UNIVERSITI TEKNOLOGI MARA CAWANGAN KEDAH KAMPUS SUNGAI PETANI

COLLEGE OF COMPUTING,INFORMATICS AND MEDIA

DIPLOMA IN LIBRARY INFORMATICS

(IM144)

PROGRAMMING FOR LIBRARY

(IML208)

ASSINGMENT 1:INDIVIDUAL

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SUBMISSION DATE:WEEK 12

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DIPLOMA IN LIBRARY INFORMATICS

FACULTY OF COLLEGE OF COMPUTING,INFORMATICS AND MEDIA

UNIVERSITI TEKNOLOGI MARA CAWANGAN KEDAH

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ACKNOWLEDGEMENT

Hi and Assalammualaikum

Firstly,I would like to thanks to god for giving me a good healthy to do this individual project and finish this work to submit in good condition to our lecturer at the specified time.

As a student from Library Informatics,I would like to thanks my lecturer, Airul Shazwan bin Norshahimi, who has taught me how to complete the assignment in subject iml208 accurately and on time.With the help of my lecturer,I was able to complete it because it was very difficult to complete the assignment alone because I need to get guidance and help implement it.

Besides that,I cannot forget my friend who has given me support and moral encouragement to continue my struggle in completing the assignment given by the lecturer when I was in a state of deadlock and stress to complete it.

Lastly,I would also like to thank my family for giving me a lot of support and praying for me to continue to succeed throughout my studies at UiTM,as well as being willing to spend money for my survival at UiTM.

STUDENT PLEDGE

UNIVERSITI TEKNOLOGI MARA

STUDENT PLEDGE OF ACADEMIC INTEGRITY

As a student of Universiti Teknologi MARA (UiTM), it is my responsibility to act in accordance with UiTM's academic assessment and evaluation policy. I hereby pledge to act and uphold academic integrity and pursue scholarly activities in UiTM with honesty and responsible manner. I will not engage or tolerate acts of academic dishonesty, academic misconduct, or academic fraud including but not limited to:

a. **Cheating:** Using or attempt to use any unauthorized device, assistance, sources, practice or materials while completing academic assessments. This include but not limited to copying from another, allowing others to copy, unauthorized collaboration on an assignment or open book tests, or engaging in any act or conduct that can be construed as cheating.
b. **Plagiarism:** Using or attempts to use the work of others (ideas, design, words, art, music, etc.) without acknowledging the source; using or purchasing materials prepared by another person or agency or engaging in other behavior that a reasonable person would consider as plagiarism.
c. **Fabrication:** Falsifying data, information, or citations in any academic assessment and evaluation.
d. **Deception:** Providing false information with intend to deceive an instructor concerning any academic assessment and evaluation.
e. **Furnishing false information:** Providing false information or false representation to any UiTM official, instructor, or office.

With this pledge, I am fully aware that I am obliged to conduct myself with utmost honesty and integrity. I fully understand that a disciplinary action can be taken against me if I, in any manner, violate this pledge.

