



UNIVERSITI TEKNOLOGI MARA

KEDAH BRANCH

SCHOOL OF INFORMATION SCIENCE

COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS

DIPLOMA IN LIBRARY INFORMATICS (CDIM144)

IML208: PROGRAMMING FOR LIBRARIES

INDIVIDUAL PROJECT:

STUDENT'S MARK CALCULATION SYSTEM

Prepared by:

HANI RASYIQAH IRDINA BT HASSANAL ZAIRI

2022863864

GROUP KCDIM1443F

Prepared for:

MR. AIRUL SHAZWAN BIN NORSHAHIMI

Submission date:

4TH JANUARY 2024

INDIVIDUAL PROJECT:
STUDENT'S MARK CALCULATION SYSTEM

PREPARED BY:

HANI RASYIQAH IRDINA BT HASSANAL ZAIRI

2022863864

GROUP KCDIM1443F

CDIM144 – DIPLOMA IN LIBRARY INFORMATICS
SCHOOL OF INFORMATION SCIENCE
COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS
UNIVERSITI TEKNOLOGI MARA (UITM)
KEDAH BRANCH

TABLE OF CONTENT

1.0	INTRODUCTION	1
2.0	FLOWCHART	2
3.0	PYTHON CODE	3
4.0	GRAPHICAL USER INTERFACES (GUI)	4
5.0	DATABASE.....	5
6.0	CONCLUSION	6

1.0 INTRODUCTION

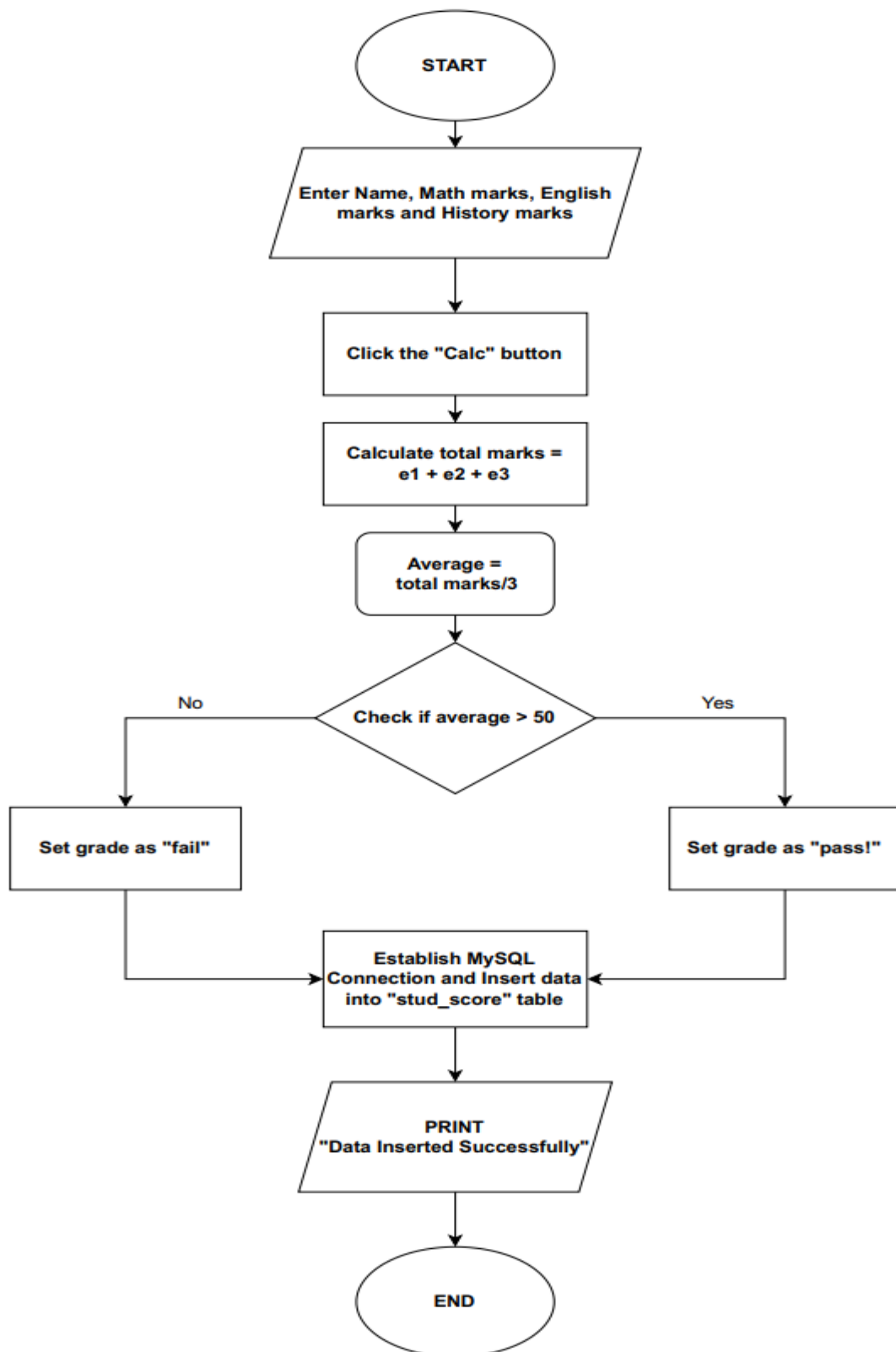
The Student Mark Calculation System is a simple Python program application that built using Tkinter for graphical user interface (GUI) and MySQL Connector to link the python program with database. This system needs users to enter a student's details and grades for various subjects such as Mathematics, English, and History marks and the system will compute the overall marks, average, and grade. Then, the data will be stored in a MySQL database.

