# Crime investigation &case solving

PROJECT REPORT

#### **BACHELOR OF TECHNOLOGY**

in

#### COMPUTER SCIENCE AND ENGINEERING

By:

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**Courses Code: INT213** 



#### **School of Computer Science and Engineering**

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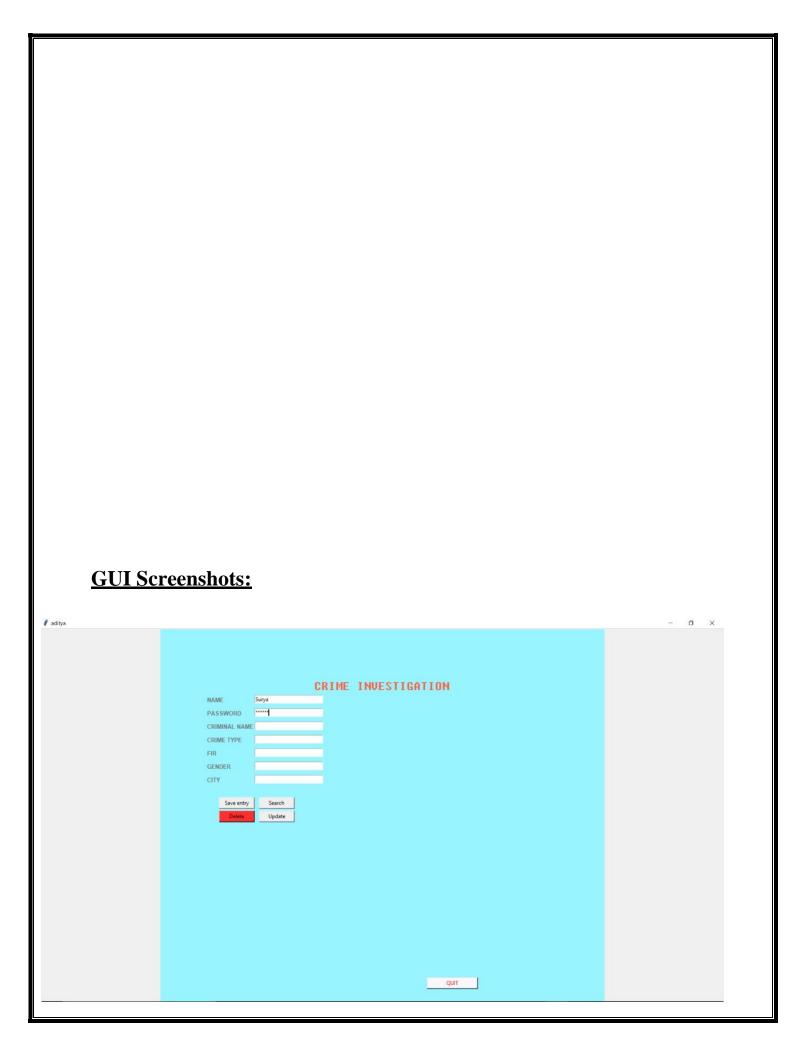
#### **Objective**

The primary objective of this project is to implement what we've learnt throughout our course of Python programming and use that to develop a Graphical User Interface (GUI) for crimes happening in the present era. This project also aims at providing a user friendly interface to the users to let them easily report the crime that happened around them.

Now days there are many crimes happening in each and every corner of the world. To migitate those to some extent ,people can report the crime. We can see that many crimes are happening around us but we don't know what to do. By this GUI we can able to enter the details of that crime likewise type of the crime,place of the crime and so on. By creating the GUI like this we are able to store the details of that specific crime happened at that sort of time.

