

INTRODUCTION

Python is a high-level general purpose programming language whose design philosophy emphasizes code readability with the use of significant indentation. It is dynamically typed and garbage collected. It supports multiple programming paradigms like structured (procedural), object-oriented and functional programming. Because of its ease of use, Python consistently ranks as one of the most popular programming languages. It is highly extensible via modules and libraries and one of its modules Tkinter has been used in this program to develop graphical User Interface (GUI) in the frontend.

Tkinter is a Python binding to the Tk GUI toolkit. It is the standard Python interface to the Tk GUI toolkit and is Python's standard GUI. It is implemented as a Python wrapper around a complete Tcl interpreter embedded in the Python interpreter. The main components of a Tkinter application are: Window, which is a rectangular area on the user's display screen, Widget, which refers to the building blocks of the GUI application, and Frames, which is the basic unit of organization and represents a section of the GUI.

LIBRARIES USED:

The libraries imported for the academic unit application are listed as follows:

- Thinter: For the GUI part of the application with which the user interacts.

- Module messagebox was also imported from the thinter library.

- Regular Expression (re) library: To carry out string manipulations at the backend. It has been used to check whether the password entered satisfies the password policy, and to check whether the category of a person and a student is valid.

- Datetime module: The datetime module has been used to store the time of registering a user into the academic unit, which is stored into the reg-time field of the user.

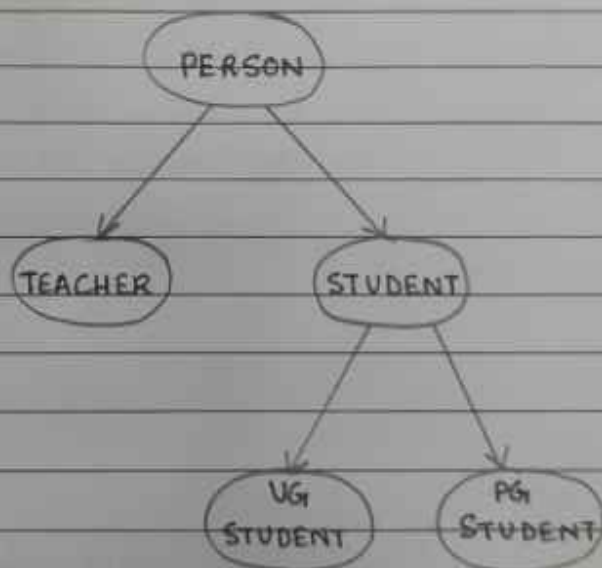
- Pickle library: The pickle library has been imported to save and store the user data in "user_data.pkl" file so that it can be retrieved and used even after the program is closed.

```
1 // 2. Import the required packages
2 import java.util.*;
3 import java.io.*;
4
5 // 3. Create a Scanner object to read input
6 Scanner sc = new Scanner(System.in);
7
8 // 4. Read the input string
9 String str = sc.nextLine();
10
11 // 5. Convert the string to lowercase
12 str = str.toLowerCase();
13
14 // 6. Split the string into words
15 String[] words = str.split(" ");
