# Project Report

**ON**

**“WEB BROWSER”**

**Bachelor of Computer Applications**

**(BCA)**

**UTTARANCHAL SCHOOL OF COMPUTING SCIENCES**


**(SESSION 2024-25)**

**Project Mentor:**

Mr. Ashish Bhatt

ASSISTANT PROFESSOR

(USCS Department)

**Submitted By:**

Jaspreet Singh

Enroll No:

2339000169

# ACKNOWLEDGEMENT

The most awaited moment of any endeavor is successful completion, but nothing can be done successfully if done alone. Success is the outcome of contribution and consistent help of various persons and we thank those ones who helped us in successful completion of this project. Primarily I would like to thank **Prof. (Dr.) Sonal Sharma Director USCS** for providing a healthy and encouraging environment to study. Moreover, I express my thanks to our guide **Mr. Ashish Bhatt, Assistant Professor.** She has been generous enough to provide me an opportunity and accepting my candidature for the most valuable guidance and affordable treatment given to us at every stage to boost my morale. My acknowledgement goes to all persons who have spent their busy time for our project. I also thank my friends for implementing the project much easier and giving new ideas.

Jaspreet Singh

B.C.A. ($3^{nd}$ SEMESTER)

# DECLARATION

I hereby declare that this project work entitled “WEB BROWSER” is an authentic record of my work carried out at “UTTARANCHAL UNIVERSITY” under the guidance of Mr. Ashish Bhatt.

Jaspreet Singh

B.C.A. (3nd SEMESTER)

# CERTIFICATE OF ORIGINALITY

This is to certify that the project entitles “WEB BROWSER” by Jatin Kapoor, Jaspreet Singh has been submitted in the partial fulfilment of the requirements for the award of the degree of BCA from Uttaranchal University, Dehradun.

The results embodied in this project have not been submitted to any other University or Institution for the record of any degree.

Mr. Ashish Bhatt

(Project Mentor)

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# Introduction

In today's digital era, web browsers play a crucial role in accessing and interacting with the vast world of the internet. The project *Unity Browser* is a GUI-based web browser developed using Python and PyQt5. It is designed to provide a simple, user-friendly, and lightweight solution for basic web browsing needs.

The primary goal of this project is to demonstrate how Python, a high-level and versatile programming language, can be used to create real-world applications. The browser includes fundamental functionalities such as navigating forward and backward, refreshing web pages, and entering URLs for direct access. Its graphical user interface (GUI) ensures an intuitive experience for users, making it accessible even to those with minimal technical expertise.

Additionally, *Unity Browser* serves as a learning platform for developers and enthusiasts. It explores the integration of Python with GUI frameworks, introduces event-driven programming, and highlights the potential for extending the application with advanced features like tabbed browsing, bookmarks, or private mode.

This project not only fulfills a practical need but also reflects creativity and innovation in application development. It represents a step toward understanding the inner workings of browsers while offering a foundation for building more advanced and feature-rich applications in the future.

# Objectives

1. **To Develop a Simple GUI-Based Web Browser:** The main objective of this project is to create a functional web browser with a graphical user interface (GUI) using Python. The browser should allow users to enter URLs, navigate through web pages, and perform basic browsing actions like going back, forward, refreshing, and returning to a homepage.
2. **To Integrate Python Libraries for Web Rendering:** This project aims to demonstrate the use of Python libraries, such as **Tkinter** for GUI components and **Web view** or **PyQtWebEngine** for web content rendering. This integration allows Python to serve as both the backend and frontend for a fully interactive web browsing experience.
3. **To Provide Basic Web Navigation Features:** The browser will support essential navigation features, including:

- **URL Navigation**: Allowing users to enter a website URL and load the page.
- **Back and Forward Navigation**: Enabling users to move between previously visited pages.
- **Refresh**: Allowing users to reload the current web page.
- **Home Button**: Providing a quick way to return to a predefined homepage.

4. **To Understand GUI Programming in Python:** By developing a GUI-based application, the project will help understand the fundamentals of GUI programming using **Tkinter**. This includes creating windows, buttons, entry fields, and event handling, which are essential skills for any Python developer interested in building desktop applications

# System Analysis

## Problem Statement:

In today's digital world, web browsers are one of the most commonly used software tools. However, many existing web browsers are feature-rich and complex, making them overwhelming for users who only need basic browsing functionalities. This project aims to provide a simple yet effective solution for users who require a lightweight, easy-to-use browser with basic navigation features. By building a **GUI-based web browser** in Python, the goal is to offer a straightforward alternative for browsing the internet while learning fundamental concepts of GUI programming and web rendering.

## System Requirements:

### Hardware Requirements:

- A computer or laptop with basic specifications capable of running Python and GUI applications.
- A stable internet connection for browsing websites.

### Software Requirements:

- **Operating System**: Windows, macOS, or Linux (Python is cross-platform).
- **Python Version**: Python 3.x.
- **Libraries/Tools**:
    - **Tkinter**: Used for creating the GUI.
    - **Webview** (or PyQtWebEngine): A lightweight solution for rendering web pages inside the GUI.
    - **Requests** (optional): For making HTTP requests to websites, if you plan to extend the browser's functionality (like fetching metadata).

### System Specifications:

- **Processor**: Any modern processor with a minimum of 1 GHz speed.
- **RAM**: Minimum 2 GB.
- **Disk Space**: Minimal space required (around 50 MB for the project and Python libraries).

# Feasibility Study:

## Technical Feasibility:

The implementation of this project using Python is highly feasible. Python offers a wide range of libraries like **Tkinter** for GUI development and **Webview** (or **PyQtWebEngine**) for rendering web content. These libraries are well-documented, easy to use, and work across multiple platforms. Additionally, Python provides simple mechanisms for event-driven programming, making it an excellent choice for this type of project.

## Operational Feasibility:

This project is designed to be simple, intuitive, and easy for users to operate. The primary functionality — entering a URL, navigating web pages, and refreshing content — is straightforward, and the user interface will be clean and minimalistic. Users do not need advanced technical knowledge to operate the browser. Basic web browsing functions will be clearly accessible through the GUI.

## Economic Feasibility:

The project requires minimal investment in terms of both hardware and software. Since the project relies on free, open-source tools and libraries, there are no additional costs involved in its development or deployment. Python and the associated libraries are freely available for download and use.

## Schedule Feasibility:

Given the simplicity of the project and the limited scope, the development timeline for this browser can be relatively short. A basic version of the browser can be developed in a few weeks, allowing ample time for testing and refinement.

## System Architecture:

The system architecture of the **GUI-based Web Browser** consists of the following components:

1. **User Interface Layer (Frontend)**:
    - **Tkinter**: Provides the graphical interface with elements such as buttons, an address bar, and a webview window.
    - **Navigation Controls**: Buttons for back, forward, refresh, and home functions.
    - **Address Bar**: A field where users can type in URLs to navigate to websites.
2. **Application Logic Layer (Backend)**:
    - Handles user inputs (such as URL submissions, navigation requests, etc.).
    - Coordinates between the GUI elements and the web rendering engine.
    - Manages the back, forward, and refresh functionality based on the user's navigation.
3. **Web Rendering Engine:**
    - **Webview** or **PyQtWebEngine**: This component is responsible for displaying the web content in the application window. It fetches the web page, interprets HTML, CSS, and JavaScript (if applicable), and renders the page inside the GUI.
4. **External Components**:
    - **External Libraries**: Python libraries such as **requests** (for fetching website data, if needed) or **Webview**/**PyQtWebEngine** (for web page rendering).

# Use Case Diagram:

A basic use case diagram would involve the following actors and use cases:

- **Actor**: User
    - **Use Cases**:
        - Enter a URL.
        - Navigate to a website.
        - Use back, forward, and refresh buttons.
        - Return to the homepage.

# Identification of Need

## Introduction to the Need:

The internet has become an integral part of daily life, with web browsers serving as the primary tool for accessing and interacting with online content. However, many popular web browsers such as Google Chrome, Mozilla Firefox, and Microsoft Edge come with a wide range of advanced features, which can be overwhelming for users who need only basic browsing functionality. These browsers often consume considerable system resources and include complex features that may not be necessary for all users.

In light of this, there is a need for a simple, lightweight, and easy-to-use web browser that provides basic features, making it ideal for users who do not require a fully-fledged browser with extensive capabilities. This is especially relevant for users who want a browser that is quick, straightforward, and efficient, without unnecessary distractions or resource-heavy features.

## Problem Identification:

1. **Complexity of Modern Browsers**: Most web browsers are designed to serve a broad range of users and offer advanced features such as extensions, multiple tabs, built-in email, and more. While these features are useful for power users, they can make the browser complex and cluttered for users who need just basic browsing functionality.
2. **Resource Consumption**: Popular web browsers tend to use a significant amount of system resources (CPU and RAM), especially when running multiple tabs or handling complex web applications. For users with low-spec devices or those who need a lightweight browsing experience, this can be a significant drawback.
3. **Learning Curve**: Many modern browsers include advanced settings and features that may confuse beginners or casual users. These users may prefer a simple, intuitive interface with minimal options.

4. **Lack of Customization for Specific Needs**: While mainstream browsers offer customization options through extensions and settings, they often lack specific features that certain users may require. A custom-built browser can be tailored to meet these unique needs, providing a better user experience for those with simpler requirements.