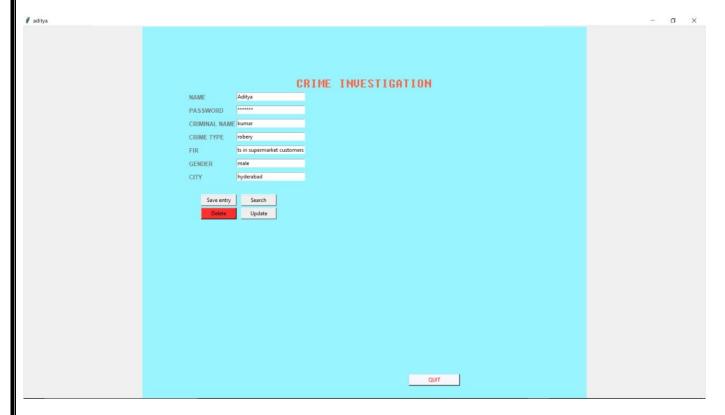
#### **Introduction**

The innovations in the field of science and technology has made our lives easy and hence there is lack of physical activity which has made today's generation prone to different kind of crimes that are happening around us Therefore, it becomes important to take care of ourselves in the future and make sure that the crimes don't happen. Online crime investigation is which people can enter the details of the crime that happened around them. The GUI helps us to enter the specific details about the crime and to correspond further. This project is no exception, it has been coded in python and comes with a graphical user interface to facilitate the users. This project is used to entry the details of a people who are indulged in the crime activities, and the place of the activity This project also includes SQL database connectivity that helps the use to store the data and then fetch it later, when required.

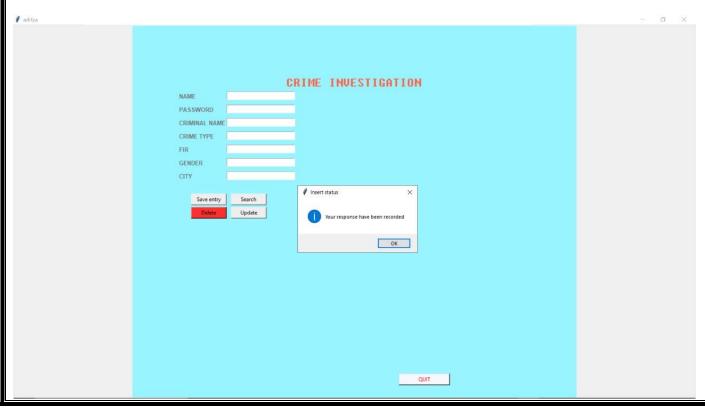


#### To add entry:

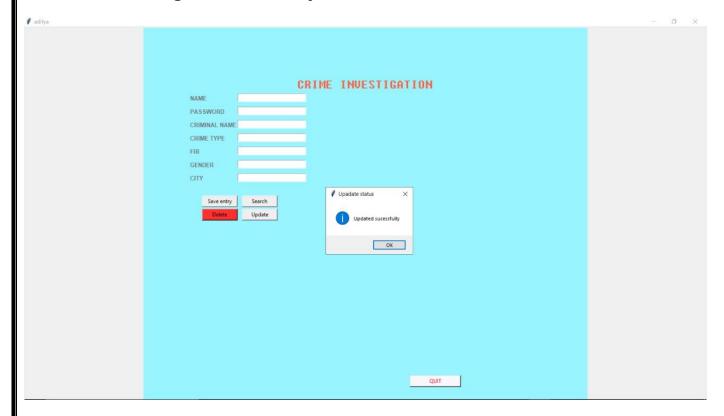
#### First enter the details and click on add entry



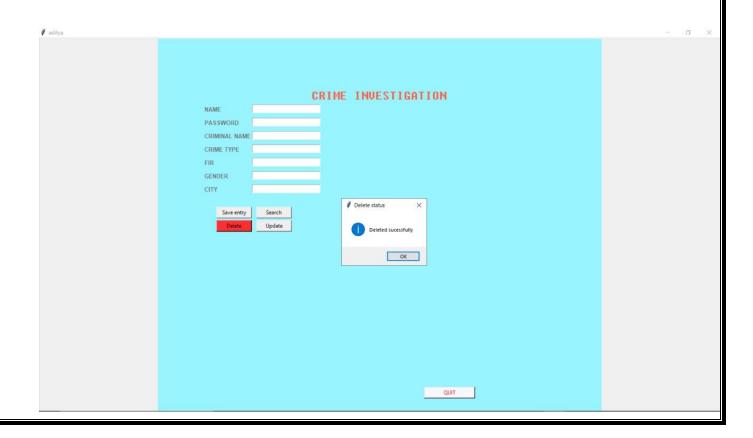
#### When all the details are filled the RESPONSE POPUP:



