#### EXPENSE TRACKER APP

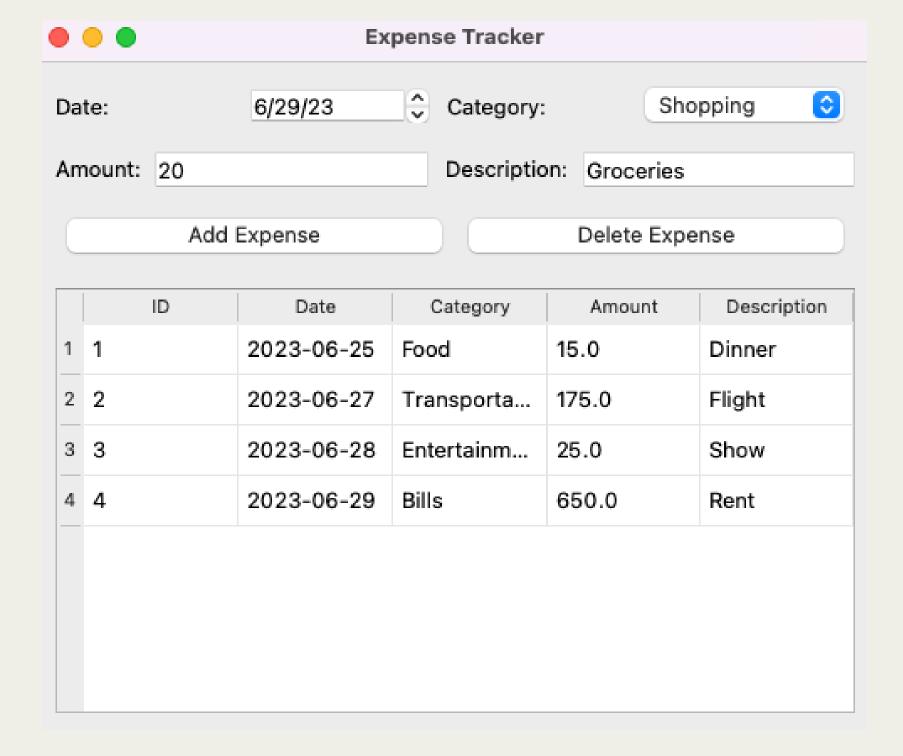
Adding a SQL Database to our App to track and maintain live data