The GUI includes input fields for the student's name and marks in three subjects which are Math, English, and History. Labels effectively direct the user by displaying the purpose of each input field (e.g., Name, Math Marks). Next, based on the user's input, the total marks of the three subjects, average, and grade are dynamically displayed on the interface. The processes of calculation and storage are initiated by a "Calc" button. The average calculation process is calculated using the formula of adding all the total marks and dividing by three because there are three subject marks used. If the average marks exceed 50, the system will set a grade as "pass" while if the average is less than 50, the system will set a grade as "fail".

So, for the database interaction, after establishing a connection to the MySQL database, the system generates an interactive cursor. After that, the data is entered into the "stud_score" table, which contains the student's name, subject score, total score, average and grade. After entering the data into the stud_score table in MySQL Connection, the system will print "Data Inserted Successfully". Therefore, database interactions are managed through the implementation of appropriate error handling, and appropriate messages are printed to the console.

To conclude, the structure for organizing student data, computing marks, and storing data in a MySQL database is provided by the Student Marks Calculation System. It acts as a basis for additional work and improvements to meet specific user needs and raise the standard of usability around.

2.0 FLOWCHART



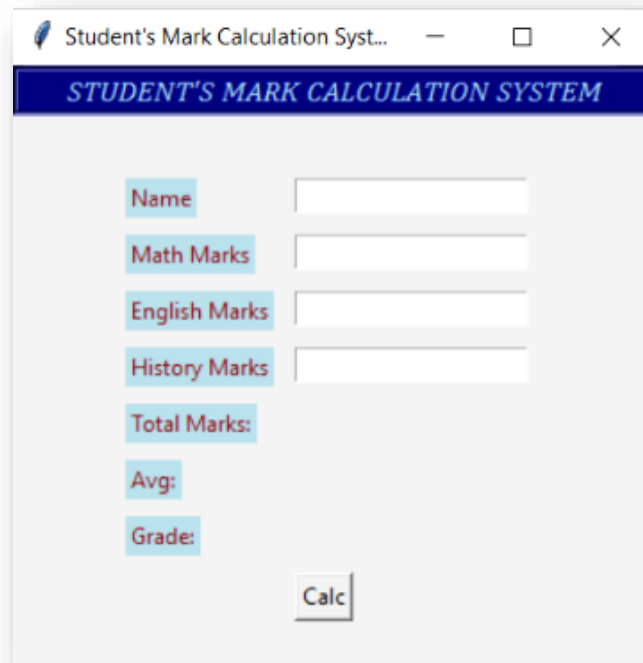
3.0 PYTHON CODE

```
C:\Users\user> Downloads > UITM PART 3 > hanirasyiqah.py > StudentMarkCalculationSystem > _init_
1 import tkinter as tk
2 import mysql.connector
3
4 class StudentMarkCalculationSystem:
5     def __init__(self, master):
6         self.master = master
7         self.master.title("Student's Mark Calculation System")
8         self.name = tk.Entry(master)
9         self.e1 = tk.Entry(master)
10        self.e2 = tk.Entry(master)
11        self.e3 = tk.Entry(master)
12        self.totText = tk.StringVar()
13        self.avgText = tk.StringVar()
14        self.gradeText = tk.StringVar()
15
16        tk.Label(master, text="Name", fg="firebrick4", bg="light blue").place(x=60, y=60)
17        tk.Label(master, text="Math Marks", fg="firebrick4", bg="light blue").place(x=60, y=90)
18        tk.Label(master, text="English Marks", fg="firebrick4", bg="light blue").place(x=60, y=120)
19        tk.Label(master, text="History Marks", fg="firebrick4", bg="light blue").place(x=60, y=150)