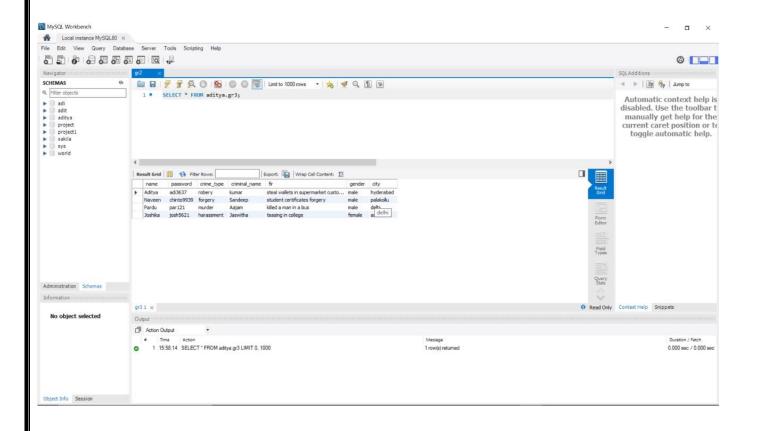
## When existing details are modified:



### **Deletion of details:**



## Storage of data in MYSQL Workbench:



## Source code

```
from tkinter import *
from tkinter import messagebox
import mysql.connector
root = Tk()
root.title('aditya')
root.geometry('1000x1000')
mydb = mysql.connector.connect(host="localhost", user="root", password="3786adi", database="Aditya")
cursor = mydb.cursor()
#cursor.execute("create database Aditya")
#cursor.execute("create table gr3 (name varchar(100), password varchar(100), crime_type varchar(100),
criminal_name varchar(100), fir varchar(1000), gender varchar(100), city varchar(100))")
cursor.execute("show databases")
for x in cursor:
 print(x)
cursor.close()
def Insert():
 name = e1.get()
  password = e2.get();
  crime_type = e3.get();
  criminal_name = e4.get();
 fir = e5.get();
 gender = e6.get();
 city = e7.get();
  if (name == "" or password == "" or crimetype == "" or vicname == "" or fir == "" or gender == "" or city == ""):
   messagebox.showerror("incomplete data", "Enter all the sections")
   mydb = mysql.connector.connect(host="localhost", user="root", password="3786adi",database="Aditya")
   cursor = mydb.cursor()
   cursor.execute("insert into gr3 values(""+ name +"", ""+ password +"", ""+ crime_type +"", ""+ criminal_name +"",
""+ fir +"", ""+ gender +"", ""+ city +"")")
   cursor.execute("commit");
   e1.delete(0, 'end')
   e2.delete(0, 'end');
```

```
e4.delete(0, 'end');
   e5.delete(0, 'end');
   e6.delete(0, 'end');
   e7.delete(0, 'end');
   messagebox.showinfo("Insert status", "Your response have been recorded");
   mydb.close();
def Delete():
 if(e1.get() == ""):
   messagebox.showerror("name is empty", "enter name to execute")
 elif(e2.get() == ""):
   messagebox.showerror("password is empty", "Enter password to execute")
  else:
   mydb = mysql.connector.connect(host="localhost", user="root", password="3786adi",database="Aditya")
   cursor = mydb.cursor()
   cursor.execute(" delete from gr3 where name = ""+ e1.get() +"' AND password = ""+ e2.get() +"" ")
   cursor.execute("commit");
   e1.delete(0, 'end')
   e2.delete(0, 'end');
   messagebox.showinfo("Delete status", "Deleted sucessfully");
   mydb.close();
def Update():
 name = e1.get()
 password = e2.get();
 crime_type = e3.get();
 criminal_name = e4.get();
 fir = e5.get();
 gender = e6.get();
 city = e7.get();
 if (name == "" or password == "" or crimetype == "" or vicname == "" or fir == "" or gender == "" or city == ""):
   messagebox.showerror("updating data", "Enter all the sections")
 else:
   mydb = mysql.connector.connect(host="localhost", user="root", password="3786adi",database="Aditya")
   cursor = mydb.cursor()
   cursor.execute("update gr3 set crime_type=""+ crime_type +"", criminal_name=""+ criminal_name +"", fir=""+ fir
+"', gender=""+ gender +"', city=""+ city +"' where name=""+ name +"' AND password=""+ password +"'")
   cursor.execute("commit");
   e1.delete(0, 'end')
   e2.delete(0, 'end');
   e3.delete(0, 'end');
   chacietejo, ena j,
```

```
e5.delete(0, 'end');
   e6.delete(0, 'end');
   e7.delete(0, 'end');
   messagebox.showinfo("Upadate status", "Updated sucessfully");
   mydb.close();
def search():
 if(e1.get() == ""):
   messagebox.showerror("name is empty", "enter name to execute")
 elif(e2.get() == ""):
   messagebox.showerror("password is empty", "Enter password to execute")