#### **App Overview:**

What Widgets do you see?





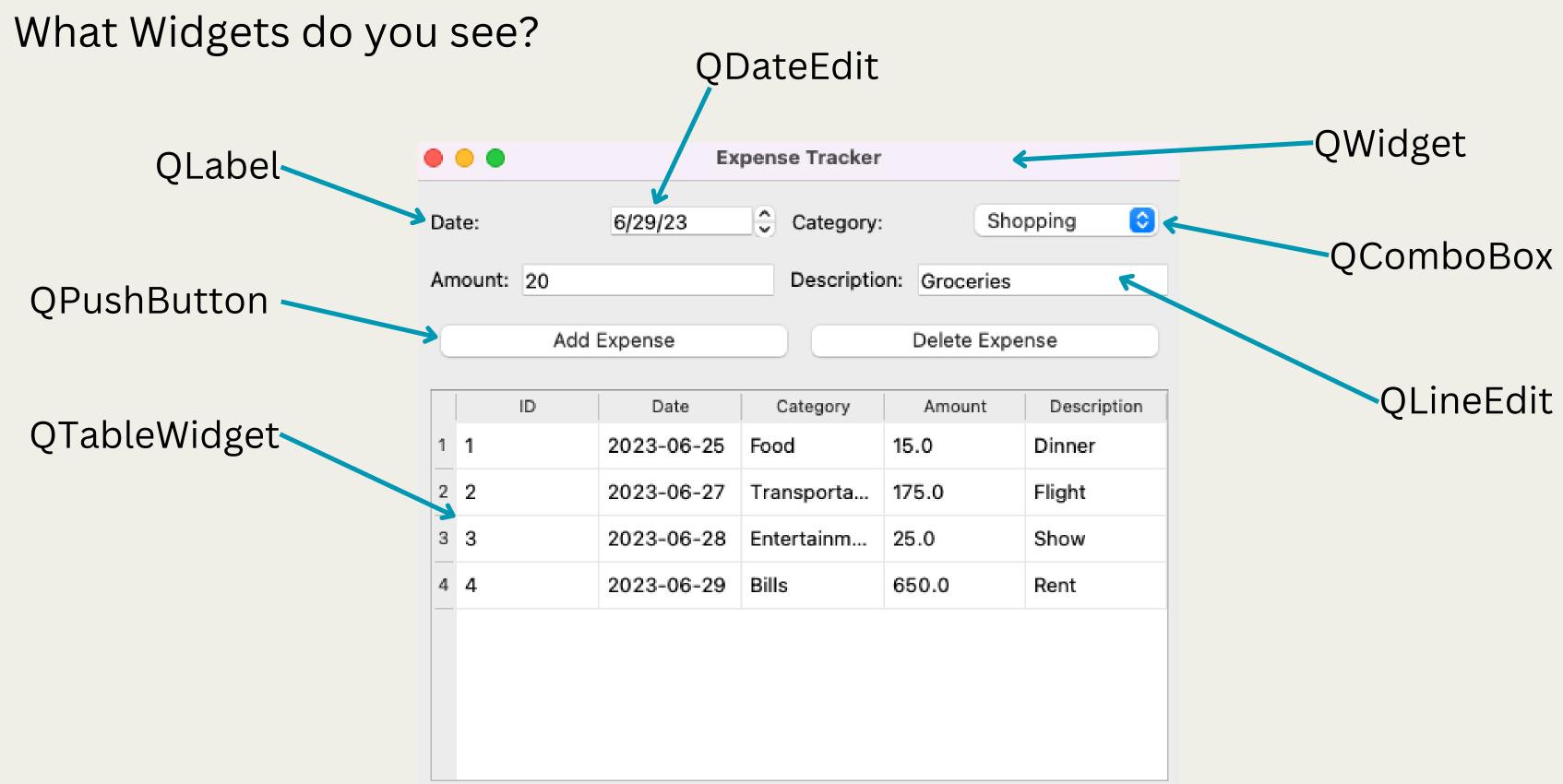
Let's take a look at the App we will be building:

