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Information Technology Department



FINAL PROJECT REPORT
ADVANCED COMPUTER PROGRAMMING
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BARANGAY PROFILLING SYSTEM

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Introduction

Overview

In modern technology of today's era it was enabled to monitor the large populations of every families over extended time periods in experimental settings. The purpose of technology should be reserved for the advancement of civilization. Technology should help us accomplish life 's tasks faster; with less error and greater accuracy. In most cases it serves its purpose.

To be able to adapt the new environment of technology of this era the proponents came up with the idea of creating a system called "Barangay Profiling System" were applicable in every Barangays it was a centralized management of citizen information. Barangay Profiling System can monitor the population of every individual in one barangay. The system can update the information of every individual. It can also add and delete the information if needed. Therefore, Barangay Profiling System was very important to be implemented.

Background and Motivation

Barangay official need to conduct a barangay profiling every year. Given that every Barangay Officials should put some efforts just to gathered all the information's in every house included in their Barangay. They need to gather the names, members of the family, age, gender, name, civil status and their work. This Barangay house profiling system gives a legit information's and less hassle work for the Barangay officials.



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To all people in Barangay officials and to all students we would like you to know Barangay house profiling is very important in the barangay because we easily distinguish how many individuals are included in a barangay. That's why proponents came up with idea the Barangay house profiling for the sake of our community.

Our ambition was making Barangay Profiling system a big help in every Barangay official, easily work, less time, and don't abuse a man power it can also secure the information of every individual.

Objectives

To help Barangay officials to easy way of conducting a survey about Barangay house profiling and our system will easily find the person you will need to know because it is use of technology even those the manual it is very hard to find, lock of information's and over time to find know it. Barangay Profiling System which helps the barangay to faster, better and more secure services through digitalization. That's why we build a system that will help our barangay officials and people in our community.

Methodology

Through the use of the technologies in 21st century the impossible things can make possible through the use of technology. Many ways of technology can help our problem, like this by creating a system about barangay house profiling system will help to barangay officials to easy way of knowing and find it. By typing information in to the



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computer, laptops and the last save it your work. Before they need conduct the information manually, but now in just one click they make it possible.

Algorithm

Step 1: Start

Step 2: User need to login

Step 3: User ask for email and password

Step 4: If the email and password is incorrect shows "login failed!" and if ok then shows the "login successfully!"

Step 5: Display the Zone1, Zone2 and Zone3

Step 6: The zone has Update, Add and Delete.