16
17 // 7. Iterate over the words and count the frequency of each word
18 Map<String, Integer> map = new HashMap<>();
19 for (String word : words) {
20     map.put(word, map.getOrDefault(word, 0) + 1);
21 }
22
23 // 8. Print the frequency of each word
24 for (Map.Entry<String, Integer> entry : map.entrySet()) {
25     System.out.println(entry.getKey() + " : " + entry.getValue());
26 }
27
28 // 9. Close the Scanner object
29 sc.close();
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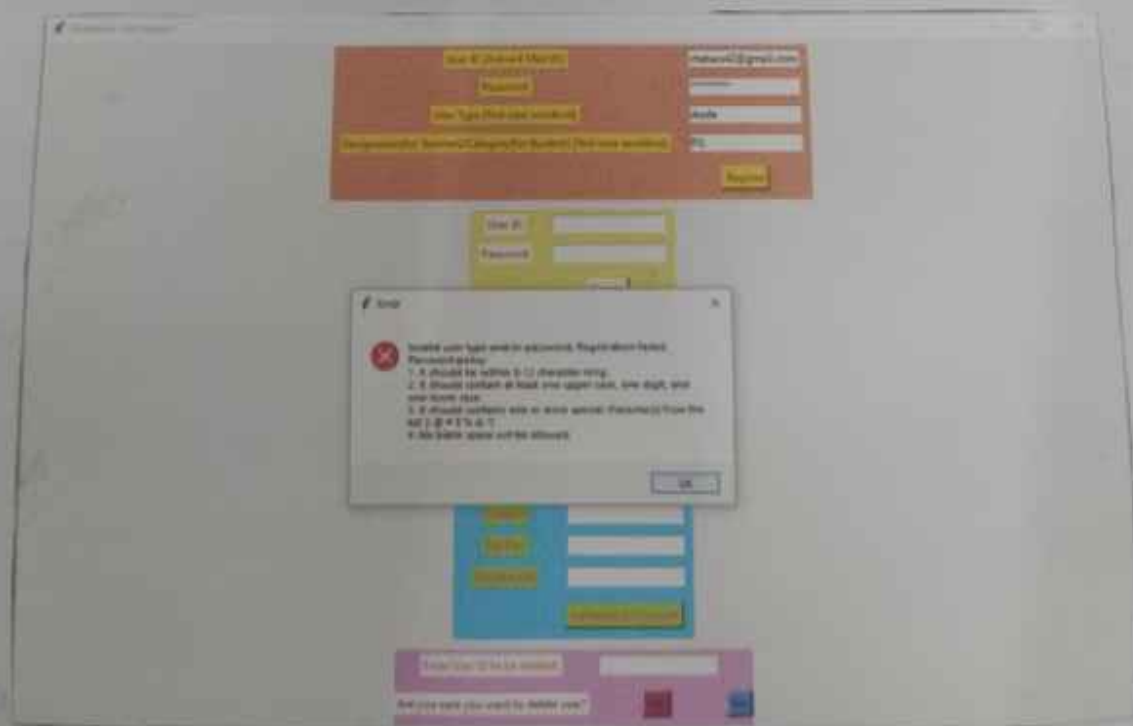
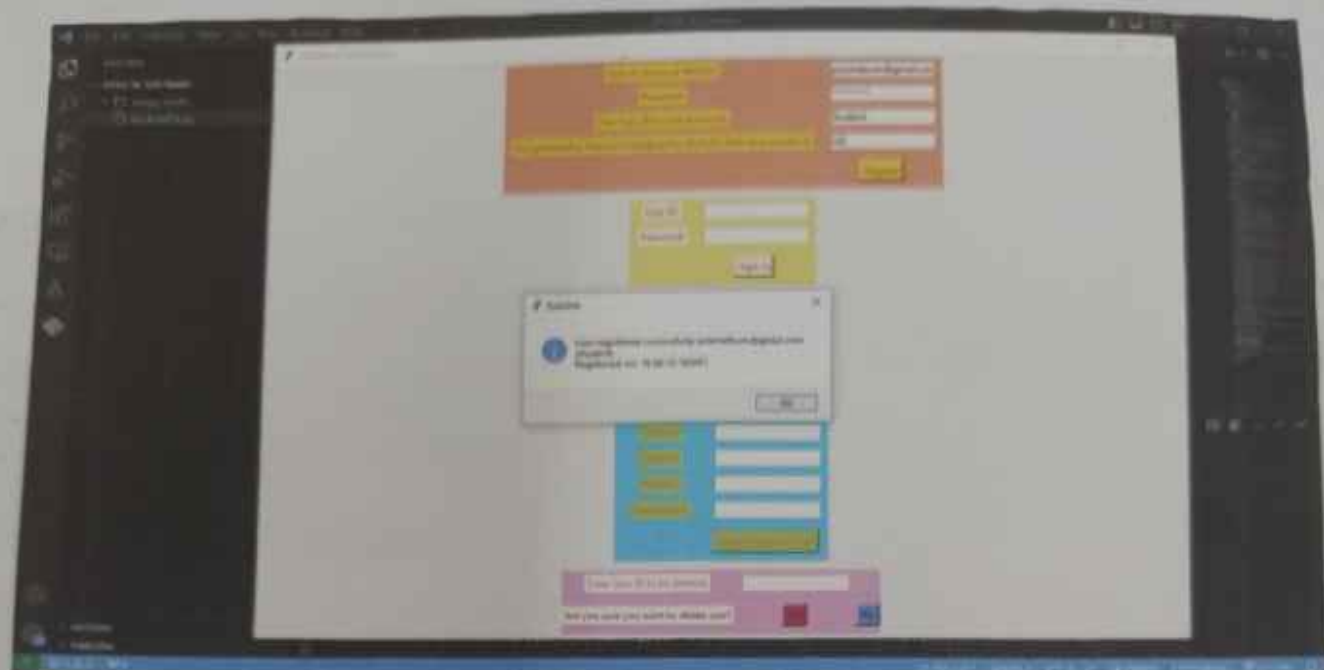

IMPLEMENTATION

An object-oriented programming approach has been used to develop the application of the backend. We define a class `AcademicUnit` which contains as individual "sub" classes the basic units and details of the academic unit as its data members and we define member functions to implement the relevant functionality that describes the behavior of the unit. The hierarchical structure of the academic unit is:



To implement this hierarchy, we define the following child classes of class `AcademicUnit`:

***Person**: It defines as a member method function `init` which sets and initializes the essential attributes associated with each person in the unit: it sets the user id, password, time of registration (these three are passed to



Academic Unit System



Register

Sign In

Update Profile

Delete User

Register User

User ID (Active E Mail ID):

pracheta.en@gmail.com

Password:

User Type [Not case sensitive]:

Student

Designation(for Teacher)/Category(for Student) [Not case sensitive]:

UG

Register

Success



**User registered successfully:
pracheta.en@gmail.com
(student)
Registered on: 19:38:06.096687**

OK

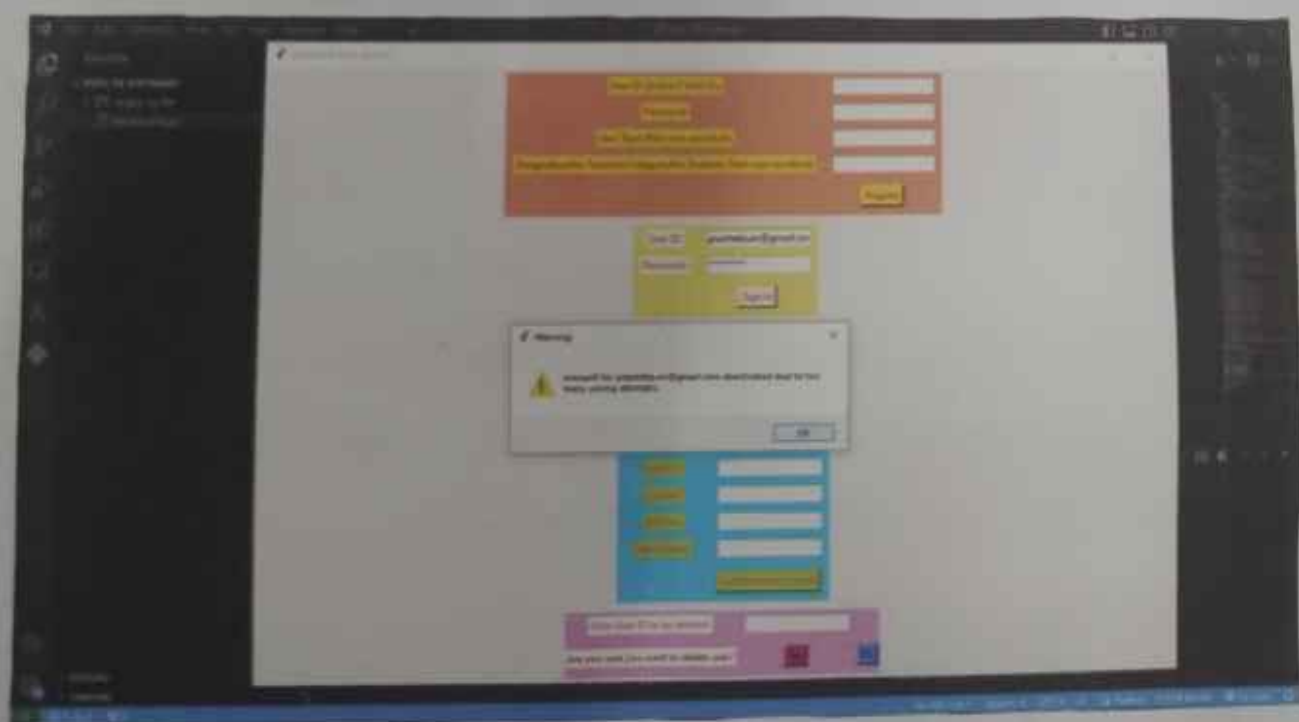
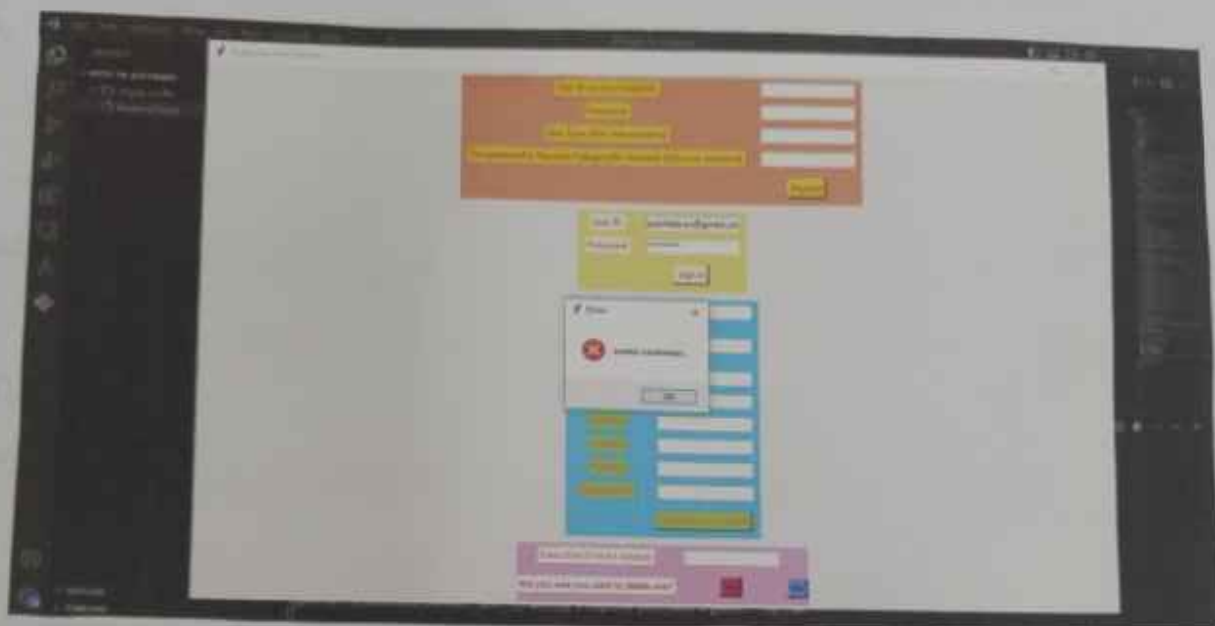
the function) and initialize the number of attempts to sign in to 0, and the user to be in an active state.

• **Teacher:** Makes use of Person as its sibling class to inherit the function `--init--` defined in class Person, which creates and initializes all the basic attributes of the teacher and also sets the designation of the user as entered by the user.

• **Student:** Makes use of Person as its sibling class to inherit and invoke the function `--init--`, and initializes the basic attributes of a student and sets the category of a student as either a UG or a PG student.