#### We can:

- -Add Expenses
- -Delete Expenses
- -Save our data in a **Database**

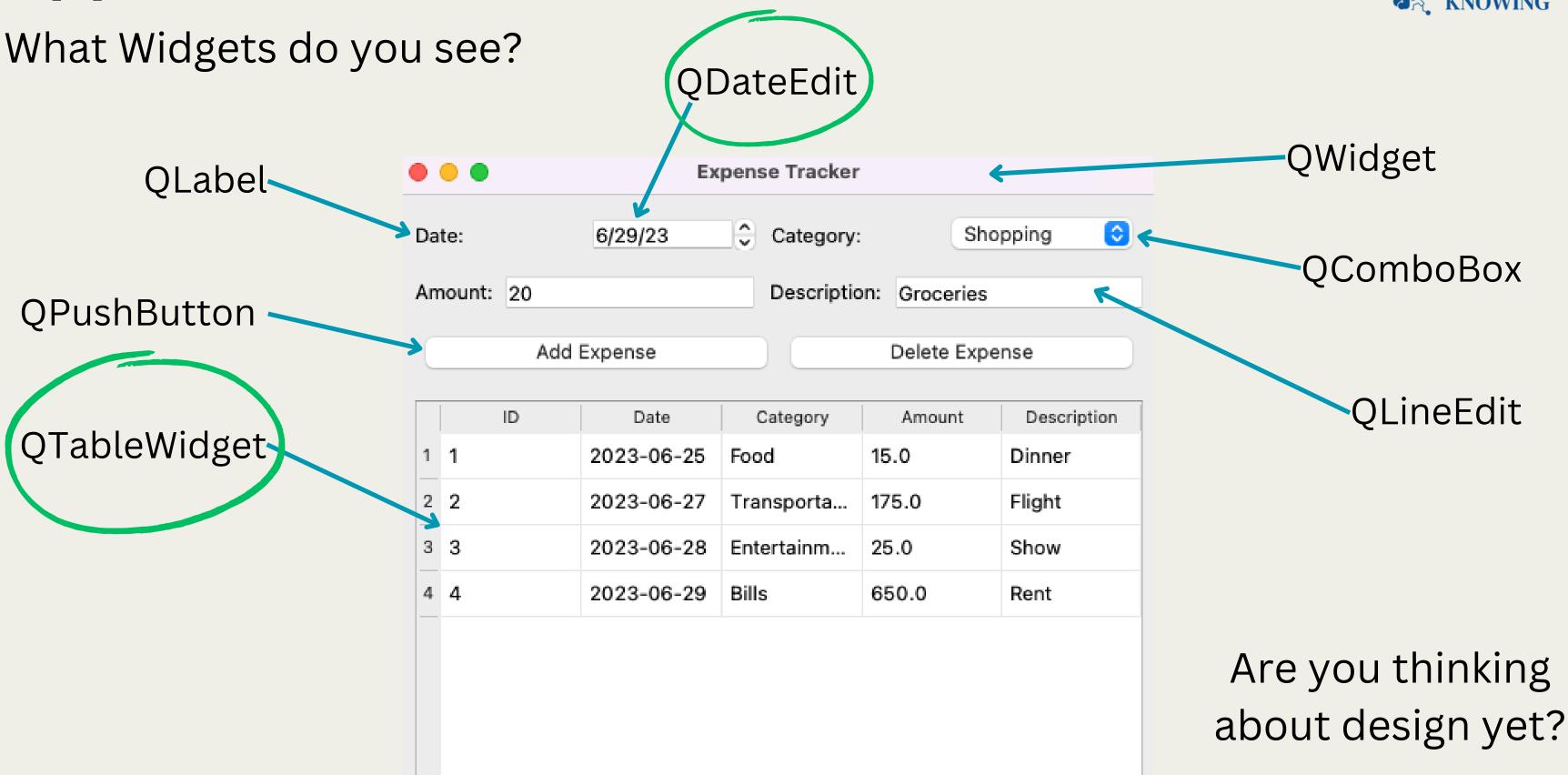
#### **App Overview:**





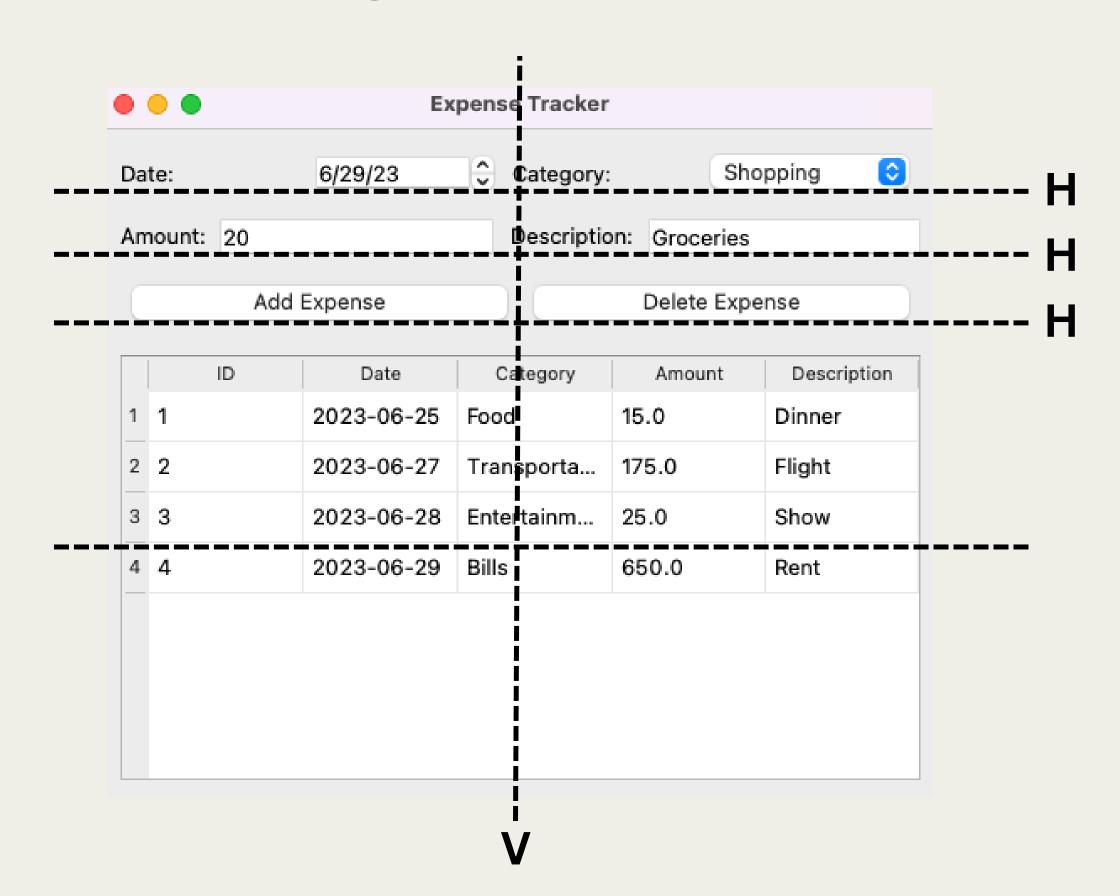
#### **App Overview:**





### App Design





Design can be done with the trusty **QVBoxLayout** and **QHBoxLayout** 

Does the **Table** need a row if it already takes up the whole screen?

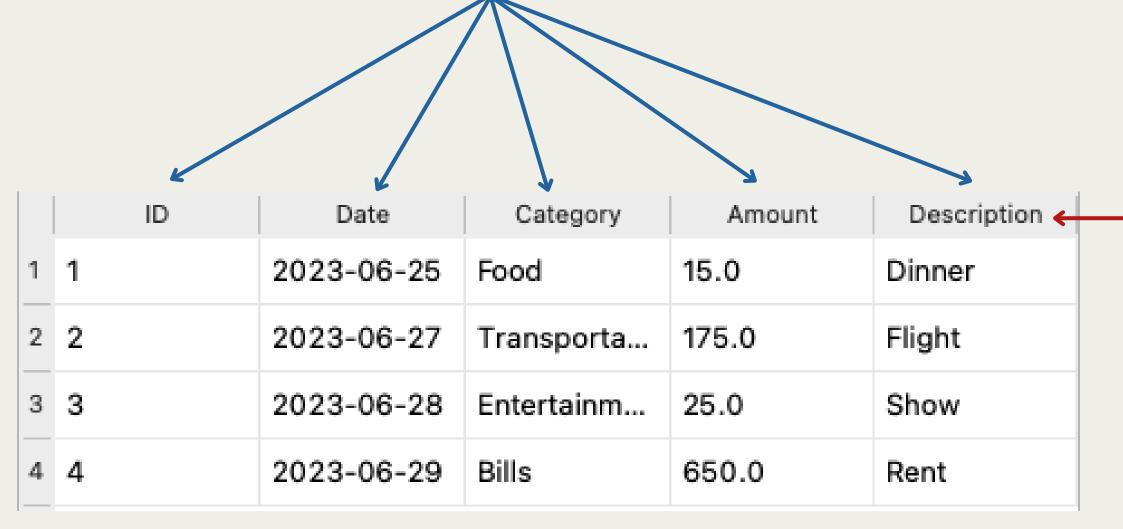
#### Methods for our Table



QTableWidget -> This creates a Table within our App

.setColumnCount(#) -> This method sets the number of columns

in our table. It accepts a **number** 



.setHorizontalHeaderLabels([]) ->

This method **sets the Name of each Column** in our table. It accepts a

List

## Intro to SQL

Working with SQLite with QtSql in PyQt



### **SQL Basics and Syntax**



**SQL** - Structured Query Language

Used to manage data stored in relational databases

Relational Databases store structured data in tables

#### **Basic Syntax**

SELECT - Column you want to look at

FROM - **Table** where the data lives

WHERE - A specific condition is True

#### **Example**

Table name: users

Columns: username & password Condition: Look for "mario123"

## **SQL Basics and Syntax**



**SQL** - Structured Query Language

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#### **Basic Syntax**

SELECT - Column you want to look at

FROM - **Table** where the data lives

WHERE - A specific condition is True

#### **Example**

Table name: users

Columns: username & password Condition: Look for "mario123"