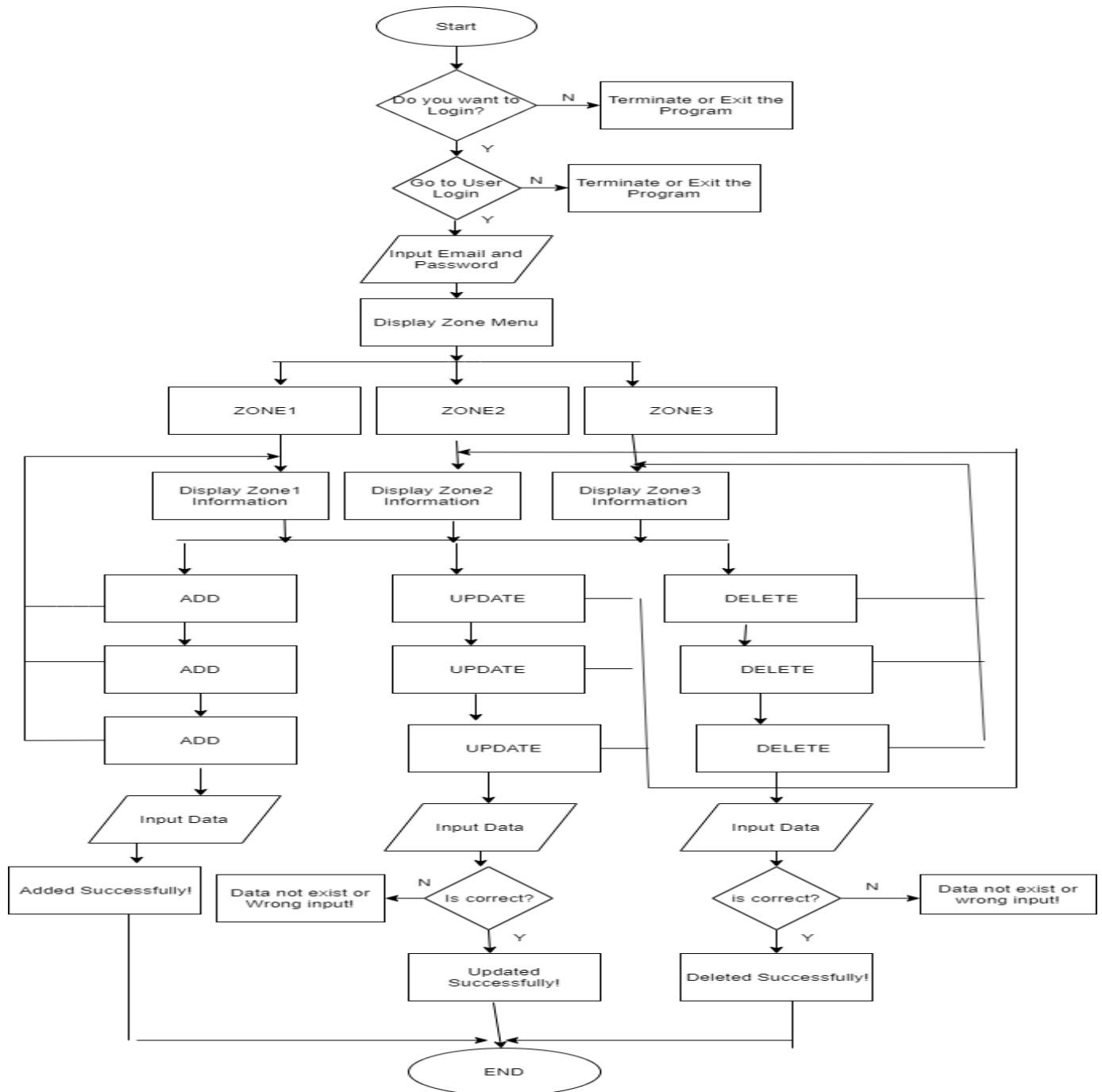
Step 7: Input data

Step 8: If the input data is incorrect it shows" Data no exist or wrong input!" if it's ok the it shows "Successfully Updated!", "Successfully Added" and "Successfully Deleted!"

Step 9: End



Flowchart





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Tools Descriptions

Interface:

Hardware

Server – used by the Brgy Secretary to access the program, should used have 3gb of RAM, 2gb of storage space to store the data

Features:

Log in – where the admin can access the program

Add – enables the admin to add some new data

Update – enables the admin to update the information of an individual

Delete – enables the admin to delete the information if needed

Log Out – enables the admin to terminate the program

Specification



1. Log in Form

- a. The Yes and No Button



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A screenshot of a "USER LOGIN" window. It features a large, colorful, stylized user icon at the top. Below the icon are two input fields: "Username" with the text "Secretary" and "Password" with masked characters "*****". A blue "Login" button is at the bottom.

2. User Login Form

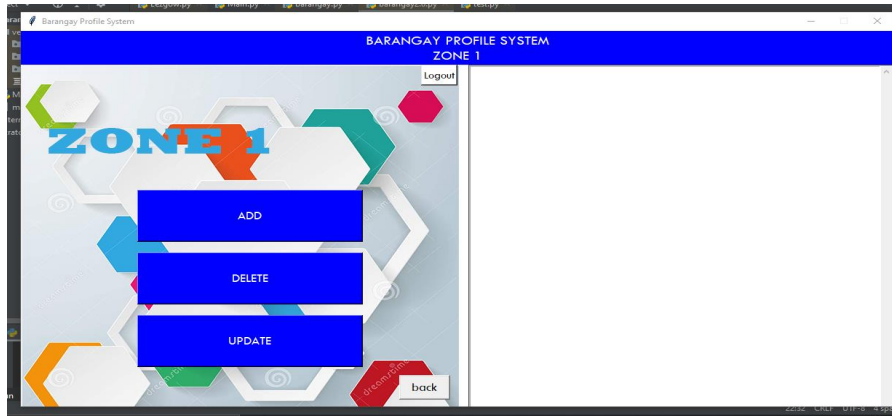
a. Where admin put the username and password

i. Login

A screenshot of a "Barangay Profile System" window. It displays a map with three red location pins. Below the map are three blue buttons labeled "Zone1", "Zone2", and "Zone3".