• **Profile:** It too uses `super()` to inherit features of `--init--` function which is defined in sibling class Person. It is used to store the profile fields of a person: the name, the date of birth, address, email id, (which happens to be the user id and therefore needs not be entered explicitly) contact number, roll number and the department.

Within the class `AcademicInit`, member functions have been defined to implement the register, sign-in, update profile and delete user features of the GWT.



Update Profile



Enter User ID:

pracheta.en@gmail.com

Enter Password:

Name:

Pracheta Saha

Date of Birth:

16-01-2005

Address:

IIT Kharagpur

Contact:

9163676995

Roll No.:

22CS30042

Department:

CS

Authenticate Yourself

Success



**Details for
pracheta.en@gmail.com
updated successfully!**

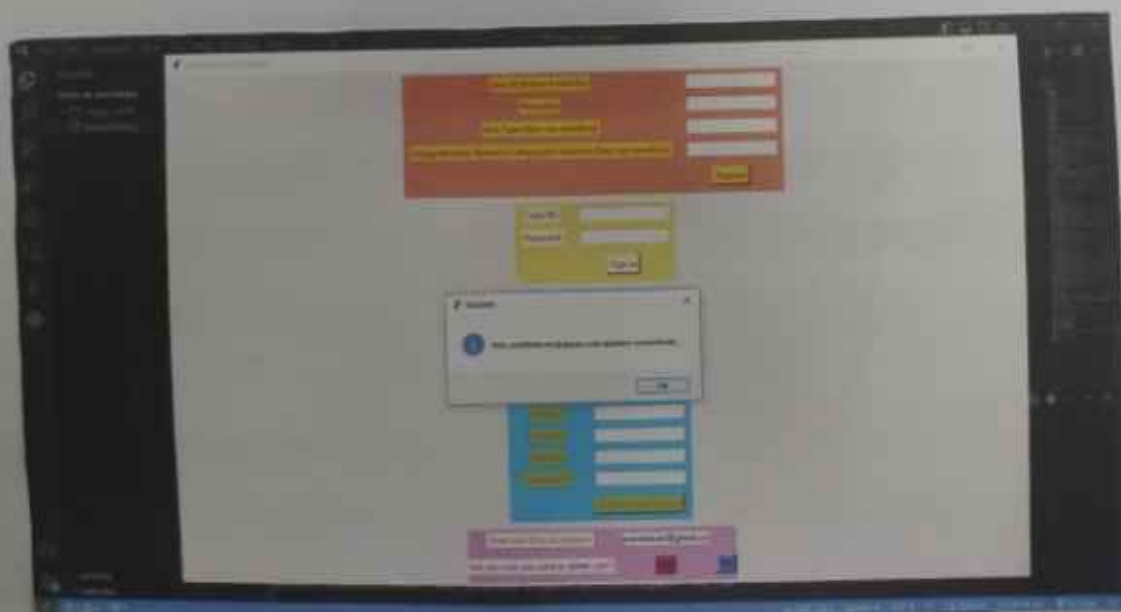
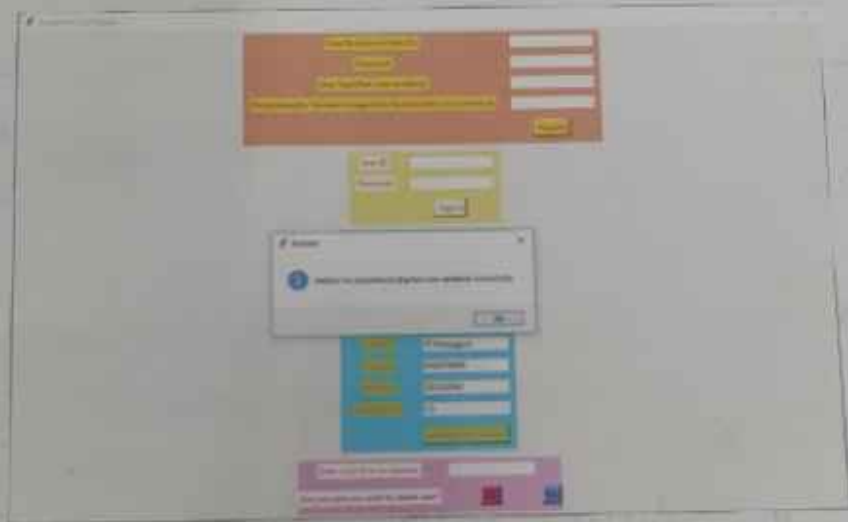
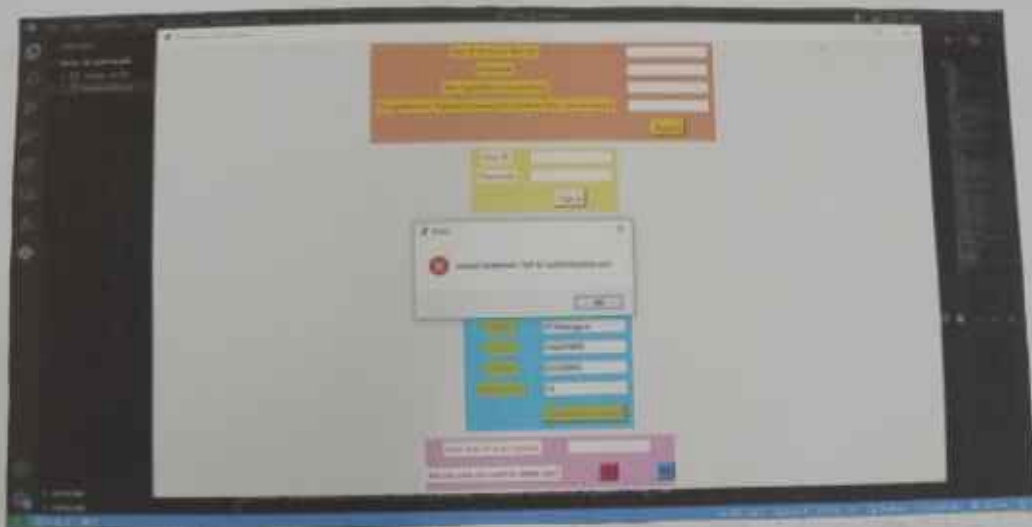
OK

__init__: Member function that takes in object self and as an instance of the class and initializes, corresponding to self, two lists, users[] and profiles[].

is_valid_password: It checks whether the password entered at the time of registration is valid or not.

register_user: It registers a user after checking whether the entered details are valid. It checks whether the password is valid by invoking method is_valid_password and also verifies whether the user type entered is valid. If any of the conditions are not met, it flashes an error message mentioning the password policy and asking the user to register again. Else it successfully registers the user and displays a success message and appends to the list of registered users and profiles.

sign_in: It enters to a user's request of sign in after verifying entered credentials. If the user id or password is not valid, it displays an error message. If it has been found that a particular user id has 3 consecutive sign in attempts that have failed, the account is deactivated. Else, the user is signed in and the attempt counter is set to 0.



update_profile: It lets only an authenticated user update the profile for a particular user id. It first verifies the user id and password entered and if the credentials do not match, the user is denied permission to modify profile. else the profile details entered are updated into the list of profiles.

delete_user: It is used to remove a user from the list of users and profiles provided that the given user id exists.

nil: It is a function used to display a message box when a deletion action is requested for cancellation by a user.

Next, we define the class AcademicUnitGUI which defines the GUI functions for the application. The main window of the interface is titled "Academic Unit System" and object self calls the constructor AcademicUnit through self.academic_unit. Four different frames are defined for user registration, sign in, profile update and user delete. Each frame has a set of labels into which the user enters data and buttons which on clicking, triggers the functions specified under command. These functions in turn call the main function defined in the backend class AcademicUnit.

Delete User

Enter User ID to be deleted:

pracheta.en@gmail.com

Are you sure you want to delete user?

Yes

Success



**User pracheta.en@gmail.com
deleted successfully.**

OK