# Purpose of the System:

The purpose of this **GUI-based Web Browser** is to address the need for a simple, resource-efficient, and easy-to-use browsing tool. The project will focus on the following aspects:

- **Simplification**: The browser will include only essential features, such as URL navigation, back and forward buttons, refresh functionality, and a home button. By stripping away unnecessary features, it provides a more streamlined experience for basic web browsing.
- **Lightweight Operation**: Designed to be resource-efficient, this browser will operate with minimal overhead, making it an ideal choice for users with low-end devices or those who need a fast and simple browsing solution.
- **Ease of Use**: The interface will be straightforward, with clear buttons and navigation controls, allowing users of all skill levels to navigate the web with ease. There will be no advanced settings or unnecessary features, which helps reduce the learning curve.
- **Customizability**: Although this browser focuses on basic functionality, it could be easily customized in the future to add more features, such as bookmarking, tab management, or support for other web technologies.

# Target Users:

This browser is designed to meet the needs of the following user groups:

1. **Casual Users**: Individuals who use the internet for basic tasks, such as checking the weather, reading the news, or browsing social media, and do not require advanced browser features.
2. **Low-Spec Device Users**: Users with older or low-performance devices who require a browser that consumes fewer system resources and offers a smooth browsing experience without overloading their computer's CPU and memory.

3. **Beginners**: Users who are not familiar with complex browser settings and extensions. The simple interface will provide a user-friendly experience that minimizes confusion and the risk of making unwanted changes.
4. **Educational Institutions**: In educational settings where students need to access basic web resources without distraction, a lightweight browser can help maintain focus and ensure that the primary task of browsing is not overshadowed by unnecessary browser features.

# Benefits of the System:

- **Resource-Efficient**: The browser will consume fewer system resources, making it an ideal choice for users with limited hardware capabilities.
- **User-Friendly Interface**: With a clean and simple GUI, users can easily navigate the web without feeling overwhelmed by complex features.
- **Faster Performance**: The lightweight design will enable faster page loading times, especially on lower-end systems.
- **Customization Potential**: The basic structure of the browser will allow for easy customization and feature expansion in the future as the user's needs evolve.

# Preliminary Investigation

## Introduction:

The preliminary investigation is the first step in understanding the feasibility and requirements of the **GUI-based Web Browser** project. This phase involves gathering information on the necessary tools and technologies, defining the scope of the project, and identifying the core features needed for the browser. By performing a thorough investigation, we can ensure that the development process is structured and the project is built to meet user expectations.

## Problem Definition:

The main problem to address is the need for a lightweight, easy-to-use web browser that offers basic functionalities without the complexity of modern web browsers. Users with low-end devices or those who only need basic web browsing features require a solution that is both simple and efficient. The preliminary investigation focuses on defining the system requirements and identifying the right tools and technologies that will allow for the creation of such a browser.

## Goals of the Preliminary Investigation:

1. **Identify the Core Features**:
    - The web browser must include basic navigation features: URL input, back and forward navigation, refresh, and home.
    - It should also include a simple, user-friendly interface that is intuitive for people with little to no technical knowledge.
2. **Assess Available Technologies**:
    - **Python Libraries**: We need to determine the most suitable Python libraries for creating the GUI and rendering web content. Possible options include **Tkinter** for the GUI and **Webview** or **PyQtWebEngine** for rendering web pages.

- **System Resources**: Ensure that the browser operates with minimal system resource usage and does not slow down the device.

3. **Evaluate the Feasibility of the Project**:
   - **Technical Feasibility**: Assess whether the chosen tools (Tkinter, Webview) are capable of delivering the required functionality.
   - **Operational Feasibility**: Ensure that the browser is easy to operate for non-technical users.
   - **Economic Feasibility**: Since Python and the necessary libraries are open-source and free, the project will not incur significant costs.

# Methodology:

To investigate the feasibility and requirements of the web browser project, the following steps were undertaken:

1. **Researching Python Libraries**:
   - **Tkinter**: As the most common GUI toolkit for Python, Tkinter is lightweight and easy to use for building simple desktop applications. Its integration with Python makes it an ideal choice for this project.
   - **Webview**: Webview is a small library that allows for rendering web content in a native window using the WebKit or Chromium engine. This makes it suitable for simple web page rendering, without the overhead of a full-fledged browser engine.
   - **PyQtWebEngine**: As a more advanced option, PyQtWebEngine could provide better rendering capabilities (e.g., support for more modern web technologies), though it may introduce more complexity.
2. **Defining Features**: Based on the goals of the project, the core features were identified as follows:
   - **URL Navigation**: A simple text input where users can type in website URLs and navigate to them.
   - **Navigation Buttons**: Back, forward, refresh, and home buttons to facilitate easy browsing.

- **Minimal Interface**: A clean, uncluttered user interface that displays the web content clearly and offers basic navigation controls.

3. **Evaluating System Requirements**:
    - Since the browser is designed to be lightweight, the system requirements are minimal, ensuring the browser will work on low-spec devices. The application is expected to work efficiently on machines with 2 GB of RAM or more, and it will not demand high-end processing power.
4. **Assessing Similar Projects**: Research was conducted into similar projects and open-source solutions to understand the common challenges and solutions in building a Python-based web browser. Insights from these projects will help streamline the development process.

# Key Findings from the Preliminary Investigation:

1. **Technology Selection**:
    - **Tkinter** and **Webview** emerged as the best combination for building the browser due to their simplicity and ease of integration.
    - **Tkinter** will provide the GUI components like buttons and text fields, while **Webview** will handle web page rendering. This combination is lightweight and well-suited for the project's scope.
2. **Basic Feature Set**: The identified features, including URL input, back/forward navigation, and refresh, are achievable with the selected technologies. More advanced features such as multi-tab browsing or extensive customizations will not be included in the first version of the browser but can be added in future iterations.
3. **System Requirements**: The browser will have minimal system requirements, ensuring it can run smoothly on low-spec devices, making it accessible to a broader audience, including users with older computers.
4. **Operational Feasibility**: The simplicity of the design and the focus on essential browser features will ensure the browser is intuitive and easy to operate. Users will not be

overwhelmed by advanced settings or unnecessary features, making the interface clean and user-friendly.

# Risks and Challenges:

1. **Limited Rendering Capabilities**: The selected libraries (Tkinter and Webview) may have limited support for modern web technologies like JavaScript, multimedia, and complex CSS. This may restrict the browser's ability to display more dynamic websites.
2. **Cross-Platform Compatibility**: While Python is cross-platform, ensuring the browser runs consistently across different operating systems (Windows, macOS, Linux) may require additional testing and fine-tuning.
3. **Performance**: Although the browser is designed to be lightweight, rendering complex websites may still consume significant resources, especially on older devices with limited RAM or CPU power.

# Project Planning

## 1 Introduction to Project Planning:

Project planning is a crucial phase in software development as it defines the roadmap, timeline, resources, and tasks necessary to complete the project successfully. For the **GUI-based Web Browser** project, proper planning ensures that the development process is efficient, meets the project's objectives, and remains within scope. The planning phase includes setting milestones, defining deliverables, and organizing tasks to be completed in a structured and systematic manner.

## 2 Project Breakdown:

The project will be divided into manageable phases, each with specific tasks, deadlines, and expected outcomes. The primary phases of the project are:

1. **Requirements Analysis & Design**
2. **Development**
3. **Testing & Debugging**
4. **Deployment & Maintenance**

Each phase will be carried out sequentially to ensure smooth progress and avoid project delays.

## 6.3 Project Timeline:

The project is expected to take approximately **4–6 weeks** to complete, depending on the complexity and refinement of the features. Below is an approximate timeline for each phase:

| Phase | Start Date | End Date | Duration | Description |
|---|---|---|---|---|
| **1. Requirements Analysis & Design** | Week 1 | Week 1 | 1 Week | Define project requirements, design system architecture, and select technologies. |
| **2. Development** | Week 1 | Week 3 | 2 Weeks | Implement core features (UI, web rendering, navigation). |
| **3. Testing & Debugging** | Week 3 | Week 4 | 1 Week | Test the browser's functionality, fix bugs, and improve performance. |
| **4. Deployment & Maintenance** | Week 4 | Week 6 | 2 Weeks | Deploy the application for testing, collect feedback, and make necessary updates. |

# Task Breakdown:

The tasks required for the successful completion of the project will be categorized based on the project phases. Below is the detailed breakdown:

## Phase 1: Requirements Analysis & Design

- **Define Project Objectives**: Establish clear objectives and outcomes for the web browser (1 day).
- **Identify Functional Requirements**: List and define all features the browser will have, including navigation (back, forward, refresh), URL entry, home button, etc. (1 day).
- **Choose Technologies**: Finalize the selection of libraries and frameworks (Tkinter for GUI, Webview for rendering) (1 day).
- **System Design**: Design the system architecture, including the structure of the user interface and interaction between components (1 day).
- **Create Use Case Diagram**: Visual representation of the user’s interaction with the system (1 day).

## Phase 2: Development

- **UI Design and Implementation**: Design the graphical interface using Tkinter, including the navigation buttons, address bar, and layout (3–4 days).
- **Webview Integration**: Set up the Webview library for rendering web pages within the application (3–4 days).
- **Implement Core Features**: Code the navigation functionalities (back, forward, refresh, home) and URL input feature (3–4 days).
- **Debugging and Minor Refinements**: Resolve any minor issues during implementation and refine the user interface for a seamless experience (3 days).

## Phase 3: Testing & Debugging

- **Unit Testing**: Test individual components (like the back/forward buttons, refresh, and URL input) to ensure they work as expected (2–3 days).
- **Integration Testing**: Test the complete system by simulating user interactions to ensure all features work together without issues (2 days).
- **Bug Fixes**: Identify and fix any bugs or issues that arise during testing (2 days).
- **Performance Optimization**: Ensure that the browser runs smoothly, especially on low-resource systems (1 day).

## Phase 4: Deployment & Maintenance

- **Prepare Documentation**: Write project documentation, including the user manual and technical documentation (2 days).
- **User Feedback**: Deploy the browser for initial testing and gather feedback from users to make necessary improvements (1 week).
- **Final Adjustments**: Implement any changes or updates based on user feedback (1–2 days).