20        tk.Label(master, text="Total Marks:", fg="firebrick4", bg="light blue").place(x=60, y=180)
21        tk.Label(master, text="Avg:", fg="firebrick4", bg="light blue").place(x=60, y=210)
22        tk.Label(master, text="Grade:", fg="firebrick4", bg="light blue").place(x=60, y=240)
23
24        self.name.place(x=150, y=60)
25        self.e1.place(x=150, y=90)
26        self.e2.place(x=150, y=120)
27        self.e3.place(x=150, y=150)
28
29        result = tk.Label(master, text="", textvariable=self.totText).place(x=150, y=180)
30        average = tk.Label(master, text="", textvariable=self.avgText).place(x=150, y=210)
31        grade = tk.Label(master, text="", textvariable=self.gradeText).place(x=150, y=240)
32
33        tk.Button(master, text="Calc", height=1, width=3, command=self.Ok).place(x=150, y=270)
34
```

```
35     def Ok(self):
36         result = int(self.e1.get()) + int(self.e2.get()) + int(self.e3.get())
37
38         self.totText.set(result)
39
40         average = result/3
41         self.avgText.set(average)
42
43         if (average > 50):
44             grade = "pass!"
45         else:
46             grade = "fail"
47
48         self.gradeText.set(grade)
49
50         # Establish a connection to the MySQL server
51         mydb = mysql.connector.connect(
52             host="localhost",
53             user="root",
54             password="",
55             database="student_marks"
56         )
57
58         # Create a cursor object to interact with the database
59         cursor = mydb.cursor()
60
61         # Inserting data into a table
62         sql = "INSERT INTO 'stud_score' (stud_name, math_score, english_score, history_score, total_marks, average, grade) VALUES (%s, %s, %s, %s, %s, %s, %s)"
63         val = (self.name.get(), self.e1.get(), self.e2.get(), self.e3.get(), self.totText.get(), self.avgText.get(), self.gradeText.get())
64
65         try:
66             cursor.execute(sql, val)
67             mydb.commit()
68             print("Data inserted successfully!")
69         except mysql.connector.Error as err:
70             print(f"Error: {err}")
71             mydb.rollback()
```

```
C:\Users\user> Downloads > UITM PART 3 > hanirasyiqah.py > StudentMarkCalculationSystem > Ok
73         cursor.close()
74         mydb.close()
75
76
77 if __name__ == "__main__":
78     root = tk.Tk()
79     app = StudentMarkCalculationSystem(root)
80     root.geometry("300x300")
81     label = tk.Label(root, text="STUDENT'S MARK CALCULATION SYSTEM", font=("Cambria", 12, "italic"), bg="navy blue",
82                       fg="light blue", bd=3, relief="groove")
83     label.pack(ipadx=400)
84     root.mainloop()
85
86
```

