**Governors State University**

Project - Book Reselling Application

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# Introduction

The project is titled as Book Reselling Application which acts as a portal for the books’ resale. In this application, ‘BooksData.csv’ file is created, and the data will be stored into the .csv file which will be used as database that stores the information. The GUI allows the user (seller) to resell the books by entering the mandatory information such as book name, publishing year, author, expected price. User can load the data, update the data, save the data into the .csv file. GUI will be designed using labels, textboxes, buttons, and message box.

A GUI containing book name, publishing year, author, expected price will be displayed along with 'Update Detail', 'Add Detail',’Delete’, ‘Reset’, ‘Load’ buttons. After making necessary changes, the ‘BooksData.csv’ file will be loaded with the updated data.

# BooksData.csv File

In this application, ‘BooksData.csv’ file is created, and the data will be stored into the .csv file which will be used as database that stores the information.

Table

Description automatically generated

# Graphical User Interface (GUI) Design

A GUI containing book name, publishing year, author, expected price will be displayed along with ‘Update Detail’ and ‘Add Detail’ buttons. After making necessary changes, the ‘BooksData.csv’ file will be loaded with the updated data using ‘Load’ button. To delete any record, ‘Delete’ button is also provided.

Import the Python GUI Tkinter module: import tkinter as tk

A window is an instance of Tkinter’s Tk class : window = tk.Tk()

window.mainloop() tells Python to run the Tkinter event loop.

Graphical user interface

Description automatically generated

# Modules

## Add Detail

After entering all the details, click the ‘Add Details’ button to save the data in the .CSV file.

def AddDetail():

if E\_book\_name.get()!="" and E\_author.get()!="" and E\_pub\_year.get()!="" and E\_price.get()!="":

books.append([E\_book\_name.get(),E\_author.get(),E\_pub\_year.get(),E\_price.get()])

print(books)

WriteInCSVFile(books)

set\_select()

EntryReset()

messagebox.showinfo("Confirmation", "Succesfully added new book")

else:

messagebox.showerror("Error", "Please fill the information")

## Update Detail

To update any record in the file, click the ‘Update Detail’ button.

def UpdateDetail():

if E\_book\_name.get() and E\_author.get() and E\_pub\_year.get() and E\_price.get():

books[WhichSelected()] = [ E\_book\_name.get(), E\_author.get(), E\_pub\_year.get(), E\_price.get()]

WriteInCSVFile(books)

messagebox.showinfo("Confirmation", "Succesfully Updated Book")

EntryReset()

set\_select()

elif not(E\_book\_name.get()) and not(E\_author.get()) and not(E\_pub\_year.get()) and not(E\_pub\_year.get()) and not(len(select.curselection())==0):

messagebox.showerror("Error", "Please fill the information")

else:

if len(select.curselection())==0:

messagebox.showerror("Error", "Please select the book name and \n press Load button")

else:

message1 = """To Load the all information of \n

selected row press Load button\n.

"""

messagebox.showerror("Error", message1)

## Reset

‘Reset’ button clears all the data that entered.

def EntryReset():

E\_book\_name\_var.set('')

E\_author\_var.set('')

E\_pub\_year\_var.set('')

E\_price\_var.set('')

## Delete

‘Delete’ button deletes the selected data from the .csv file.

def DeleteEntry():

if len(select.curselection())!=0:

result=messagebox.askyesno('Confirmation','You Want to Delete Book\n Which you selected')

if result==True:

del books[WhichSelected()]

WriteInCSVFile(books)

set\_select()

else:

messagebox.showerror("Error", 'Please select the Book')

## Load

The ‘Load’ button loads the data that is the .csv file.

def LoadEntry():

book\_name, author, pub\_year, price = books[WhichSelected()]

E\_book\_name\_var.set(book\_name)

E\_author\_var.set(author)

E\_pub\_year\_var.set(pub\_year)

E\_price\_var.set(price)

# Summary

The project is called Book Reselling Application, and it serves as a portal for the resale of books. The 'BooksData.csv' file is developed in this application, and the data is saved into the.csv file, which will be used as a database to hold the information. The graphical user interface (GUI) enables the user  to resell books by inputting required information such as book title, publishing year, author, and estimated price. The user can load data, change data, and save data to .csv file. Labels, textboxes, buttons, and a message box will be used to create the GUI. A graphical user interface (GUI) with the book title, publishing year, author, and estimated price, as well as 'Update Detail', 'Add Detail',’Delete’, ‘Reset’, ‘Load’ buttons, will be presented. After making the appropriate modifications, the revised data will be loaded into the 'BooksData.csv' file.

# References

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