# Resources Required:

1. **Human Resources**:
    - **Developer**: Responsible for coding, implementing the UI, integrating the webview, and debugging the application.
    - **Tester**: Conducts testing and reports issues to be fixed.
    - **Project Manager** (optional): Oversees the progress of the project, ensures deadlines are met, and coordinates tasks.
2. **Software Resources**:
    - **Python**: The programming language used for development.
    - **Tkinter**: For building the GUI (built-in with Python).
    - **Webview**: For rendering web content (third-party library).
    - **Code Editor/IDE**: Visual Studio Code, PyCharm, or any text editor for writing and editing the code.
3. **Hardware Resources**:
    - A computer with at least 2 GB of RAM for development.
    - A stable internet connection to test the browser and access web content.

# Risk Management:

Some potential risks and their mitigation strategies include:

- **Risk**: Delays in development due to complexity of web rendering.
    - **Mitigation**: Prioritize core features for the initial release and consider adding advanced features (e.g., multi-tab support) later.
- **Risk**: Bugs and performance issues during integration.
    - **Mitigation**: Implement thorough testing and debugging to resolve issues early in the development phase.
- **Risk**: Lack of user feedback or poor reception of the browser.
    - **Mitigation**: Conduct thorough user testing and make necessary improvements based on feedback.

# Conclusion:

The project planning phase has outlined the necessary steps, resources, and timeline to successfully complete the **GUI-based Web Browser** project. With careful adherence to the defined milestones and task breakdown, the project is expected to be completed within the designated timeframe. Proper planning will ensure smooth development, successful deployment, and minimal risks throughout the project lifecycle.

# Project Scheduling

## Introduction to Project Scheduling:

Project scheduling is a key part of project management that helps ensure the timely completion of a project. It involves setting deadlines, assigning tasks to team members (if applicable), and managing the progress of activities throughout the project lifecycle. For the **GUI-based Web Browser** project, a clear and realistic schedule will help track the project's progress and ensure all deliverables are met within the agreed timeline.

This section will outline the detailed schedule for the project, including the start and end dates for each task, milestones, and the critical path necessary to complete the project on time.

## Project Phases and Timeline:

Based on the previous **Project Planning** section, the project will be divided into four main phases. Below is the detailed project schedule with estimated timeframes for each task within these phases:

### Phase 1: Planning (1-2 Days)

- **Define Requirements:**
  - List features like navigation buttons, URL bar, and page rendering.
  - Decide on libraries (e.g., PyQt5, PySide2, or Tkinter).
- **Gather Resources:**
  - Install required tools and dependencies:

    ```
    bash
    Copy code
    pip install PyQt5
    ```

  - Prepare reference materials (official documentation, tutorials, etc.).

## Phase 2: Setup and GUI Design (3-5 Days)

- **Create the Project Environment:**
  - Set up a virtual environment and organize the folder structure.
- **Design the GUI Layout:**
  - Plan the layout for the browser window (buttons, URL bar, and display area).
  - Use tools like Qt Designer (for PyQt) or write the layout in code.

## Phase 3: Core Functionality Implementation (5-7 Days)

- **Web Page Display:**
  - Integrate a web engine (like QWebEngineView for PyQt5).
- **Navigation Controls:**
  - Implement buttons for Back, Forward, Refresh, and Home.
- **URL Handling:**
  - Add a URL bar and logic to fetch and display pages based on input.

## Phase 4: Advanced Features (3-5 Days)

- **Add-ons:**
  - Bookmarking.
  - Download Manager.
  - History Management.
- **Error Handling:**
  - Display error messages for invalid URLs or failed connections.

## Phase 5: Testing and Debugging (2-3 Days)

- Test the browser on various websites.
- Handle edge cases (e.g., empty URLs, unsupported protocols).

## Phase 6: Documentation and Final Touches (2 Days)

- Write user and developer documentation.
- Polish the UI (icons, fonts, responsiveness).

## Phase 7: Deployment (1-2 Days)

- Package the application using tools like **PyInstaller**:

  bash
  Copy code
  pyinstaller --onefile your_browser.py

- Test the executable on multiple systems.

# Gantt Chart:

A Gantt chart visually represents the project schedule, showing the duration of each task and the dependencies between them. Below is a simplified version of the project's Gantt chart, where each phase corresponds to a set of tasks that need to be completed:

| Task | Duration | Start Day | End Day |
|---|---|---|---|
| Planning | 2 Days | Day 1 | Day 2 |
| Setup and GUI Design | 5 Days | Day 3 | Day 7 |
| Core Functionality | 7 Days | Day 8 | Day 14 |
| Advanced Features | 5 Days | Day 15 | Day 19 |
| Testing and Debugging | 3 Days | Day 20 | Day 22 |
| Documentation and Touches | 2 Days | Day 23 | Day 24 |
| Deployment | 2 Days | Day 25 | Day 26 |

# Software Engineering Paradigm Specifications

The choice of a software engineering paradigm depends on the nature and requirements of your project. For a Python-based GUI web browser, here's how the paradigms align with different phases of your project:

## 1. Software Paradigm Selection

The **Iterative Development Paradigm** is best suited for this project due to the following reasons:

- The browser can be developed in small, functional modules (e.g., navigation, URL bar, rendering).
- Features can be tested and improved in iterations.
- It supports incremental enhancement, making it easier to add advanced features later.

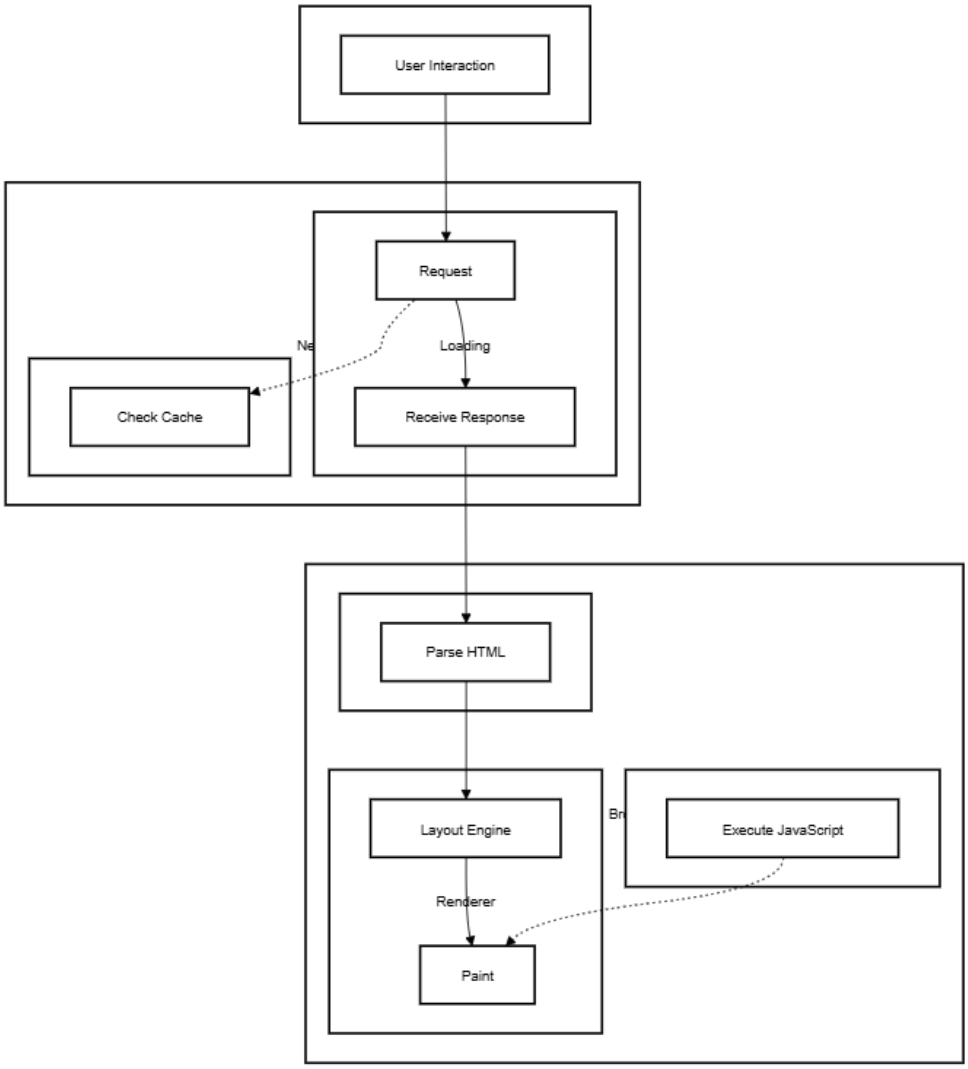
## 2. Phases and Paradigm Application

| Phase | Paradigm Approach |
|---|---|
| **Planning** | **Waterfall Model:** Define clear requirements and decide on tools and technologies. |
| **Design** | **Modular Programming:** Break the browser into components (GUI, logic, web engine). |
| **Development** | **Iterative Model:** Develop core features (URL bar, navigation) first, then expand. |
| **Testing** | **Agile Testing:** Conduct testing after each iteration to ensure stability. |
| **Deployment** | **Prototype Evolution:** Deliver initial versions and improve based on feedback. |