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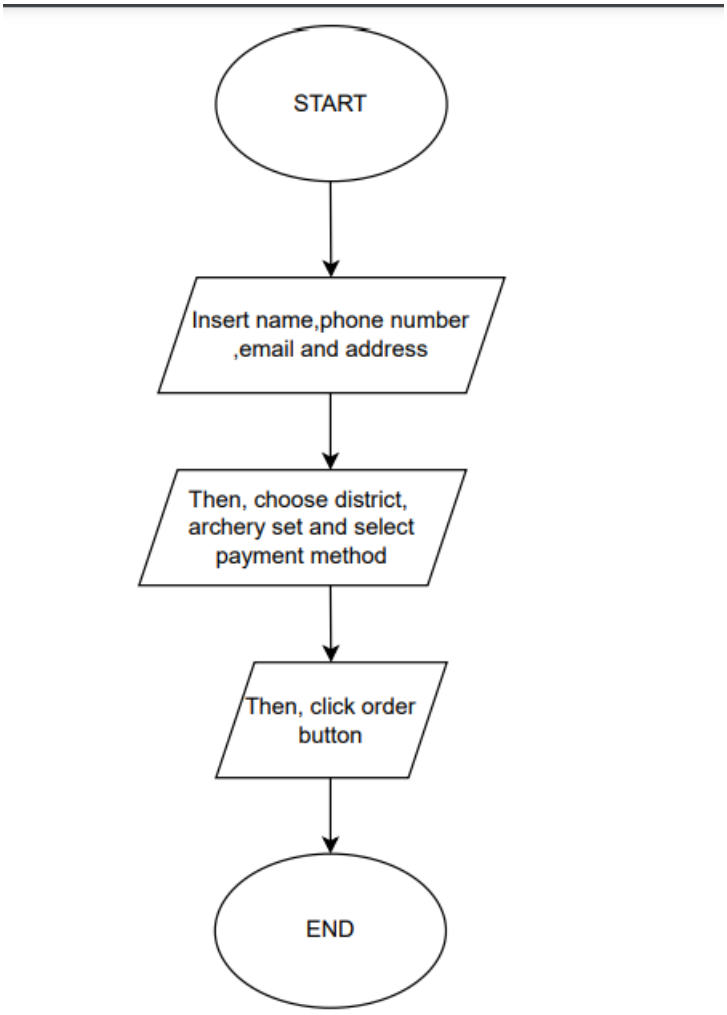
Course Code : IML208
Programme Code :-
Faculty / Campus : UiTM Kampus Sungai Petani

INTRODUCTION

In this individual assignment of mine, I have chosen to make the title 'book archery equipment in the Pahang area'. I chose this title because this title is related to my interest in the field of sports which is archery. It is possible that one day I will open a shop that sells archery equipment and this is the beginning of my initial training to open the shop either through the shop or online ordering.

To record an order made by a customer, it needs to be recorded in the database. First, to order archery equipment, the customer needs to enter a short name or a long name, it is up to the customer, then enter the phone number, then enter the user's email, then enter the address, then enter the area where the customer is to be delivered to the customer's home, then choose the archery set that the customer wants, then press the payment method whether the customer wants to be sent home or the customer wants to pay at the store. Finally, press the order button and you're done.

FLOWCHART


START
Insert name,phone number ,email and address
Then, choose district, archery set and select payment method
Then, click order button
END