4.0 GRAPHICAL USER INTERFACES (GUI)

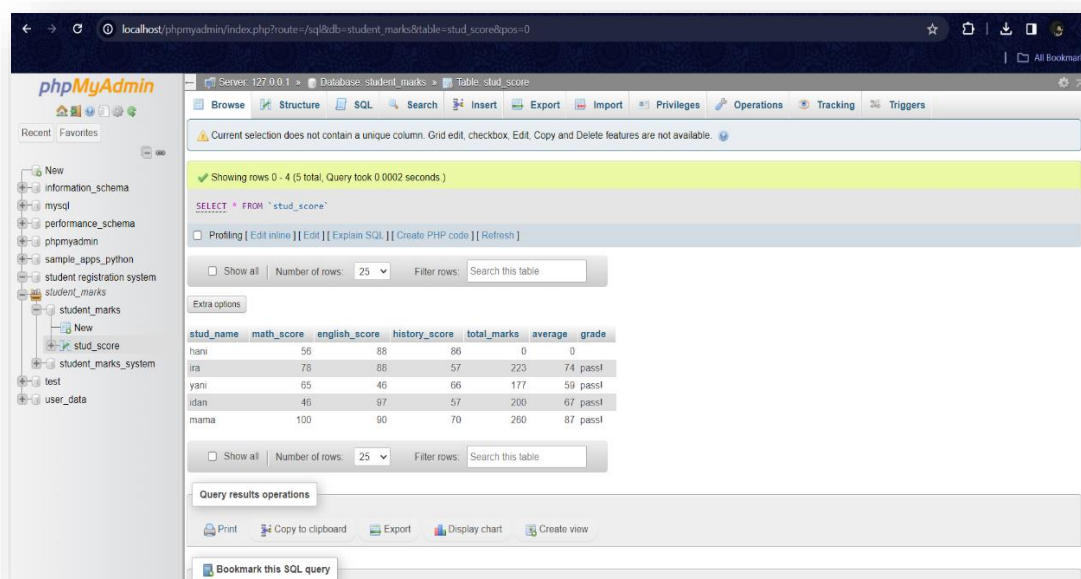
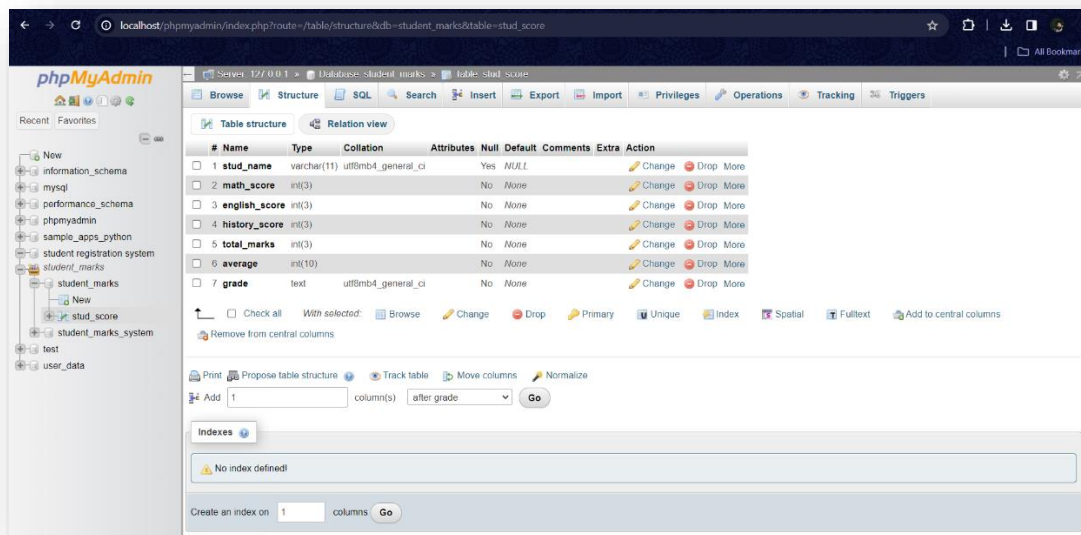
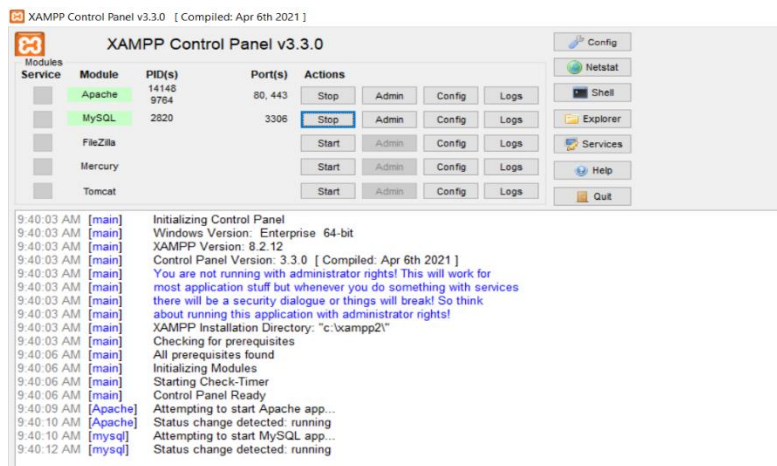