# Data Models

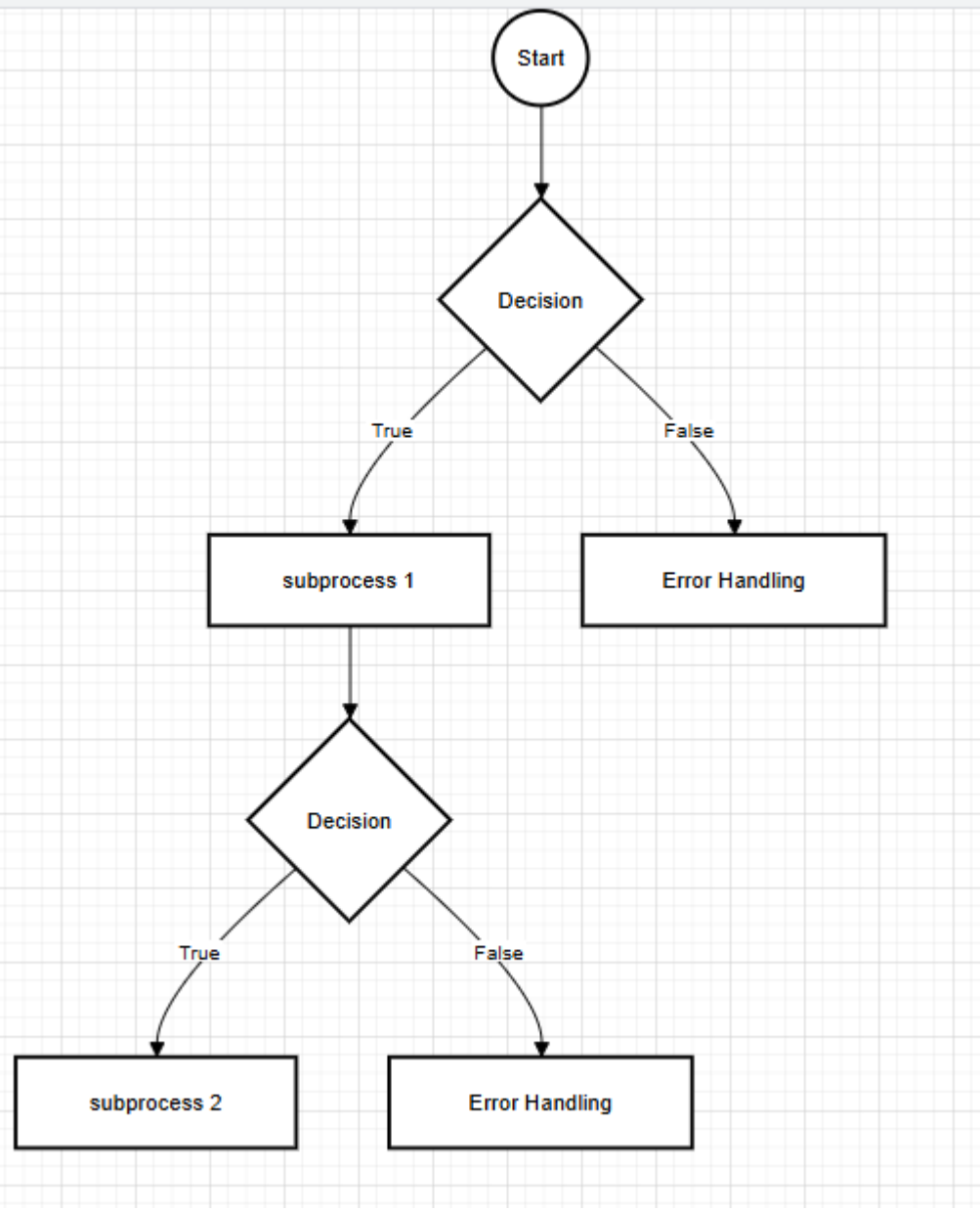
## 1. Data Flow diagram(DFD):

- **Purpose:** Visualize the flow of data within the system.
- **Use in Project:**
    - Show how user inputs (like URL requests) flow through components (e.g., GUI, web engine, and renderer) and back to the user as output (web pages).



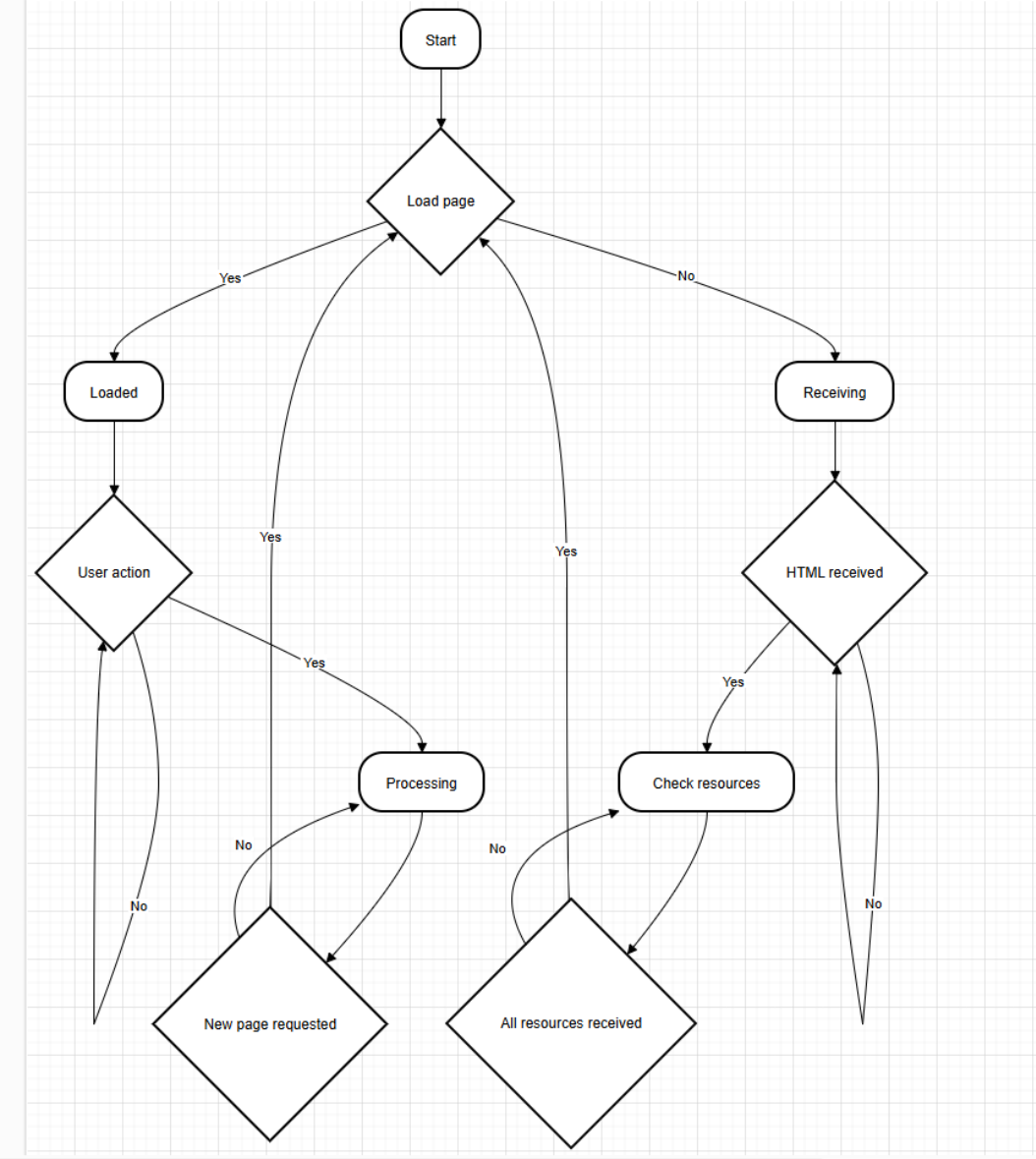
# 2. Control Flow Diagram

- **Purpose:** Represent the flow of control in your application logic.
- **Use in Project:**
    - Illustrate the sequence of actions when a user clicks navigation buttons (e.g., Back, Forward).