SELECT \* Select everything

FROM users From the Table named users

## SQL Setup in PyQt



We want to create a connection with a SQLite Database

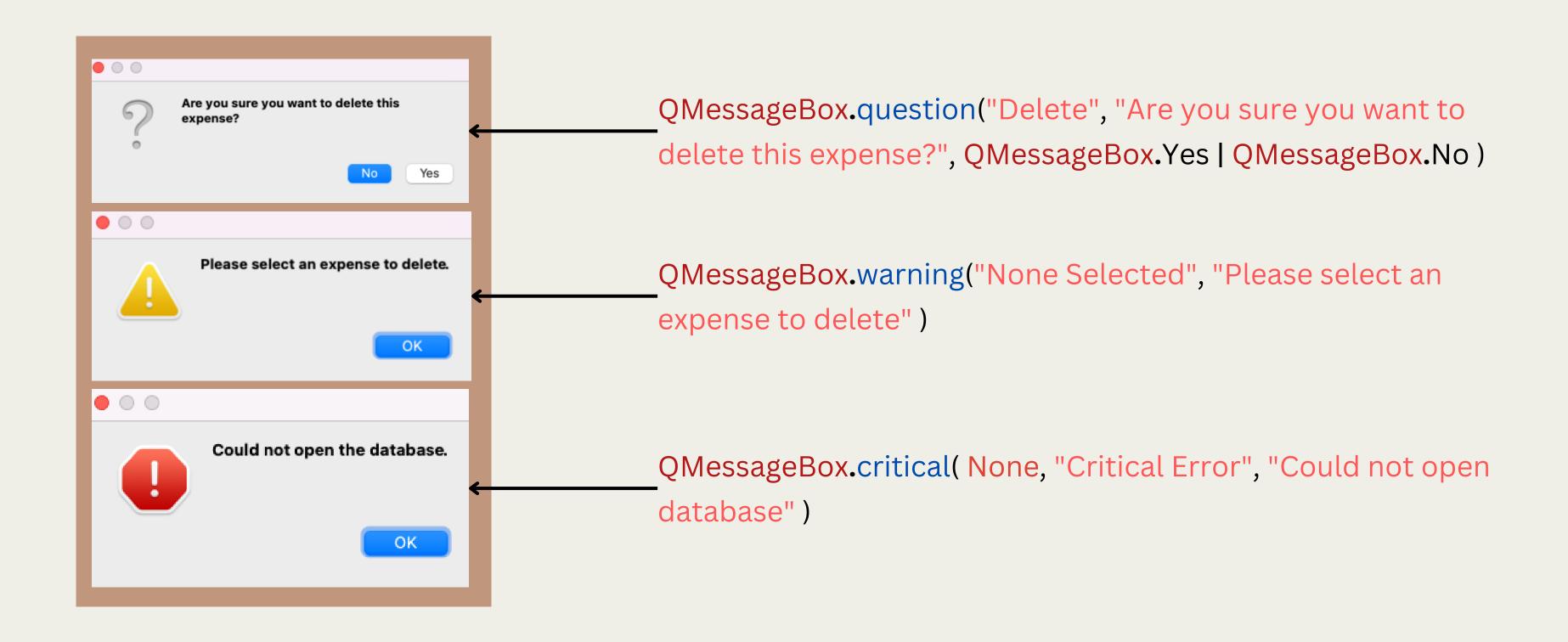
```
database = QSqlDatabase.addDatabase("QSQLITE")
database.setDatabaseName("app_database.db")
if not database.open():
    QMessageBox.critical(None, "Error", "Could not open the database")
    sys.exit(1)
```

QtSql Class Methods	What they do
.addDatabase()	Establishing a Connection to a SQLite Database
.setDatabaseName()	Set the name of your new Database
open()	Python open method to open our Database

