

# My Project

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# Chapter 1

## Namespace Index

### 1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

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## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 3

# Namespace Documentation

### 3.1 assign\_7 Namespace Reference

#### Classes

- class [delete\\_dialogue](#)  
*Class [delete\\_dialogue](#) to open the delete dialogue box Top level window.*
- class [main\\_app](#)  
*Class [main\\_app](#) to open the main window.*
- class [pass\\_wind](#)  
*Class [pass\\_wind](#) to make a Top level window for password.*
- class [reminder\\_dialogue](#)  
*Class [reminder\\_dialogue](#) to open the reminder Top level window.*

#### Variables

- **pass\_flag** = True
- string **filename** = ""
- string **dir\_file** = ""
- string **time\_reminder** = ""
- string **msg\_reminder** = ""
- int **i** = 0
- string **prefix\_file** = "./app\_data/"
- string **updatefile\_date** = ""
- string **updatefile\_month** = ""
- string **updatefile\_year** = ""
- list **date\_options** = ["01", "02", "03", "04", "05", "06", "07", "08", "09", "10", "11", "12", "13", "14", "15", "16", "17", "18", "19", "20", "21", "22", "23", "24", "25", "26", "27", "28", "29", "30", "31"]
- list **month\_options** = ["01", "02", "03", "04", "05", "06", "07", "08", "09", "10", "11", "12"]
- list **year\_options** = ["10", "11", "12", "13", "14", "15", "16", "17", "18", "19", "20"]
- list **pri\_options** = ["01", "02", "03"]
- **flag** = False
- tuple **root** = Tk()
- tuple **GUI\_main** = [main\\_app](#)(root)

#### 3.1.1 Detailed Description

@package docstring  
Python Code of Sticky Notes

Created By : Chayan Sharma



## Chapter 4

# Class Documentation

### 4.1 assign\_7.delete\_dialogue Class Reference

Class [delete\\_dialogue](#) to open the delete dialogue box Top level window.

#### Public Member Functions

- `def \_\_init\_\_ (self, master)`  
*The constructor.*
- `def callback`  
*Call back funtion to be called when Delete button is pressed.*
- `def cancel\_func (self)`  
*Call back funtion to be called when Cancel button is pressed.*

#### Public Attributes

- **master**
- **scrollbar**
- **list\_box**
- **b**
- **b\_2**
- **idx**
- **f\_r**
- **f\_w**

#### 4.1.1 Detailed Description

Class [delete\\_dialogue](#) to open the delete dialogue box Top level window.

#### 4.1.2 Constructor & Destructor Documentation

##### 4.1.2.1 `def assign_7.delete_dialogue.__init__ ( self, master )`

The constructor.

## Parameters

|               |  |
|---------------|--|
| <i>self</i>   | The object pointer.                    |
| <i>master</i> | The object pointer of Top level Window |

### 4.1.3 Member Function Documentation

#### 4.1.3.1 `def assign_7.delete_dialogue.callback ( self, event =None )`

Call back funtion to be called when Delete button is pressed.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

#### 4.1.3.2 `def assign_7.delete_dialogue.cancel_func ( self )`

Call back funtion to be called when Cancel button is pressed.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

The documentation for this class was generated from the following file:

- `assign_7.py`

## 4.2 `assign_7.main_app` Class Reference

Class `main_app` to open the main window.

### Public Member Functions

- `def __init__ (self, master)`  
*The constructor.*
- `def new_note (self)`  
*Function to be called when new button is pressed.*
- `def save_note (self)`  
*Function to be called when Save button is pressed.*
- `def set_priority_note (self, var)`  
*Function to be called when priority option menu is changed.*
- `def update_text`  
*Function to be called when the user wants to see the previous records.*
- `def updatefiles (self, val)`  
*Function to be called when a new file or priority of any file is changed.*
- `def delete_notes (self)`  
*Function to be called when delete button is pressed from menu.*
- `def reminder (self)`  
*Function to be called when reminder button is pressed from menu.*
- `def check_reminder (self)`  
*Function to check the reminder using threading.*

## Public Attributes

- **master**
- **text**
- **sb\_date\_Var**
- **sb\_month\_Var**
- **sb\_year\_Var**
- **sb\_date**
- **sb\_month**
- **sb\_year**
- **scrollbar**
- **list\_box**
- **b**
- **b\_2**
- **sb\_pri\_Var**
- **sb\_pri**
- **menubar**
- **filemenu**
- **option**
- **f**
- **t**
- **f\_r**
- **f\_w**
- **idx**
- **first\_prior\_list**
- **second\_prior\_list**
- **third\_prior\_list**
- **delete\_win**
- **GUI\_delete**
- **remin\_win**
- **GUI\_remin**

### 4.2.1 Detailed Description

Class [main\\_app](#) to open the main window.