PYTHON TKINTER CODE

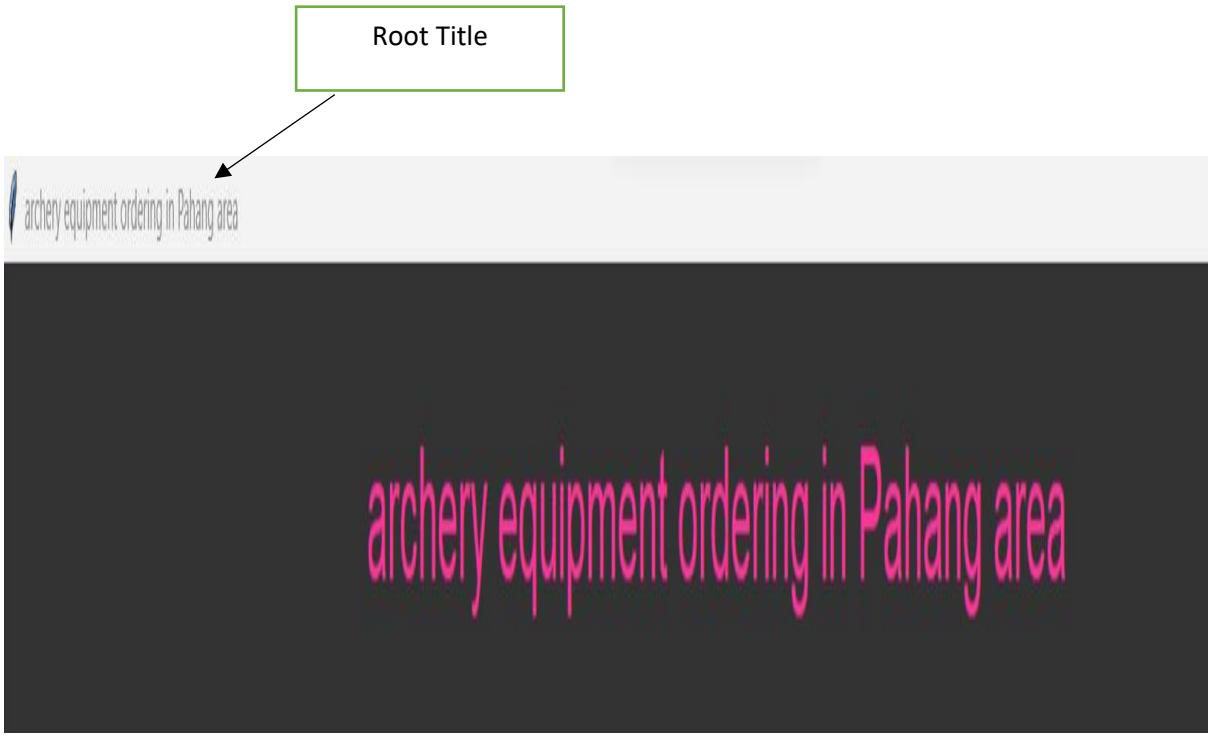
```
import tkinter
from tkinter import messagebox
from tkinter import ttk
import mysql.connector

# Connect to your MySQL database
mydb = mysql.connector.connect(
    host="localhost",
    user="root",
    password="",
    database="archery_equipment_ordering"
)

# Create a cursor object to execute SQL queries
mycursor = mydb.cursor()

#window = tkinter.Frame(bg='#333333')

def Total():

    name_label = name_entry.get()
    Phonenumber_label = Phonenumber_entry.get()
    email_label = email_entry.get()
    Address_label = Address_entry.get()
    district_label = district_combobox.get()
    Paymentmethod_label = Paymentmethod_combobox.get()

    print("name;", name_label)
    print("phone number;", Phonenumber_label)
    print("email;", email_label)
    print("address;", Address_label)
    print("disrict area;", district_label)
    print("payment method;", Paymentmethod_label)



    #selected_items = archery_listbox.curselection()
   # total_price = 0
   # for index in selected_items:
   #     item_price = int(archery_items[index].split('-
')[1].strip().replace('rm', ''))
   #     total_price += item_price
   # messagebox.showinfo(title="Total Price", message=f"Total Price: RM
{total_price}")

   # if name_entry.get() and Phonenumber_entry.get() and Address_entry.get()
and email_entry.get():
```

```
   #     messagebox.showinfo(title="Order Success", message="You successfully
Ordered.")
   # else:
   #     messagebox.showerror(title="Error", message="Invalid order.")


    selected_items = archery_listbox.curselection()
    total_price = 0
    selected_indices = archery_listbox.curselection()
    selected_items = [archery_items[index] for index in selected_indices]


    selected_indices = archery_listbox.curselection()
    total_price = 0

    for index in selected_indices:
        index = int(index)  # Ensure index is an integer
        item_price = int(archery_items[index].split('-
')[1].strip().replace('rm', ''))
        total_price += item_price

    messagebox.showinfo(title="Total Price", message=f"Total Price: RM
{total_price}")



    #for index in selected_items:
    #    item_price = int(archery_items[index].split('-
')[1].strip().replace('rm', ''))
    #    total_price += item_price
    #messagebox.showinfo(title="Total Price", message=f"Total Price: RM
{total_price}")

    if name_entry.get() and Phonenumber_entry.get() and Address_entry.get()
and email_entry.get():
        messagebox.showinfo(title="Order Success", message="You successfully
Ordered.")
    else:
        messagebox.showerror(title="Error", message="Invalid order.")


# ... (other parts of your code)
    sql = "INSERT INTO archery_ordering (name_label, Phonenumber_label,
email_label, Address_label, district_label, Paymentmethod_label,
selected_items, total_price) VALUES (%s, %s, %s, %s, %s, %s, %s, %s)"
    val = (name_label, Phonenumber_label, email_label, Address_label,
district_label, Paymentmethod_label, str(selected_items), total_price)
    mycursor.execute(sql, val)
```