### QMessageBox in PyQt



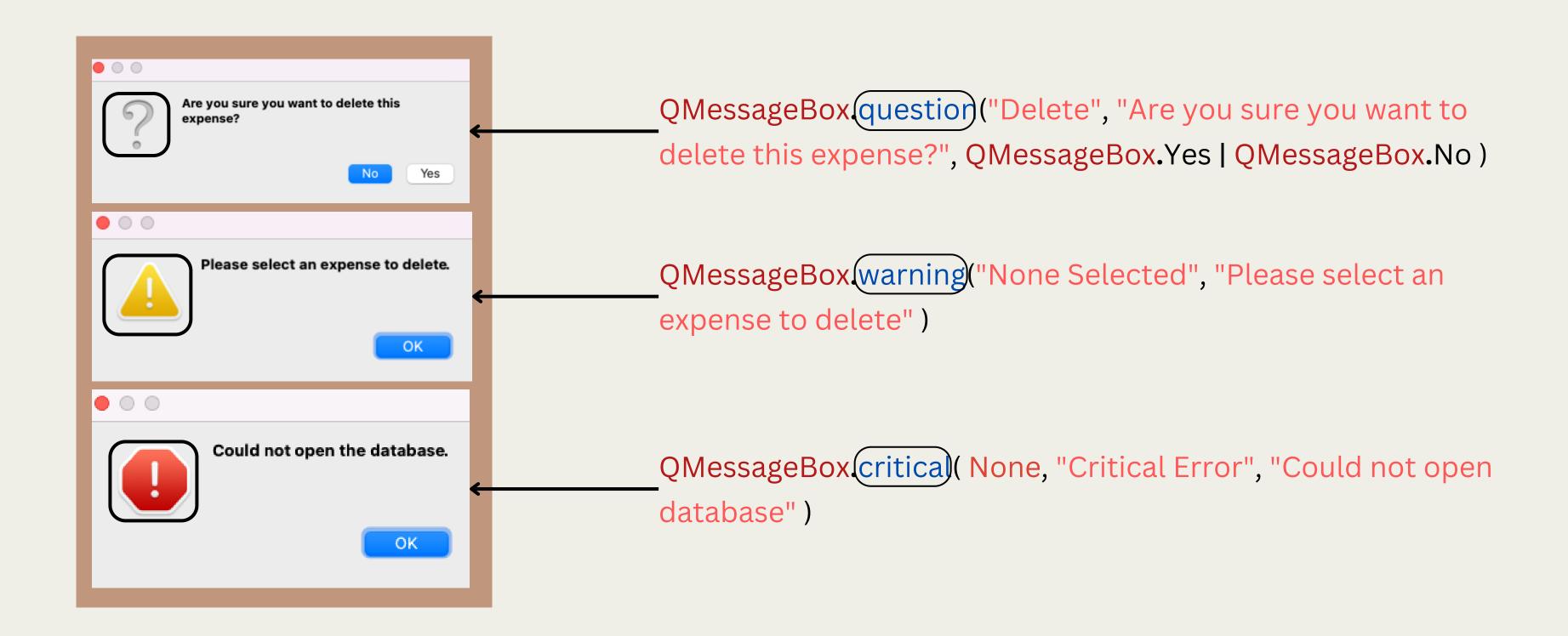
This is like an alert pop-up window. This can trigger different alerts



### QMessageBox in PyQt



This is like an alert pop-up window. This can trigger different alerts



#### **Creating a Query**

KNOWING

We want to run a SQLite database query to create a table named "expenses", but only if it doesn't already exist

```
query = QSqlQuery() <
query.exec_("""
  CREATE TABLE IF NOT EXISTS expenses (
   id INTEGER PRIMARY KEY AUTOINCREMENT,
   date TEXT,
   category TEXT,
   amount REAL,
   description TEXT
1111111
```

Creates an Object of the QSqlQuery class, that's used to execute SQL queries on our connected database

The exec\_() function provides a concise way to execute queries without the need for additional boilerplate code

#### Creating a Query

ZERO TO KNOWING

By using the IF NOT EXISTS clause, the query ensures that the table is only created if it doesn't already exist in the database

**Exec**utes the SQL query specified within the triple quotes

```
query = QSqlQuery()
query.exec_(""""
    CREATE TABLE IF NOT EXISTS expenses (
    id INTEGER PRIMARY KEY AUTOINCREMENT,
    date TEXT,
    category TEXT,
    amount REAL,
    description TEXT
    )
"""")
```

Creates a table named "expenses" with the following columns

"id" - An INTEGER column serving as the primary key for the table

"date" - A TEXT column

"category" - A TEXT column

"amount"- A REAL column to store the amount

"description" - A TEXT column

#### Creating a Query

query = QSqlQuery()

date TEXT,

category TEXT,

amount REAL,

description TEXT

query.exec\_("""



By using the IF NOT EXISTS clause, the query ensures that the table is only created if it doesn't already exist in the database

id INTEGER PRIMARY KEY AUTOINCREMENT,

**Exec**utes the SQL query specified within the triple quotes

```
Creates a table named "expenses" with the following columns
```

```
"id" - An INTEGER column serving as the primary key for the table
```

"date" - A TEXT column

"category" - A TEXT column

"amount"- A REAL column to store the amount

"description" - A TEXT column



## Creating our Methods

Working with SQLite to Add and Delete Expenses

#### Load Expense Table



- 1. Clear the current Table .setRowCount()
- 2. Create a query to **SELECT everything FROM** our **table QSqlQuery**
- 3. Create a Loop to run as long as there are more rows in the table .next()
- 4. Retrieve the value from each column in the table .value(#)
- 5. Insert the collected data from #4 into a new row .insertRow(#)
- 6. Increase row counter

