from tkinter import\*

import tkinter.font as tkfont

from tkinter import messagebox

class Gui:

    def \_\_init\_\_(self,master1):

        self.x=IntVar()

        self.master=master1

        self.fontstyle = tkfont.Font(family="arial",size=14)

        self.name=Label(master1,text='HỌ VÀ TÊN:',font=self.fontstyle, fg='blue')

        self.name.place(x=10,y=0)

        self.math=Label(master1,text='ĐIỂM SỐ:', font=self.fontstyle, fg='blue')

        self.math.place(x=250,y=0)

        self.E\_name=Entry(master1,font=self.fontstyle)

        self.E\_name.place(x=10,y=40)

        self.E\_math=Entry(master1,font=self.fontstyle,textvariable=self.x)

        self.E\_math.place(x=250,y=40)

        self.l\_name=Listbox(master1,font=self.fontstyle,selectmode=BROWSE )

        self.l\_name.place(x=10,y=80)

        self.l\_math=Listbox(master1,font=self.fontstyle,selectmode=BROWSE )

        self.l\_math.place(x=250,y=80)

        self.add=Button(master1,text='ADD',font=self.fontstyle, width=10,command=self.click\_add)

        self.add.place(x=480,y=120)

        self.delete=Button(master1,text='DELETE',font=self.fontstyle, width=10,command=self.click\_delete)

        self.delete.place(x=480,y=180)

        self.menu\_bar=Menu(self.master)

        self.master.configure(menu=self.menu\_bar)

        self.menu\_file=Menu(self.menu\_bar,tearoff=False)

        self.menu\_bar.add\_cascade(label='Menu Help',menu=self.menu\_file)

        self.menu\_file.add\_command(label='About', command=self.about)

    def click\_add(self):

        if self.E\_name.get()=='' or self.E\_math.get()=='':

            pass

        else:

            x=float(self.E\_math.get())

            if x<0 or x>10:

                messagebox.showinfo('Invalid','please enter your number again')

            else:

                y=self.E\_name.get()

                self.l\_name.insert(0,str(y))

                self.l\_math.insert(0,str(x))

    def click\_delete(self):

        x=self.l\_name.curselection()

        for i in x:

            self.l\_name.delete(i)

            self.l\_math.delete(i)

    def about(self):

        mlist=[]

        a=int(self.l\_math.size())

        for i in range (a):

            mlist.append(float(self.l\_math.get(i)))

        Gui.aver=sum(mlist)/a

        Gui.name=self.l\_name.get(mlist.index(max(mlist)))

        W2=Toplevel()

        W2.title('BẢNG ĐIỂM ')

        W2.geometry("650x400+200+100")

        app\_2=Gui\_2(W2)

        W2.grab\_set()

        W2.mainloop()

def main():

    W=Tk()

    W.title('BẢNG ĐIỂM ')

    W.geometry("650x400+200+100")

    app=Gui(W)

    W.mainloop()

class Gui\_2(Gui):

    def \_\_init\_\_(self,master2):

        self.master=master2

        self.fontstyle = tkfont.Font(family="arial",size=14)

        self.name=Label(master2,text='Sinh viên có điểm cao nhất là:{}'.format(self.name), font=self.fontstyle)

        self.name.place(x=20,y=20)

        self.aver\_math=Label(master2,text='Điểm trung bình:{}'.format(self.aver), font=self.fontstyle)

        self.aver\_math.place(x=20,y=80)

if \_\_name\_\_ == '\_\_main\_\_':

    main()