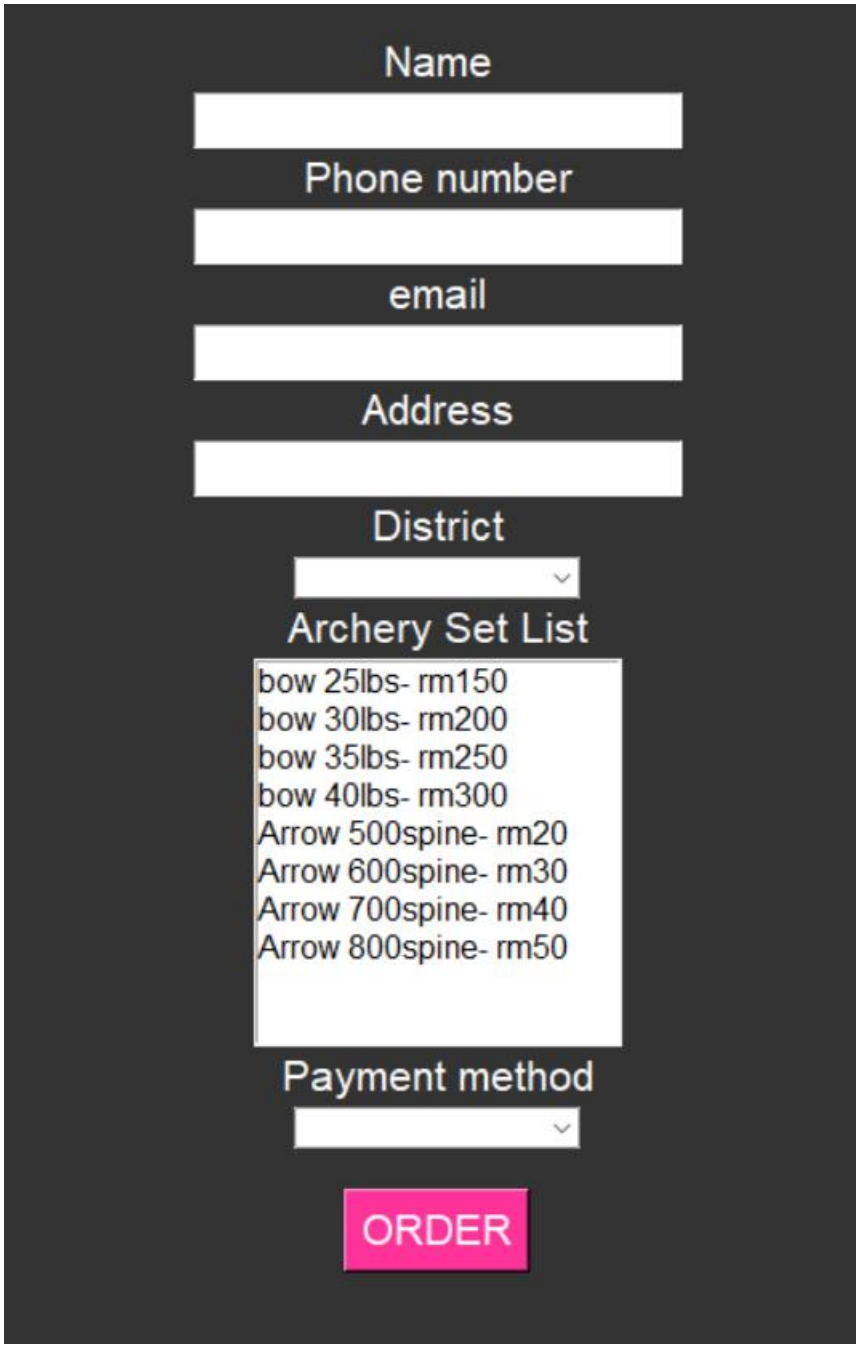
```
    mydb.commit()



# Creating widgets
window = tkinter.Tk()
window.title("archery equipment ordering in Pahang area ")
window.geometry('500x500')
window.configure(bg='#333333')

Title_label = tkinter.Label(window, text="archery equipment ordering in Pahang
area", bg='#333333', fg="#FF3399", font=("Arial", 30))
Title_label.pack(pady=30, padx=20)

name_label = tkinter.Label(window, text="Name", bg='#333333', fg="#FFFFFF",
font=("Arial", 16))
name_label.pack(pady=0, padx=10)
name_entry = tkinter.Entry(window, font=("Arial", 16))
name_entry.pack(pady=0, padx=10)

Phonenumber_label = tkinter.Label(window, text="Phone number", bg='#333333',
fg="#FFFFFF", font=("Arial", 16))
Phonenumber_label.pack(pady=0, padx=10)
Phonenumber_entry = tkinter.Entry(window, font=("Arial", 16))
Phonenumber_entry.pack(pady=0, padx=10)

email_label = tkinter.Label(window, text="email", bg='#333333', fg="#FFFFFF",
font=("Arial", 16))
email_label.pack(pady=0, padx=10)
email_entry = tkinter.Entry(window, font=("Arial", 16))
email_entry.pack(pady=0, padx=10)

Address_label = tkinter.Label(window, text="Address", bg='#333333',
fg="#FFFFFF", font=("Arial", 16))
Address_label.pack(pady=0, padx=10)
Address_entry = tkinter.Entry(window, font=("Arial", 16))
Address_entry.pack(pady=0, padx=10)

district_label = tkinter.Label(window, text="District", bg='#333333',
fg="#FFFFFF", font=("Arial", 16))
district_label.pack(pady=0, padx=10)