3. Zone Menu

a. List of Zone1, Zone2, Zone3



4. Displaying Information

a. Zone1

- I. Add
- II. Update
- III. Delete



5.Add Form

- a. Household No.
- b. Full Name
- c. Street Name
- d. Zone
- e. Sex
- f. Citizenship
- g. Civil Status
- h. Occupation
- I, Age
- j. Relationship to household
- i. Added Successfully

The screenshot displays the 'BARANGAY PROFILE SYSTEM' interface for 'ZONE 1'. The main content area contains a form with the following fields:

- House No: 101
- Full Name: Jeric Jimenez
- Street: St. Paul Street
- Zone: 1
- Sex: Male
- Citizenship: Filipino
- Civil Status: Single
- Occupation: Student
- Age: 20
- Relationship to Household Head: None

The sidebar on the left features a 'Logout' button at the top and three large blue buttons labeled 'ADD', 'DELETE', and 'UPDATE' in the center. A 'back' button is located at the bottom right of the sidebar.



6.List of Information

a. Displaying the information added

7.Update Form

- a. Household No.
- b. Full Name
- c. Street Name
- d. Zone
- e. Sex
- f. Citizenship
- g. Civil Status
- h. Occupation
- i. Age



- j. Relationship to household
- i. Updated Successfully

Barangay Profile System

BARANGAY PROFILE SYSTEM
ZONE 1

Logout

House No: 101
Full Name: Jeric Jimenez
Street: St. James Street
Zone: 1
Sex: Male
Citizenship: Filipino
Civil Status: Single
Occupation: Student
Age: 23
Relationship to Household Head: None

ADD
DELETE
UPDATE

back

8.List of Information

- a. Displaying the updated information

Barangay Profile System

DELETE

House no 101

Fullname Jeric Jimenez

BACK DELETE

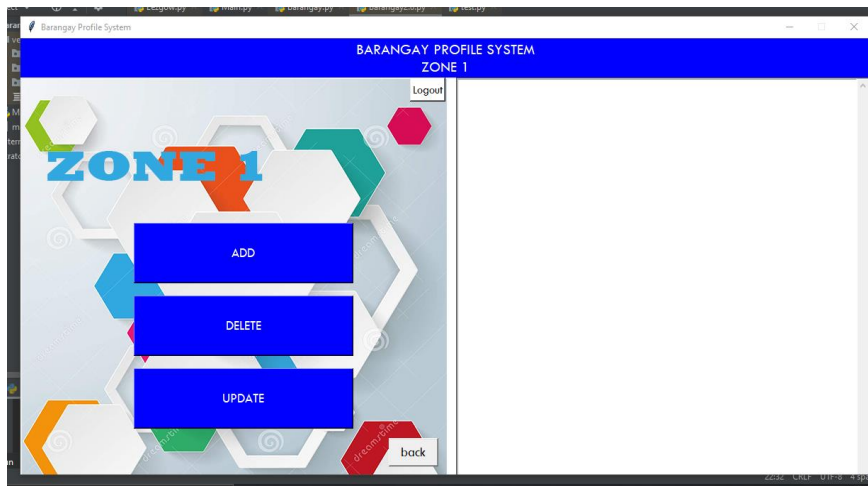
9.Delete Form

- a. Household No.