The image shows a Java Swing window titled "Student's Mark Calculation System". The window has a standard title bar with a maximize button, a close button, and a minimize button. Below the title bar is a dark blue header bar with the text "STUDENT'S MARK CALCULATION SYSTEM" in white, italicized, uppercase letters. The main content area is light gray and contains several labels and text input fields. The labels are "Name", "Math Marks", "English Marks", "History Marks", "Total Marks:", "Avg:", and "Grade:". Each label is followed by a text input field. The "Total Marks:", "Avg:", and "Grade:" labels are not followed by input fields. At the bottom right of the window is a button labeled "Calc".

Label	Input Field
Name	<input type="text"/>
Math Marks	<input type="text"/>
English Marks	<input type="text"/>
History Marks	<input type="text"/>
Total Marks:	
Avg:	
Grade:	

Calc

5.0 DATABASE



6.0 CONCLUSION

In conclusion, the Student Marks Calculation System is a well-designed Python program with a graphical user interface (GUI) built using Tkinter and integrated with a MySQL database via the MySQL Connector. The system efficiently handles user input for student details and grades in three subjects, performs real-time calculations for total marks, averages, and grades, and further stores the data in a MySQL database table named "stud_score." To guarantee accurate data entry into the database, the system employs suitable error handling during database interactions. System reliability is enhanced by feedback mechanisms like the "Data Entered Successfully" message. Overall, the Student's Mark Calculation System provides a strong framework for managing database interactions, scoring calculations, and student data organization.

In summary, this assignment has taught me a lot of new things, like how to investigate Python and its functions in more detail. I also learned from this assignment to never give up until I get the desired outcome—that is, to keep working until Python can be executed. In addition, this assignment has taught me to be more persistent and patient. I have also worked hard to ask for assistance, pick up tips from friends, and occasionally lend a hand. In addition, I would like to express my appreciation and gratitude to my lecturer, Sir Airul for his continuous guidance and consultation so that I can complete this individual assignment successfully.