district_combobox = ttk.Combobox(window, values=("Lipis", "Raub", "Jerantut",
"Cameron Highland", "Bentong", "Temerloh", "Jengka", "Kuantan", "Maran",
"Rompin", "Bera", "Pekan"))
district_combobox.pack(pady=0, padx=10)

archery_label = tkinter.Label(window, text="Archery Set List", bg='#333333',
fg="#FFFFFF", font=("Arial", 16))
```

```
archery_label.pack(pady=0, padx=10)
archery_listbox = tkinter.Listbox(window, selectmode=tkinter.MULTIPLE,
font=("Arial", 12))
archery_listbox.pack(pady=0, padx=10)

# Adding items to the Archery Set list
archery_items = ["bow 25lbs- rm150", "bow 30lbs- rm200", "bow 35lbs- rm250",
"bow 40lbs- rm300", "Arrow 500spine- rm20", "Arrow 600spine- rm30", "Arrow
700spine- rm40", "Arrow 800spine- rm50"]
for item in archery_items:archery_listbox.insert(tkinter.END, item)

Paymentmethod_label = tkinter.Label(window, text="Payment method",
bg='#333333', fg="#FFFFFF", font=("Arial", 16))
Paymentmethod_label.pack(pady=0, padx=10)
Paymentmethod_combobox = ttk.Combobox(window, values=("Payment in store",
"Cash on delivery"))
Paymentmethod_combobox.pack(pady=0, padx=10)

Total_button = tkinter.Button(window, text="ORDER", bg="#FF3399",
fg="#FFFFFF", font=("Arial", 16), command=Total)
Total_button.pack(pady=20, padx=10)

#Order_button = tkinter.Button(window, text="Order now", bg="#FF3399",
fg="#FFFFFF", font=("Arial", 16), command=Order)
#Order_button.pack(pady=0, padx=10)


window.mainloop()
```

