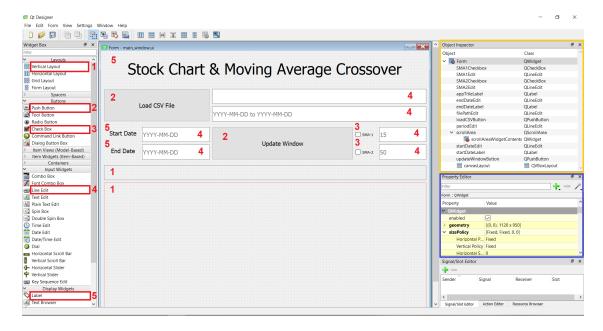


Choose Widget under the template\forms prompt and press the Create Button to begin designing main_window.ui.

This is simply a starting template of our GUI, but it is important as the Widget option will later be used to inform app.py of the type of GUI being inherited.

1.2.2 Defining the Widgets inside the GUI

Second, start designing the main window.ui GUI as shown in the image below:



To 'design' the GUI, simply drag and drop the appropriate type of Widget from the left side-bar called Widget Box into the GUI Widget. This does imply that our GUI is a Widget (because we

specify it as such in the template\forms option) containing Widgets.

For convenience, the **type** of the widget used to make the GUI shown above has ben annotated with red boxes and numbers to show where to find each **type** of Widgets used to build the GUI.

For each Widget being dragged and dropped into the GUI, remember to name them accordingly in the Property Box (blue box).

These actions correspond to what were meant by:

- 1. Defining each widget objects' and their names within the GUI
- 2. Defining the location, size and other physical attributes of each widgets

Also, do refer to the Object Inspector (yellow box) in the main_window.ui image for a list of the names of the widget and their associated Widget type.

For example: name (Object): SMA1CheckBox, class (type): QCheckBox

This Stock Chart Application also has its window fixed to a specific size. This can be done by specifying the following properties in the Property Box of the UI Form (found in the Object Inspector):

- 1. Set geometry to: $[(0, 0), 1120 \times 950]$
- 2. Set sizePolicy to: [Fixed, Fixed, 0, 0]

Finally, save the main_window.ui file by pressing: File > Save As option on the top left hand corner of the window.

1.3 Installing PyQt5

Installing PyQt5 is similar to installing any other python packages using PIP. Simply run the following command from the computer's terminal:

```
pip install PyQt5
```

PyQt5 is a package comprising a comprehensive set of Python bindings for Qt Designer v5. As part of its package, it comes with a utility script called pyuic5 which will be used to compile .ui files created using Qt Designer into a .py python module file.

1.4 Compiling main_window.ui into main_window.py

To compile the main_window.ui file into main_window.py, simply run the following command from the computer's terminal:

pyuic5 -x -o .\src\main_window.py .\src\main_window.ui

- The two flags -x -o are **required** for the program to work.
- The two arguments passed are also **required** as they are the **output** file path and the **input** file path.

Note: the two file paths assume that the command is run from the root directory and the main_window.ui file is saved in a directory called src.