### 4.2.2 Constructor & Destructor Documentation

#### 4.2.2.1 `def assign_7.main_app.__init__( self, master )`

The constructor.

Parameters

|               |  |
|---------------|--|
| <i>self</i>   | The object pointer.                    |
| <i>master</i> | The object pointer of Top level Window |

### 4.2.3 Member Function Documentation

#### 4.2.3.1 `def assign_7.main_app.check_reminder( self )`

Function to check the reminder using threading.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

**4.2.3.2** `def assign_7.main_app.delete_notes ( self )`

Function to be called when delete button is pressed from menu.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

**4.2.3.3** `def assign_7.main_app.new_note ( self )`

Function to be called when new button is pressed.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

**4.2.3.4** `def assign_7.main_app.reminder ( self )`

Function to be called when reminder button is pressed from menu.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

**4.2.3.5** `def assign_7.main_app.save_note ( self )`

Function to be called when Save button is pressed.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

**4.2.3.6** `def assign_7.main_app.set_priority_note ( self, var )`

Function to be called when priority option menu is changed.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

**4.2.3.7** `def assign_7.main_app.update_text ( self, event = None )`

Function to be called when the user wants to see the previous records.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

4.2.3.8 `def assign_7.main_app.updatefiles ( self, val )`

Function to be called when a new file or priority of any file is changed.

## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

The documentation for this class was generated from the following file:

- assign\_7.py

### 4.3 assign\_7.pass\_wind Class Reference

Class [pass\\_wind](#) to make a Top level window for password.

#### Public Member Functions

- def [\\_\\_init\\_\\_](#) (self, master)  
*The constructor.*
- def [callback](#) (self)  
*Call back funtion to be called when OK button is pressed.*
- def [finish](#) (self)  
*finish function if pressed QUIT button*

#### Public Attributes

- **master**
- **e**
- **b**
- **b\_2**

#### 4.3.1 Detailed Description

Class [pass\\_wind](#) to make a Top level window for password.

#### 4.3.2 Constructor & Destructor Documentation

##### 4.3.2.1 def assign\_7.pass\_wind.\_\_init\_\_ ( self, master )

The constructor.

## Parameters

|               |  |
|---------------|--|
| <i>self</i>   | The object pointer.                    |
| <i>master</i> | The object pointer of Top level Window |

#### 4.3.3 Member Function Documentation

##### 4.3.3.1 def assign\_7.pass\_wind.callback ( self )

Call back funtion to be called when OK button is pressed.



## Parameters

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

The documentation for this class was generated from the following file:

- assign\_7.py

## 4.4 assign\_7.reminder\_dialogue Class Reference

Class [reminder\\_dialogue](#) to open the reminder Top level window.

### Public Member Functions

- def [\\_\\_init\\_\\_](#) (self, master)  
*The constructor.*
- def [callback](#) (self)  
*Call back funtion to be called when OK button is pressed.*

### Public Attributes

- **master**
- **e\_1**
- **e\_2**
- **b**
- **w**
- **w\_2**

#### 4.4.1 Detailed Description

Class [reminder\\_dialogue](#) to open the reminder Top level window.

#### 4.4.2 Constructor & Destructor Documentation

##### 4.4.2.1 def assign\_7.reminder\_dialogue.\_\_init\_\_ ( self, master )

The constructor.

## Parameters

|               |  |
|---------------|--|
| <i>self</i>   | The object pointer.                    |
| <i>master</i> | The object pointer of Top level Window |

#### 4.4.3 Member Function Documentation

##### 4.4.3.1 def assign\_7.reminder\_dialogue.callback ( self )

Call back funtion to be called when OK button is pressed.

**Parameters**

|             |                     |
|-------------|---------------------|
| <i>self</i> | The object pointer. |
|-------------|---------------------|

The documentation for this class was generated from the following file:

- `assign_7.py`

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