 else:
    mydb = mysql.connector.connect(host="localhost", user="root", password="3786adi",database="Aditya")
    cursor = mvdb.cursor()
    cursor.execute("select * from gr3 where name = ""+ e1.get() +"" ")
    rows = cursor.fetchall()
    for row in rows:
     e3.insert(0, row[2])
     e4.insert(0, row[3])
     e5.insert(0, row[4])
     e6.insert(0, row[5])
     e7.insert(0, row[6])
    mydb.close();
c = Canvas(root, bg="cadetblue1", width=1000, height=1000)
id = c.create_text(500,130,text="CRIME INVESTIGATION", font="fixedsys 20", fill="tomato", activefill="brown1")
c.pack()
name = Label(root, text="NAME", bg="cadetblue1", fg="gray45", font="Helvetica 10 bold", cursor="tcross")
name.place(x=370,y=150)
e1 = Entry(root, textvariable=name, width=25)
e1.place(x=480,y=150)
password = Label(root, text="PASSWORD", bg="cadetblue1", fg="gray45", font="Helvetica 10 bold",
cursor="tcross")
password.place(x=370,y=180)
e2 = Entry(root, textvariable=password, width=25, show='*')
e2.place(x=480,y=180)
crimetype = Label(root, text="CRIME TYPE", bg="cadetblue1", fg="gray45", font="Helvetica 10 bold",
cursor="tcross")
crimetype.place(x=370,y=240)
e3 = Entry(root, textvariable=crimetype, width=25)
e3.place(x=480,y=240)
vicname = Label(root, text="CRIMINAL NAME", bg="cadetblue1", fg="gray45", font="Helvetica 10 bold",
cursor="tcross")
richame.place[x-570,y-210]
```

```
e4 = Entry(root, textvariable=vicname, width=25)
e4.place(x=480,y=210)
fir = Label(root, text="FIR", bg="cadetblue1", fg="gray45", font="Helvetica 10 bold", cursor="tcross")
fir.place(x=370,y=270)
e5 = Entry(root, textvariable=fir, width=25)
e5.place(x=480,y=270)
gender = Label(root, text="GENDER", bg="cadetblue1", fg="gray45", font="Helvetica 10 bold", cursor="tcross")
gender.place(x=370,y=300)
e6 = Entry(root, textvariable=gender, width=25)
e6.place(x=480,y=300)
city = Label(root, text="CITY", bg="cadetblue1", fg="gray45", font="Helvetica 10 bold", cursor="tcross")
city.place(x=370,y=330)
e7 = Entry(root, textvariable=city, width=25)
e7.place(x=480,y=330)
Button(root, text="Save entry", command = Insert, width=10).place(x=400,y=380)
Button(root, text="Delete", command = Delete, bg='firebrick1', width = 10).place(x=400,y=410)
Button(root, text="Update", command = Update, width=10).place(x=490,y=410)
Button(root, text="Search", command = search, width=10).place(x=490,y=380)
Button(root, text="QUIT", command=root.destroy, width=15, bg="ghost white", fg="red").place(x=868, y=785)
root.mainloop()
```

## **Results**

We finally got the end product as a '<u>online crime investigation and case</u> <u>solving'</u> that includes all the mentioned modules. We learnt how to make a GUI using Tkinter in Python and also learnt to implement database connectivity using SQL.

This GUI helps us to enter the details of the specific crime victim details. By this software we are able to store the data in the database.

We can somewhat know the types of crimes happening, and the places which most of the crimes took place. The following are the end results that we yielded from our project.

- We can enter the details of the crime
- We can able to view the details of the crime ,as they are stored in the database via SQL and we can delete as well as modify also.







connect()

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## **References**

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