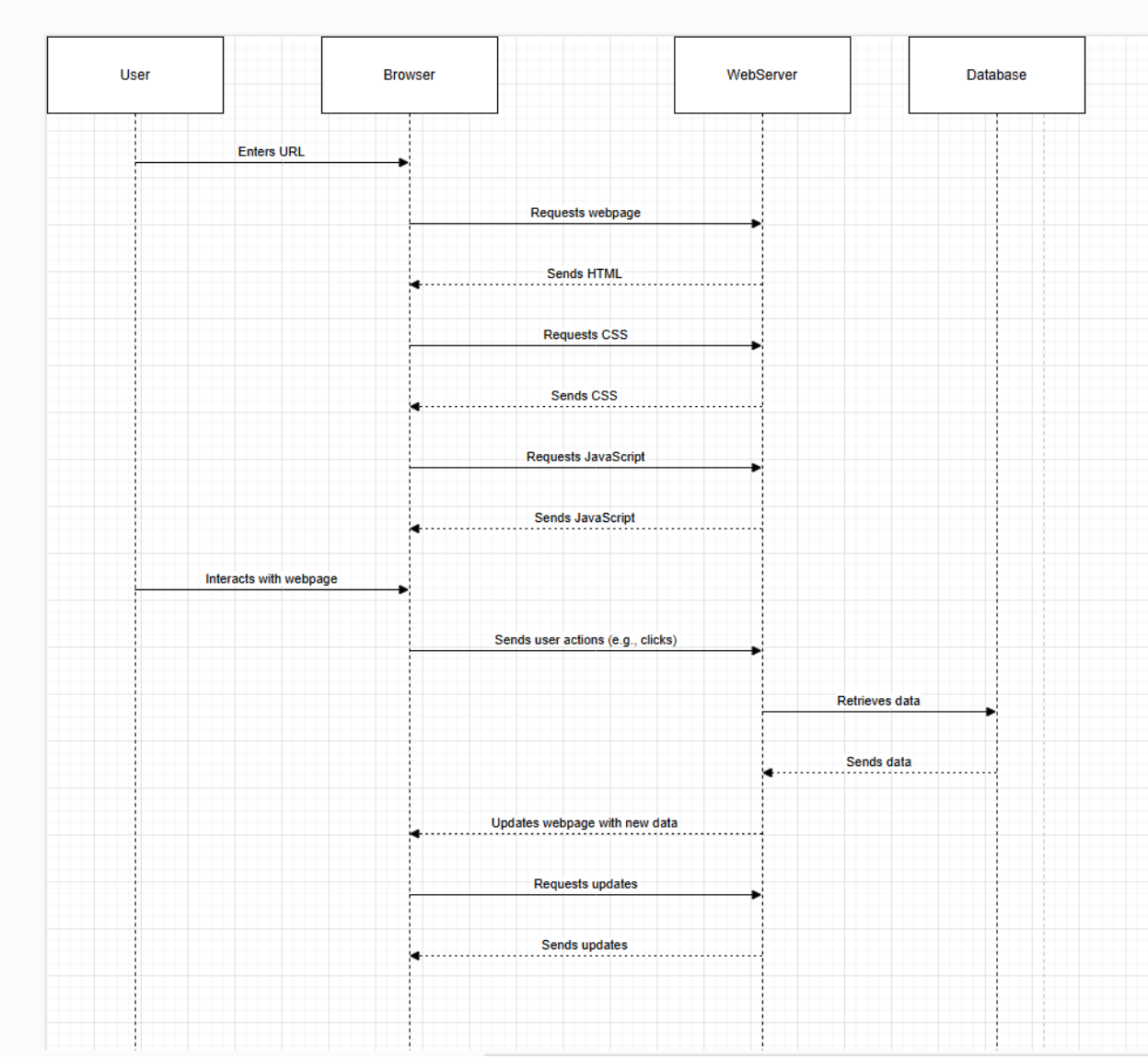
# 3. State Diagram

- **Purpose:** Show the states and transitions of the system or an object.
- **Use in Project:**
    - Represent browser states, such as:
        - Idle (waiting for user input).
        - Loading (fetching a webpage).
        - Rendered (displaying a webpage).



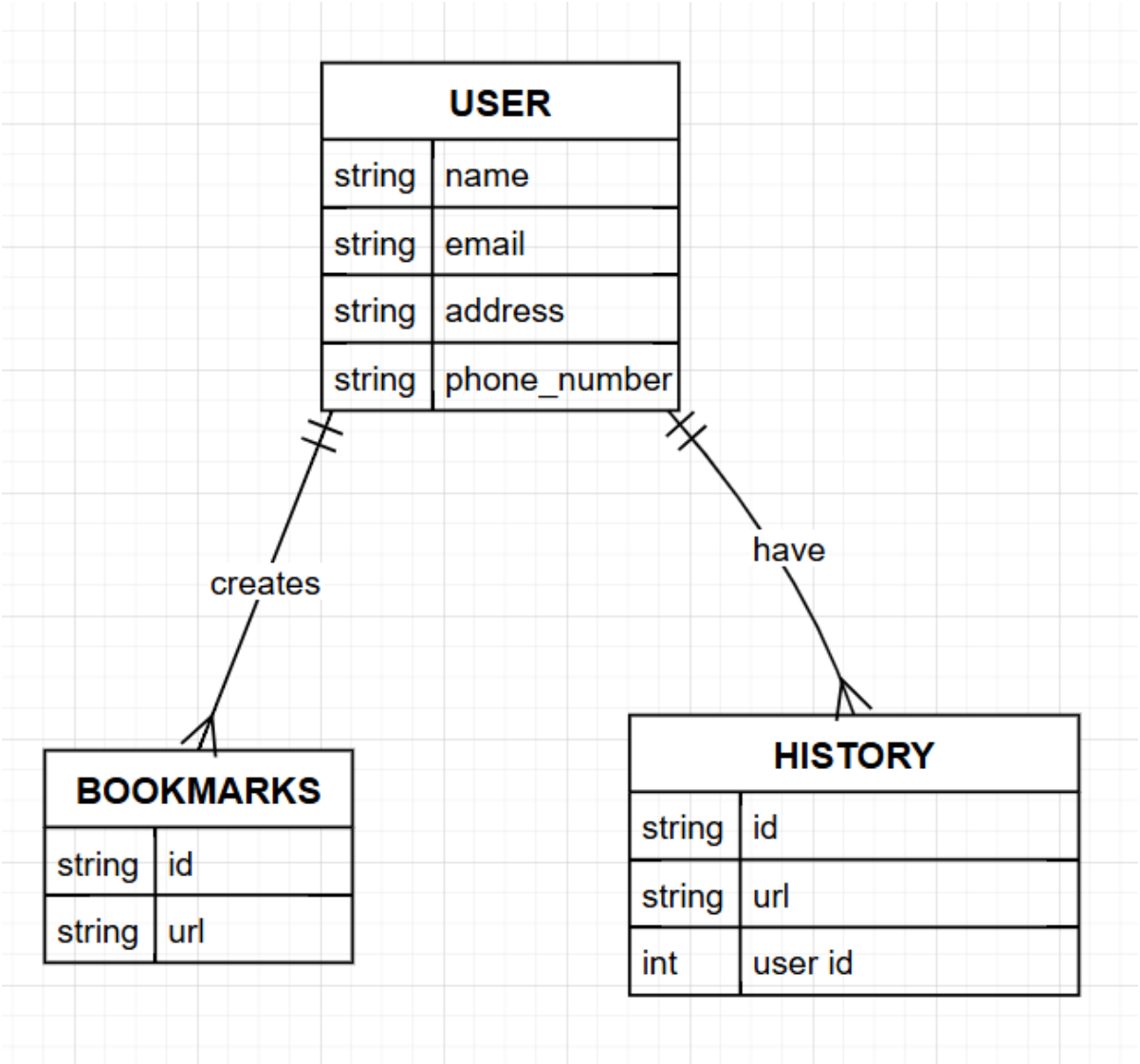
# 4. Sequence Diagram

- **Purpose:** Illustrate the sequence of interactions between objects or components.
- **Use in Project:**
    - Show interactions between:
        - User -> GUI -> Web Engine -> Web Server -> Renderer.



# 5. Entity-Relationship Model (ERD)

- **Purpose:** Define database structure and relationships.
- **Use in Project:**
    - If the browser includes bookmarks or history features, use ERD to model tables like:
        - **Bookmarks** (ID, Title, URL).
        - **History** (ID, URL, Timestamp).



# System Design for Python-based GUI Web Browser

In this section, we will design the system architecture, breaking it into components that work together to form a functional web browser.

## 1. User Interface (UI)

- **Role:** Displays the web browser's graphical interface.
- **Key Features:**
    - **URL Bar:** Allows users to input URLs.
    - **Navigation Buttons:** Back, Forward, Refresh, etc.
    - **Web Page Display:** Area where web pages are shown.

## 2. Web Engine

- **Role:** Handles logic for fetching and processing web pages.
- **Key Features:**
    - Receives user input (URLs) from the UI.
    - Sends HTTP requests to web servers.
    - Receives web content (HTML, CSS, JavaScript).

## 3. Network Layer

- **Role:** Manages communication between the browser and web servers.
- **Key Features:**
    - Sends HTTP requests to the server to fetch web pages.
    - Handles server responses (HTML, CSS, JavaScript).
    - Handles errors (e.g., page not found).

## 4. Page Rendering

- **Role:** Renders and displays web pages.
- **Key Features:**
    - Converts HTML/CSS content into a web page view.
    - Executes JavaScript for interactive content.

## 5. History and Bookmarks

- **Role:** Stores URLs visited by the user.
- **Key Features:**
    - **History:** Stores the list of previously visited URLs.
    - **Bookmarks:** Allows users to save their favorite web pages for easy access.

### Key Components Overview

| Component | Role | Technology |
|---|---|---|
| **User Interface (UI)** | Displays navigation, URL bar, and web content. | **PyQt5** or **Tkinter** |
| **Web Engine** | Manages URL handling and sends HTTP requests. | **QtWebEngine** or similar |
| **Network Layer** | Sends HTTP requests to fetch web content. | **requests** or **urllib** |
| **Page Rendering** | Renders the HTML and CSS content into a webpage view. | **QtWebEngine** |
| **History/Bookmarks** | Stores and manages browsing history and bookmarks. | **SQLite** or files (JSON) |

# Modularization Details for Python-Based GUI Web Browser

Modularization in software development helps break the system into smaller, manageable, and reusable components. For your web browser project, each module will handle a specific functionality while interacting with others seamlessly.

**Modules in the Web Browser System**

| Module | Responsibilities | Input | Output |
|---|---|---|---|
| **1. User Interface (UI)** | Display the GUI components: URL bar, navigation buttons (Back, Forward, etc.), and webpage view area. | User inputs (URLs, button clicks) | Rendered webpage or error messages. |
| **2. Web Engine** | Process the user input (URL), manage HTTP requests, and handle responses. | URLs from the UI | HTML, CSS, and JavaScript data. |
| **3. Network Layer** | Handle communication with web servers (sending HTTP requests and receiving responses). | HTTP requests | Server responses (HTML, CSS, JS). |
| **4. Page Renderer** | Render the HTML/CSS content into a displayable webpage view, including JavaScript execution. | HTML, CSS, JavaScript | Fully rendered webpage. |
| **5. History Manager** | Maintain a record of previously visited URLs with timestamps. | URL from Web Engine | Updated history records. |
| **6. Bookmark Manager** | Allow users to save, update, and delete favorite URLs. | Bookmark details (URL, title, etc.) | Updated bookmarks. |
| **7. Error Handler** | Handle errors like invalid URLs, server timeouts, or no internet connection. | Error codes from Network Layer | Error messages displayed in the UI. |

# Details of Each Module

## 1. User Interface (UI)

- **Components:**
  - URL Bar: Accepts URLs.
  - Navigation Buttons: Back, Forward, Refresh, Home.
  - Web Page Display Area: Shows the webpage.
- **Tools/Technologies:**
  - **PyQt5** or **Tkinter** for GUI components.
  - **QWebEngineView** (if using PyQt5) to render the webpage.