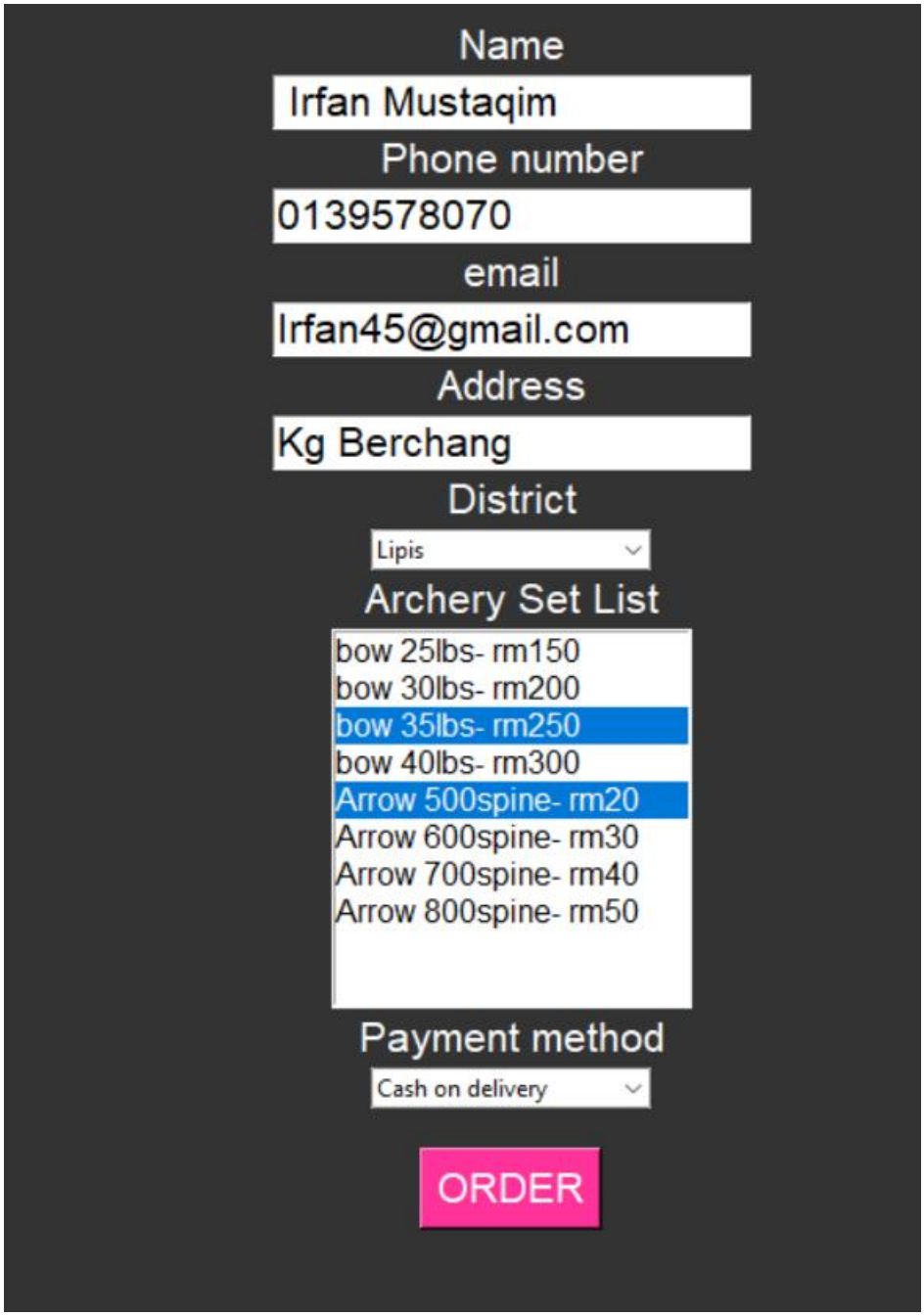
GRAPHIC USER INTERFACE

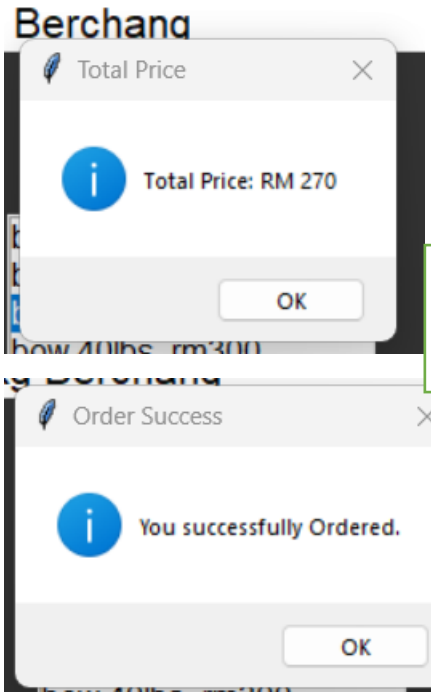


Ordering input data for user

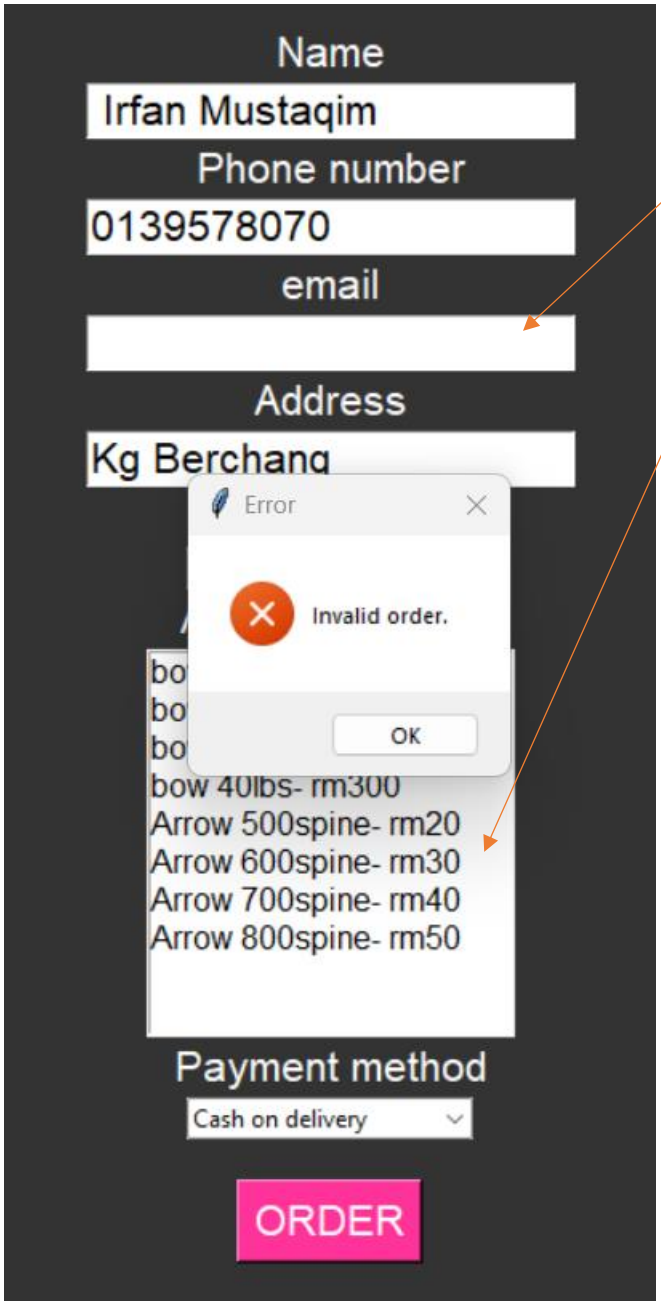


The data must be filled up like this picture below





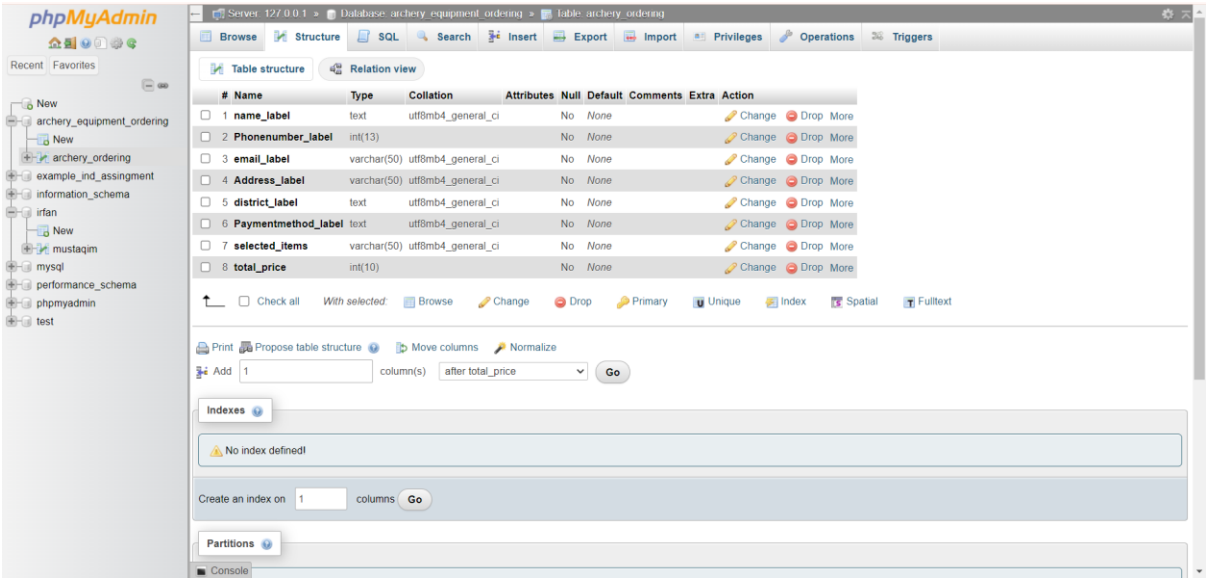
If you fill right, the information you fill in will come out successfully like this