#### Load Expense Table



```
3. Create a Loop to run as long as
while query.next():
                                            there are more rows in the table
      expense_id = query.value(0)
      date = query.value(1)
                                            4. Retrieve the value from
      category = query.value(2)
                                            each column in the table
      amount = query.value(3)
                                            5. Insert the collected data
      description = query.value(4)
                                             from #4 into a new row
      self.expense_table.insertRow(row)
      self.expense_table.setItem(row, 0, QTableWidgetItem(str(expense_id)))
      self.expense_table.setItem(row, 1, QTableWidgetItem( date))
      self.expense_table.setItem(row, 2, QTableWidgetItem(category))
      self.expense_table.setItem(row, 3, QTableWidgetItem(str(amount)))
      self.expense_table.setItem(row, 4, QTableWidgetItem(description))
```

#### **Add New Expense**



- 1. Gather the information entered in the input boxes
- 2. Insert the expense into the database
- 3. Clear the input fields for next expense
- 4. Load in the updated database

```
.toString() .currentText() .prepare()

.date() .text() .clear() .addBindValue()

.exec_() .currentDate() .setDate()
```

## Add New Expense



Methods	What it does
.prepare()	Checks the provided SQL query string to ensure it is valid
.addBindValue()	Put the information into a column in our database
.exec_()	Execute queries and adds them to our Database
.toString()	Converts an object into its string representation
.date()	Converts an input in our case, into a date
.setDate()	This will <b>set the date</b> or update the date
.currentDate()	Get the <b>live</b> current <b>date</b>
.currentText()	Get the currently selected text from a dropdown list

#### Add New Expense



```
date = self.date_edit.date().toString('yyyy-MM-dd')
category = self.category_combo.currentText()
                                                                 Collecting the input field
amount = self.amount_edit.text()
                                                                       information
description = self.description_edit.text()
query = QSqlQuery()
                                                                 Creating and Preparing a
                                                                  new Query to be added
query.prepare("""
                                                                     to our Database
  INSERT INTO expenses (date, category, amount, description)
  VALUES (?, ?, ?, ?)
query.addBindValue(date)
                                                                  Adding and Sending our
query.addBindValue(category)
                                                                   info to our Database
query.addBindValue(amount)
query.addBindValue(description)
query.exec_()
```



# Final Stages

Adding the Final Touches onto our App

#### Delete an Expense



- 1. Get the row we click from our table .currentRow()
- 2. Check to ensure we did indeed choose a row
- 3. Create a variable that gets the ID of the selected row
- 4. Create a Question Pop-up asking to Delete, Yes or No .question()
- 5. if yes, prepare a query DELETE FROM table WHERE id equals the value
- 6. Load our new table with the updated database

#### Delete an Expense



```
selected_row = self.expense_table.currentRow() <
                                                                 Getting the row we clicked on
expense_id = int(self.expense_table.item(selected_row, 0).text())
                                                                      Getting the ID from the
                                                                           selected row
query = QSqlQuery()
query.prepare("DELETE FROM expenses WHERE id = ?")
query.addBindValue(expense_id)
                                                                   Preparing a Query, adding
query.exec_()
                                                                  the ID, executing the query
                                       Literal Translation - Delete from my table named
self.load_expenses()
                                       expenses, but only where the id matches the one I give you
                                        Load our new table with
                                        the updated database
```



# Intro to Styling

How to style PyQt apps with CSS

#### Cascade Styling Sheet - CSS



```
font-size: 32px;
  font-family: gothic;
.main_class {
  border: 2px solid;
#chart_id {
  background-color: #fff;
```

CSS is used to style websites in HTML, we can use it to style in Python as well

We start be **target**ing a **parent elements** such as **main elements**, **classes** and **id's** (CSS terms)

Within a set of {curly braces} we add our styles

Each style ends/breaks with a semi-colon;

What would this look like in Python with PyQt?

#### Cascade Styling Sheet - CSS



```
self.setStyleSheet(
  1111111
    FinanceApp {
       background-color: #222222;
    QLabel, QLineEdit, QPushButton {
       background-color: #333333;
       color: #eeeeee;
    QTreeView {
       background-color: #444444;
       color: #eeeeee;
    111111)
```

We can style the same way in PyQt by using the .setStyleSheet Method

The only difference is it is all a string

We start be **target**ing a **parent elements** such as **main elements**, **classes** and **id's** (CSS terms)



## Congrats!

Our Finalized App!