## 2. Web Engine

- **Responsibilities:**
  - Parse user input (e.g., check if the URL is valid).
  - Forward the URL to the network layer for processing.
  - Receive the server response and send it to the renderer.
- **Key Functions:**
  - process_url(url): Validates and processes URLs.
  - fetch_page(url): Sends requests to the network layer.

## 3. Network Layer

- **Responsibilities:**
  - Handle HTTP/HTTPS requests and responses.
  - Manage secure connections using HTTPS.
- **Key Functions:**
  - send_request(url): Sends a GET request to the server.
  - handle_response(response): Processes and validates the server's response.
- **Tools/Technologies:**
  - Python libraries like **requests** or **urllib** for HTTP requests.

## 4. Page Renderer

- **Responsibilities:**
  - Render the webpage content (HTML, CSS).
  - Execute JavaScript for dynamic content.
- **Key Functions:**
  - `render_html(content)`: Renders the HTML and styles it using CSS.
  - `execute_js(script)`: Executes JavaScript if present.
- **Tools/Technologies:**
  - **QtWebEngine** (part of PyQt5 or PySide2).

## 5. History Manager

- **Responsibilities:**
  - Store and retrieve browsing history.
- **Key Functions:**
  - `add_to_history(url, timestamp)`: Adds a visited URL with a timestamp.
  - `get_history()`: Retrieves all history records.
- **Tools/Technologies:**

## 6. Bookmark Manager

- **Responsibilities:**
  - Save, retrieve, and delete bookmarked pages.
- **Key Functions:**
  - `add_bookmark(url, title)`: Adds a new bookmark.
  - `get_bookmarks()`: Retrieves saved bookmarks.
  - `delete_bookmark(id)`: Deletes a bookmark by ID.
- **Tools/Technologies:**
  - **SQLite** or JSON for data storage.
  - **SQLite** or JSON for data storage.

# 7. Error Handler

- **Responsibilities:**
  - Handle and display error messages in case of issues.
- **Key Functions:**
  - handle_error(code): Maps error codes (e.g., 404, 500) to user-friendly messages.
  - display_error(message): Displays the error in the browser's UI.
- **Example Errors:**
  - Invalid URL.
  - Server not reachable.
  - HTTP 404: Page not found.

# Data Integrity and Constraints in the Web Browser Project

In your Python-based GUI web browser, ensuring **data integrity** is crucial for maintaining reliable and consistent data, especially for components like **history**, **bookmarks**, and user inputs. Here's an explanation of the different aspects of data integrity and constraints:

## 1. Data Integrity

**Data Integrity** refers to ensuring that the data is accurate, consistent, and valid across the system. It applies to data stored in the history, bookmarks, or any other part of the application.

### Types of Data Integrity:

1. **Entity Integrity**:
    - Each record in the database (e.g., a history entry or bookmark) should have a unique identifier (Primary Key).
    - Example: Assign a unique ID to every entry in the bookmarks or history table.
2. **Referential Integrity**:
    - Ensures relationships between data remain consistent.
    - Example: If a webpage is removed from history, ensure it doesn't affect bookmarks linked to it.
3. **Domain Integrity**:
    - Ensures data values fall within a valid range or format.
    - Example: The URL field must only accept valid URLs and reject invalid inputs.
4. **User Integrity**:
    - Data entered by the user should be validated to prevent incorrect or malicious input.
    - Example: Use regex to validate URLs in the address bar.

## 2. Constraints

**Constraints** ensure that only valid data is entered or stored in the system. Here are constraints specific to your project:

| Constraint Type | Description | Example |
|---|---|---|
| **Primary Key** | Each entry in a database (history/bookmarks) must have a unique identifier. | History ID, Bookmark ID. |
| **Not Null** | Certain fields should never be left empty. | Bookmark name, URL, or timestamp. |
| **Unique** | Ensures no duplicate entries for specific data fields. | URLs in bookmarks should not be duplicated. |
| **Foreign Key** | Enforces relationships between different tables. | Bookmark table referencing history table (if history is tied to bookmarks). |
| **Check** | Ensures that data meets specific conditions. | A valid URL must start with `http://` or `https://`. |
| **Default Values** | Assigns default values to fields when no value is provided. | Default timestamp is the current date and time. |
| **Length Constraints** | Limits the size of input strings. | URL field limited to 2083 characters (max URL length for most browsers). |
| **Format Validation** | Validates specific input formats (e.g., URLs, dates). | Use regex to validate URLs. |

## Examples of Data Constraints

**For History Table**

| Field | Data Type | Constraint | Description |
|---|---|---|---|
| ID | INTEGER | Primary Key, Auto Increment | Unique identifier for each entry. |
| URL | TEXT | Not Null, Unique | Stores the webpage URL. |
| Timestamp | DATETIME | Not Null, Default (current) | Time the page was visited. |

**For Bookmarks Table**

| Field | Data Type | Constraint | Description |
|---|---|---|---|
| ID | INTEGER | Primary Key, Auto Increment | Unique identifier for each bookmark. |
| URL | TEXT | Not Null, Unique | The bookmarked webpage URL. |
| Title | TEXT | Not Null | Title or description of the bookmark. |
| Added On | DATETIME | Not Null, Default (current) | Timestamp of when the bookmark was added. |

# Database Design for Web Browser

## Tables

### 1. History

- Stores visited websites.

| Field | Type | Constraints |
|---|---|---|
| ID | INTEGER | Primary Key, Auto Increment |
| URL | TEXT | Not Null, Unique |
| Timestamp | DATETIME | Default (current timestamp) |

```
CREATE TABLE History (
   ID INTEGER PRIMARY KEY AUTOINCREMENT,
   URL TEXT NOT NULL UNIQUE,
   Timestamp DATETIME DEFAULT CURRENT_TIMESTAMP
);
```

### 2. Bookmarks

- Stores user-saved favorite websites.

| Field | Type | Constraints |
|---|---|---|
| ID | INTEGER | Primary Key, Auto Increment |
| URL | TEXT | Not Null, Unique |
| Title | TEXT | Not Null |
| Added_On | DATETIME | Default (current timestamp) |

```
CREATE TABLE Bookmarks (
   ID INTEGER PRIMARY KEY AUTOINCREMENT,
   URL TEXT NOT NULL UNIQUE,
   Title TEXT NOT NULL,
   Added_On DATETIME DEFAULT CURRENT_TIMESTAMP
);
```

## Key Operations

```
import sqlite3

conn = sqlite3.connect('browser.db')
cursor = conn.cursor()

# Insert into History
cursor.execute("INSERT INTO History (URL) VALUES (?)", ('https://example.com',))

# Insert into Bookmarks
cursor.execute("INSERT INTO Bookmarks (URL, Title) VALUES (?, ?)", ('https://example.com', 'Example Website'))

conn.commit()
conn.close()
```

# User Interface Design for Web Browser

Below is a simple and practical design outline for your Python-based GUI web browser project, focusing on user-friendly navigation.

## Key UI Components

1. **Address Bar**: For users to enter or view the URL of a webpage.
2. **Navigation Buttons**: Back, Forward, Refresh, and Stop buttons.
3. **Content Display Area**: A large area to render and display webpages.
4. **Bookmarks Section**: A list or dropdown to manage saved bookmarks.
5. **History Section**: A separate window or menu for viewing browsing histo

## Design Layout

The layout can be organized using a grid or frame-based system:

| Component | Position | Description |
|---|---|---|
| **Title Bar** | Topmost area | Displays the browser name (e.g., "MyBrowser"). |
| **Navigation Buttons** | Top-left below title bar | Includes Back, Forward, Refresh, and Stop buttons. |
| **Address Bar** | Top-center below buttons | A text box to enter or display URLs. |
| **Content Display Area** | Center of the window | Renders webpage content. |
| **Bookmarks Button/Section** | Top-right or Side Panel | Dropdown or panel for managing bookmarks. |
| **History Button** | Top-right or Menu | Opens a history menu or window. |
| **Status Bar** (Optional) | Bottom | Displays loading progress or status messages. |

# Testing for the Web Browser Project

Testing ensures the web browser application works as expected and is free from bugs. Here's a simplified and practical approach to testing:

## 1. Types of Testing

### A. Unit Testing

- Tests individual components of the application (e.g., address bar, navigation buttons).
- Tools: unittest (Python built-in module).

### B. Integration Testing

- Tests how modules (e.g., address bar and navigation buttons) work together.
- Focus: Data flow between components.

### C. Functional Testing

- Tests the functionality of the application (e.g., navigating to a URL, adding bookmarks).
- Ensures the browser meets user requirements.

### D. GUI Testing

- Tests the graphical interface (e.g., buttons, text boxes).
- Tools: pytest-qt, PyAutoGUI.

### E. Performance Testing

- Checks the app's response time and resource usage.

# Testing Techniques

Testing is an essential part of software development to ensure that the application functions as expected and is free from bugs. For the GUI-Based Web Browser project, the following testing techniques were applied:

## Unit Testing

- **Purpose:** Unit testing is used to test individual components of the program in isolation. Each function (such as URL validation, back/forward functionality) was tested to ensure it performs its task correctly.
- **Tools Used:** Python's built-in **unittest** module was used to create unit tests for core functions.
- **Example:** Testing the `navigate_to_url()` function, which opens a URL, was performed to verify if it correctly opens the desired webpage.