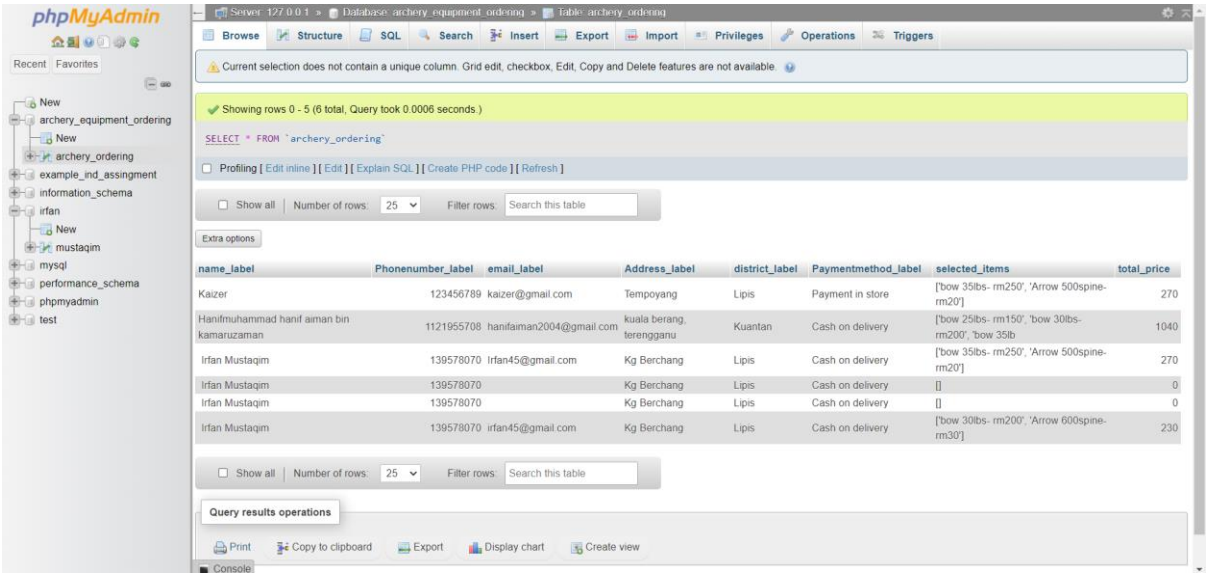
If you don’t fill right, the information you fill in will come out error like this : You don’t fill the email and don’t select a archery set list.

DATABASE

BROWSE



STRUCTURE



CONCLUSION

In conclusion, ordering archery equipment in the Pahang area using python and tkinter has given me a lot of value. I can understand how the coding works when I activate the GUI. Also, I was able to learn about databases and how to link my coding to a database using mysql. Finally, I hope I can understand more deeply about this programming.

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