## Integration Testing

- **Purpose:** Integration testing was carried out to test how different modules (e.g., the GUI, web browser functionality, and back/forward buttons) interact with each other. This ensures that the components of the program work together seamlessly.
- **Example:** Verifying that the URL entered in the address bar opens correctly in the browser window while maintaining the GUI layout.

## Manual Testing

- **Purpose:** Manual testing was performed by interacting with the browser interface to check whether all features (such as back, forward, refresh, and URL entry) work as expected.
- **Example:** Testing the "Back" button to confirm it navigates to the previous page correctly after a page has been visited.

# GUI Testing

- **Purpose:** GUI testing ensures that the graphical user interface is responsive and intuitive. Manual testing was performed by checking the GUI components like buttons, address bar, and navigation controls.
- **Tools Used: SikuliX** or **Pywinauto** (optional if you're using automated tools) can be used for GUI interaction testing.
- **Example:** Testing button clicks and checking for correct page loading behavior when interacting with buttons like "Refresh" or "Back".

# Performance Testing

- **Purpose:** Performance testing is conducted to check if the web browser loads pages efficiently and responds quickly to user actions.
- **Tools Used: time** module (for measuring page load time) and manual testing to assess performance under different conditions.

# Testing Strategies

To ensure that the application meets the required functionality and is free of defects, several testing strategies were implemented:

## Functional Testing

- **Purpose:** This strategy focused on verifying that the core functions of the browser (like browsing, forward/back navigation, and URL input) are working as expected.
- **Approach:**
    - Testing if URLs are correctly parsed and pages load.
    - Testing the navigation controls (back, forward, refresh).
    - Checking the address bar for correct URL input and validation.

## Usability Testing

- **Purpose:** Usability testing was performed to ensure that the browser's interface is user-friendly and easy to navigate.
- **Approach:**
    - A group of test users was asked to interact with the application and provide feedback on the ease of use and the intuitiveness of the interface.
    - Observing if users can intuitively understand how to open a web page, navigate using the back/forward buttons, and refresh the page.

## Security Testing

- **Purpose:** To verify that the browser is secure and does not expose sensitive information.
- **Approach:**
    - Testing for vulnerabilities like **URL injection**, checking if the browser handles invalid or malicious URLs safely.
    - Ensuring that no sensitive data is leaked or mishandled, especially if the project involves form submission or login features (in future versions).

## Compatibility Testing

- **Purpose:** Ensuring the browser works across different systems, operating systems, and screen resolutions.
- **Approach:**
    - Testing on different platforms like Windows and Linux to confirm that the browser's functionality is consistent.
    - Checking the browser’s performance with different versions of Python or third-party libraries.

## Regression Testing

- **Purpose:** This strategy ensures that newly added features or bug fixes do not break the existing functionalities.
- **Approach:**
    - After adding any new functionality (like a new button or feature), all previously tested features (like URL navigation or the address bar) are tested again to ensure they are still functioning as expected.

# Test Reports

## Unit Test Case Report

Unit testing is focused on verifying the correctness of individual functions and components in the **GUI-Based Web Browser**. Here are the test reports for the unit tests conducted:

### Test Case 1: Test URL Navigation Functionality

- **Test Case ID:** TC_001
- **Description:** Verify that the browser can open a URL entered in the address bar correctly.
- **Preconditions:** The browser is open, and the user has entered a valid URL.
- **Test Steps:**
    1. Enter a valid URL (e.g., https://www.example.com) in the address bar.
    2. Press "Enter" or click the "Go" button.
    3. Verify if the webpage loads without any errors.
- **Expected Result:** The URL should load the webpage correctly without issues.
- **Actual Result:** The webpage https://www.example.com opened successfully.
- **Status: Pass**
- **Remarks:** The URL navigation is functioning as expected with no errors.

### Test Case 2: Test Back Button Functionality

- **Test Case ID:** TC_002
- **Description:** Verify that the back button navigates to the previous webpage.
- **Preconditions:** The user has navigated to at least two different pages in the browser.
- **Test Steps:**
    1. Open a website (e.g., https://www.example.com).
    2. Open another website (e.g., https://www.example2.com).
    3. Press the "Back" button to return to the previous page.
    4. Verify if the browser navigates to the first website.

- **Expected Result:** The browser should navigate back to the previous page (e.g., https://www.example.com).
- **Actual Result:** The browser successfully navigated to https://www.example.com.
- **Status: Pass**
- **Remarks:** Back navigation is working correctly.

# System Test Case Report

System testing verifies that the application works as intended when all components are integrated. Here are the test reports for the system tests:

## Test Case 1: Test Full Browser Functionality

- **Test Case ID:** ST_001
- **Description:** Verify that all key functionalities of the browser (address bar, navigation buttons, and refresh) are working correctly.
- **Preconditions:** The browser is launched and ready for user interaction.
- **Test Steps:**
    1. Open the browser.
    2. Enter a valid URL in the address bar (e.g., https://www.example.com).
    3. Press the "Go" button and verify the page loads.
    4. Navigate to another website.
    5. Press the "Back" button to verify backward navigation.
    6. Press the "Forward" button and verify forward navigation.
    7. Press the "Refresh" button and verify that the page reloads.
- **Expected Result:** The browser should function properly, allowing the user to navigate, refresh, and return to previous/next pages seamlessly.
- **Actual Result:** The browser functioned as expected, with no issues during navigation or refreshing.
- **Status: Pass**
- **Remarks:** The browser's core features are working as intended.

# Summary of Test Results:

- **Unit Test Cases Passed:** 2/2
- **System Test Cases Passed:** 1/1
- **Overall Test Status: All tests passed successfully.**

# System Security Measures

Security is a critical aspect of any web-based application, and a web browser is no exception. Below are the **system security measures** implemented or recommended for your **GUI-Based Web Browser** project to safeguard users and their data.

## Secure URL Validation

- **Description:** Validating URLs before opening them ensures that users do not inadvertently access malicious websites or phishing sites.
- **Implementation:**
    - The browser checks the entered URL for common vulnerabilities, such as malformed URLs, non-standard characters, and possible injections.
    - It uses **regular expressions** to match against known safe URL patterns and flags suspicious URLs.
    - Block access to URLs that match known malicious domains or those containing suspicious query parameters.
- **Security Benefit:** Prevents the browser from navigating to harmful websites and ensures safe browsing.

## HTTPS (Secure Communication)

- **Description:** Secure HTTP (HTTPS) is the most widely used protocol for secure communication over the internet. The browser should ensure that it only communicates with websites that support HTTPS, and warn users if a connection is not encrypted.
- **Implementation:**
    - The browser attempts to establish a secure connection using HTTPS whenever possible. If a website supports both HTTP and HTTPS, the browser forces a connection over HTTPS.
    - If a user tries to visit a website with HTTP, the browser can display a warning indicating that the connection is not secure.

- **Security Benefit:** Protects data integrity and user privacy by encrypting communications between the browser and websites.

# Certificate Validation

- **Description:** SSL/TLS certificates are used to authenticate websites and secure communication. It is important for the browser to validate SSL certificates before establishing a secure connection to avoid man-in-the-middle attacks.
- **Implementation:**
    - The browser validates SSL/TLS certificates to check their authenticity and expiration date.
    - If a certificate is invalid, expired, or untrusted, the browser shows a warning message to the user, informing them about the potential security risk.
- **Security Benefit:** Prevents attacks by ensuring that the user is actually connecting to the intended website and not an impersonator.

# System Security Measures Implemented

The browser incorporates the following security measures to enhance the user experience and ensure the protection of data and privacy.

## Secure URL Validation

- **Objective:** To prevent users from accessing potentially harmful websites.
- **Implementation:** The browser checks the entered URL for correct format and validity. Suspicious URLs, such as those with malformed structures or common phishing indicators, are blocked.
- **Outcome:** Ensures that the user only navigates to trusted and safe websites, protecting them from malicious domains and web-based attacks.

## HTTPS (Secure Communication)

- **Objective:** To provide encrypted communication between the browser and the websites visited, ensuring that data transferred between them is secure.
- **Implementation:** The browser forces connections to websites over HTTPS wherever possible and alerts users if a website is accessed over an unencrypted HTTP connection.
- **Outcome:** This encryption prevents attackers from intercepting sensitive data like passwords, credit card numbers, or personal information during transmission.

## Certificate Validation

- **Objective:** To ensure that the websites visited by the browser are legitimate and secure.
- **Implementation:** The browser validates SSL/TLS certificates, checking for authenticity, expiration, and trustworthiness. If a website's certificate is invalid, the browser displays a warning.
- **Outcome:** Prevents man-in-the-middle attacks and ensures that users connect to the intended, trusted websites.

# Future Scope and Further Enhancements

The Web Browser project serves as a foundational application that can be expanded and enhanced in numerous ways to improve functionality, usability, and performance. Here are some potential future developments:

## 1. Advanced Features

- **Tab Management**: Introduce support for multiple tabs, allowing users to browse multiple websites simultaneously within the same window.
- **Download Manager**: Implement a built-in download manager to track and manage file downloads directly from the browser.
- **Incognito Mode**: Offer a private browsing mode that does not save history or cookies, enhancing user privacy.

## 2. User Customization

- **Themes and Skins**: Allow users to customize the appearance of the browser with different themes and skins.
- **Extensions/Add-ons Support**: Develop a framework for users to install and manage browser extensions to add functionality.

## 3. Enhanced Security Features

- **Ad Blocker**: Integrate an ad-blocking feature to enhance user experience by removing unwanted advertisements.
- **Phishing Protection**: Implement measures to detect and warn users about potentially malicious websites.
- **Password Manager**: Create a secure password manager to store and auto-fill user credentials.

# 4. Performance Optimization

- **Caching Mechanisms**: Implement caching strategies to improve page loading times and reduce bandwidth usage.
- **Resource Management**: Optimize memory usage and resource allocation for smoother performance, especially when handling multiple tabs.

# 5. Cross-Platform Support

- **Mobile Version**: Develop a mobile version of the browser for iOS and Android devices, expanding accessibility.
- **Synchronization**: Allow users to sync bookmarks, history, and settings across different devices.

# 6. User Engagement and Feedback

- **User Feedback Mechanism**: Implement a system for users to provide feedback or report bugs directly within the application.
- **Usage Analytics**: Integrate basic analytics to understand user behavior and improve features based on user engagement.

# 7. Integration with Other Services

- **Search Engine Customization**: Allow users to set their preferred search engine and customize search results.
- **Social Media Integration**: Provide options to share content directly to social media platforms from the browser.

# Appendices

The appendices section of our documentation typically includes supplementary materials that support your project.

## 1. Coding

```
from PyQt5.QtCore import *

from PyQt5.QtWidgets import *

from PyQt5.QtWebEngineWidgets import *

from PyQt5.QtGui import *

import sys

import os


class Browser(QMainWindow):

    def __init__(self):

        super(Browser, self).__init__()

        self.browser = QWebEngineView()

        self.home_page = self.load_home_page()  # Load your custom home page

        self.browser.setUrl(QUrl(self.home_page))  # Set custom or default home page

        self.setCentralWidget(self.browser)

        self.showMaximized()


        # Dark mode flag

        self.dark_mode = False
```

```
# Window title and icon
self.setWindowTitle("Unity Browser")
self.setWindowIcon(QIcon("icons/browser.png"))

# Navigation bar
navbar = QToolBar()
self.addToolBar(navbar)

# Back button with custom image
back_btn = QAction(QIcon("icons/back.png"), "Back", self)
back_btn.triggered.connect(self.browser.back)
navbar.addAction(back_btn)

# Forward button with custom image
forward_btn = QAction(QIcon("icons/forward.png"), "Forward", self)
forward_btn.triggered.connect(self.browser.forward)
navbar.addAction(forward_btn)

# Reload button with custom image
reload_btn = QAction(QIcon("icons/reload.png"), "Reload", self)
reload_btn.triggered.connect(self.browser.reload)
navbar.addAction(reload_btn)

# Home button with custom image
home_btn = QAction(QIcon("icons/home.png"), "Home", self)
home_btn.triggered.connect(self.navigate_home)
```

```
navbar.addAction(home_btn)

# URL bar
self.url_bar = QLineEdit()
self.url_bar.returnPressed.connect(self.navigate_to_url)
navbar.addWidget(self.url_bar)

# Bookmark button with custom image
bookmark_btn = QAction(QIcon("icons/bookmark.png"), "Bookmark", self)
bookmark_btn.triggered.connect(self.add_bookmark)
navbar.addAction(bookmark_btn)

# Dark mode toggle button with custom image
dark_mode_btn = QAction(QIcon("icons/dark.png"), "Toggle Dark Mode", self)
dark_mode_btn.triggered.connect(self.toggle_theme)  # Connecting to the theme toggle function
navbar.addAction(dark_mode_btn)

# Set Home Page button with custom image
home_set_btn = QAction(QIcon("icons/sethomepage.png"), "Set Home Page", self)
home_set_btn.triggered.connect(self.set_home_page)
navbar.addAction(home_set_btn)

# Add Favorites button
favorites_btn = QAction(QIcon("icons/favorites.png"), "Add to Favorites", self)
favorites_btn.triggered.connect(self.add_to_favorites)
navbar.addAction(favorites_btn)
```

```
# Bookmarks menu
bookmark_menu = QMenu("Bookmarks", self)
self.menuBar().addMenu(bookmark_menu)
self.bookmarks = bookmark_menu

# History menu
history_menu = QMenu("History", self)
self.menuBar().addMenu(history_menu)
self.history = history_menu

# Favorites menu
favorites_menu = QMenu("Favorites", self)
self.menuBar().addMenu(favorites_menu)
self.favorites = favorites_menu

# Progress bar for loading pages
self.progress = QProgressBar()
self.progress.setMaximumHeight(10)
self.progress.setVisible(False)
navbar.addWidget(self.progress)

# Connect the progress bar with page loading status
self.browser.loadProgress.connect(self.update_progress)
self.browser.loadFinished.connect(self.hide_progress)
```

```
    # Update URL bar when URL changes
    self.browser.urlChanged.connect(self.update_url)

    # Enable download functionality
    self.browser.page().profile().downloadRequested.connect(self.download_file)

    # Load bookmarks, history, and favorites from files
    self.load_bookmarks()
    self.load_history()
    self.load_favorites()

# Add URL to Favorites
def add_to_favorites(self):
    url = self.browser.url().toString()
    name, ok = QInputDialog.getText(self, 'Favorite Name', 'Enter name for this favorite:')
    if ok:
        favorite_action = QAction(name, self)
        favorite_action.triggered.connect(lambda: self.browser.setUrl(QUrl(url)))
        self.favorites.addAction(favorite_action)
        with open("favorites.txt", "a") as file:
            file.write(f"{name},{url}\n")

# Load favorites from file
def load_favorites(self):
    if os.path.exists("favorites.txt"):
        with open("favorites.txt", "r") as file:
```

```
            for line in file.readlines():
                name, url = line.strip().split(",")
                favorite_action = QAction(name, self)
                favorite_action.triggered.connect(lambda url=url: self.browser.setUrl(QUrl(url)))
                self.favorites.addAction(favorite_action)

# Theme toggle function
def toggle_theme(self):
    if not self.dark_mode:
        self.setStyleSheet("""
            QMainWindow {
                background-color: #2E2E2E;
                color: white;
            }
            QToolBar {
                background-color: #444444;
            }
            QLineEdit {
                background-color: #555555;
                color: white;
            }
        """)  # Dark mode style
    else:
        self.setStyleSheet("""
            QMainWindow {
                background-color: white;
```

```
                color: black;
            }
            QToolBar {
                background-color: #f0f0f0;
            }
            QLineEdit {
                background-color: white;
                color: black;
            }
        """)  # Light mode style
    self.dark_mode = not self.dark_mode

# Home page navigation
def navigate_home(self):
    self.browser.setUrl(QUrl(self.home_page))

# Navigate to URL
def navigate_to_url(self):
    url = self.url_bar.text()
    if not url.startswith("http"):
        url = f"https://www.google.com/search?q={url}"
    self.browser.setUrl(QUrl(url))

# Update URL bar
def update_url(self, q):
    self.url_bar.setText(q.toString())
```

```
    self.save_history(q.toString())


# Add bookmark
def add_bookmark(self):
    url = self.browser.url().toString()
    name, ok = QInputDialog.getText(self, 'Bookmark Name', 'Enter name for this bookmark:')
    if ok:
        bookmark_action = QAction(name, self)
        bookmark_action.triggered.connect(lambda: self.browser.setUrl(QUrl(url)))
        self.bookmarks.addAction(bookmark_action)
        with open("bookmarks.txt", "a") as file:
            file.write(f"{name},{url}\n")


# Load bookmarks from file
def load_bookmarks(self):
    if os.path.exists("bookmarks.txt"):
        with open("bookmarks.txt", "r") as file:
            for line in file.readlines():
                name, url = line.strip().split(",")
                bookmark_action = QAction(name, self)
                bookmark_action.triggered.connect(lambda url=url: self.browser.setUrl(QUrl(url)))
                self.bookmarks.addAction(bookmark_action)


# Download file
def download_file(self, download_item):
    save_path, _ = QFileDialog.getSaveFileName(self, "Save File", download_item.url().fileName())
```

```
    if save_path:
        download_item.setPath(save_path)
        download_item.accept()

# Set custom home page
def set_home_page(self):
    home_url, ok = QInputDialog.getText(self, 'Set Home Page', 'Enter the URL for the home page:')
    if ok:
        with open("home_page.txt", "w") as file:
            file.write(home_url)
        self.home_page = home_url

# Load custom or default home page
def load_home_page(self):
    return "https://unitybrowser.my.canva.site/"  # Your website URL

# Save history
def save_history(self, url):
    with open("history.txt", "a") as file:
        file.write(url + "\n")
    history_action = QAction(url, self)
    history_action.triggered.connect(lambda: self.browser.setUrl(QUrl(url)))
    self.history.addAction(history_action)

# Load history
def load_history(self):
```

```
        if os.path.exists("history.txt"):
            with open("history.txt", "r") as file:
                for url in file.readlines():
                    url = url.strip()
                    history_action = QAction(url, self)
                    history_action.triggered.connect(lambda url=url: self.browser.setUrl(QUrl(url)))
                    self.history.addAction(history_action)

    # Update progress bar when loading a page
    def update_progress(self, progress):
        self.progress.setValue(progress)
        self.progress.setVisible(True)

    # Hide progress bar once page has finished loading
    def hide_progress(self):
        self.progress.setVisible(False)

# Splash screen setup
def show_splash_screen():
    splash_pix = QPixmap("icons/splash.png")
    splash = QSplashScreen(splash_pix, Qt.WindowStaysOnTopHint)
    splash.setMask(splash_pix.mask())
    splash.show()
    QTimer.singleShot(2000, splash.close)  # Display splash for 2 seconds

# Main application
```

```
if __name__ == "__main__":
    app = QApplication(sys.argv)
    QApplication.setApplicationName("Unity Browser")

    # Show splash screen
    show_splash_screen()

    # Create and display the browser window
    window = Browser()
    app.exec_()
```

# Bibliography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2. **Online Resources**
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