b. Full Name

i. Deleted Successfully



10.List of Information

a. Displaying the deleted information

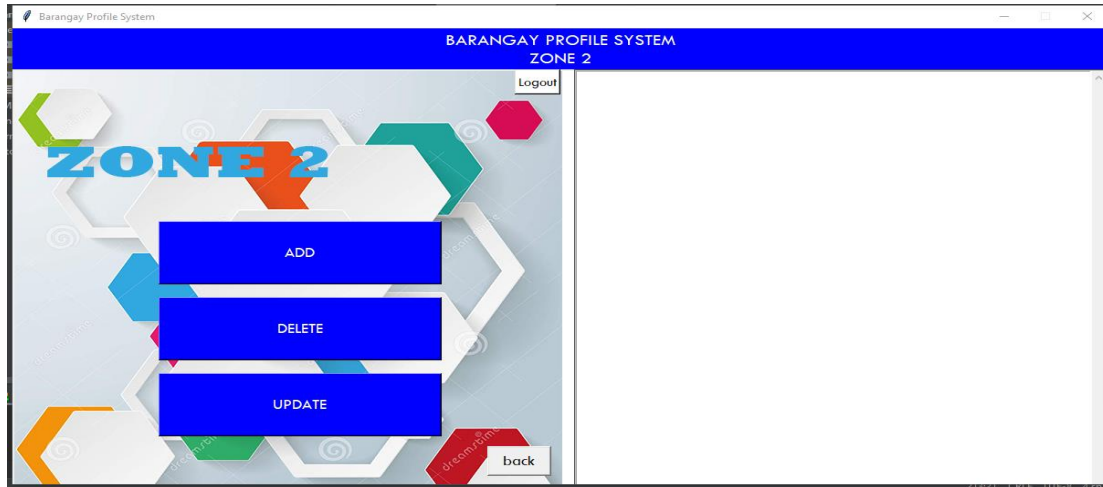


11.Zone Menu

a. List of Zone1, Zone2, Zone3



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12.Displaying Information

a. Zone2

- i. Add
- ii. Update
- iii. Delete



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A screenshot of a web application titled "Barangay Profile System" with a sub-header "ADD". The form contains the following fields: "House no" (102), "Fullname" (Lizette Keith A. Cepillo), "Streetname" (St. James), "Zone" (5), "Sex", "Citizenship", "Civil_status", "Occupation" (Student), "Age" (20), and "Relationship" (None). A modal dialog box titled "Successful" with an information icon and the text "Successfully Added" is overlaid on the form, with an "OK" button at the bottom. The form has "BACK" and "ADD" buttons at the bottom.

13. Add Form

- a. Household No.
- b. Full Name
- c. Street Name
- d. Zone
- e. Sex
- f. Citizenship
- g. Civil Status
- h. Occupation
- i. Age
- j. Relationship to household
 - i. Added Successfully



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14.List of Information

a. Displaying the information added

15.Update Form

- a. Household No.
- b. Full Name
- c. Street Name



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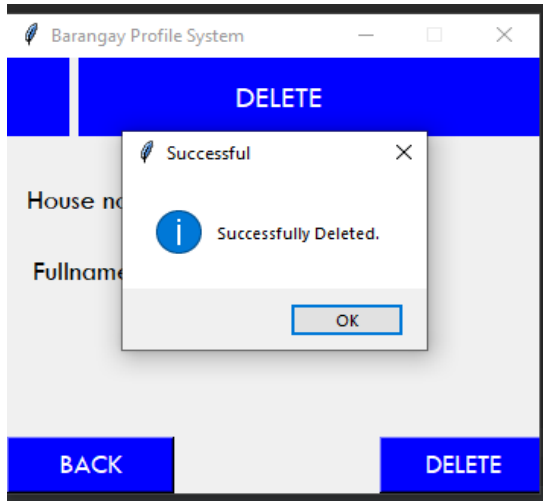
- d. Zone
- e. Sex
- f. Citizenship
- g. Civil Status
- h. Occupation
- i. Age
- j. Relationship to household
- i. Updated Successfully

The screenshot shows a web application titled "BARANGAY PROFILE SYSTEM" with a sub-header "ZONE 2". On the left, there is a sidebar with a "Logout" button and three large blue buttons labeled "ADD", "DELETE", and "UPDATE". Below these is a "back" button. The main content area displays the profile of a user with the following details:

House No:	102
Full Name:	Lizette Keith A. Cepillo
Street:	St. Paul
Zone:	2
Sex:	Female
Citizenship:	Filipino
Civil Status:	Single
Occupation:	Student
Age:	24
Relationship to Household Head:	None

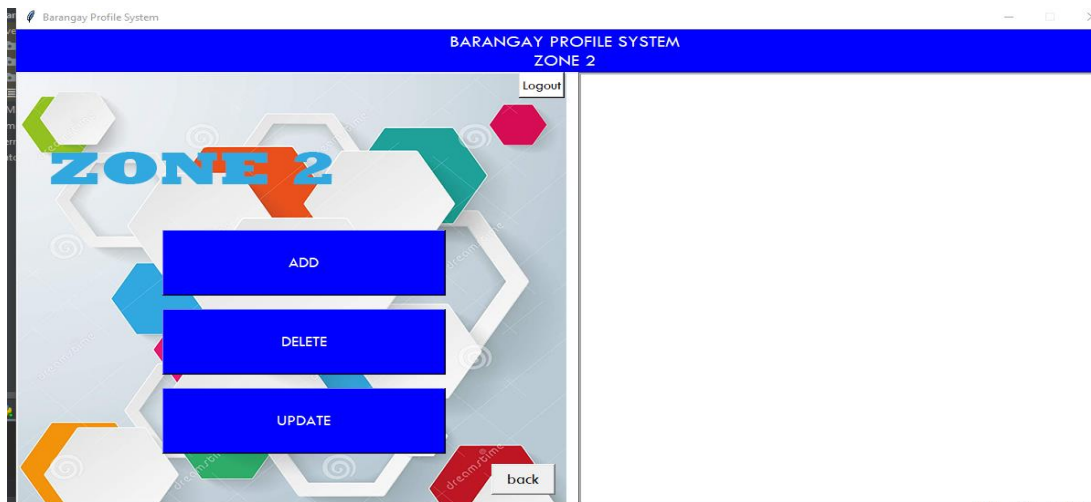
16.List of Information

- a. Displaying the updated information



17.Delete Form

- a. Household No.
- b. Full Name



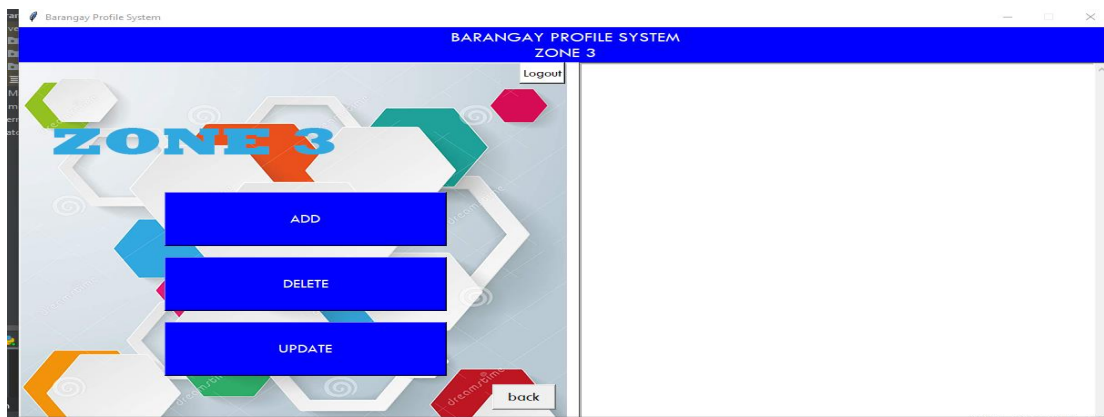
18.List of Information

- a. Displaying the deleted information



19.Zone Menu

- a. List of Zone1, Zone2, Zone3



20.Displaying Information

a. Zone3

- i. Add
- ii. Update
- iii. Delete



21.Add Form

- a. Household No.
- b. Full Name
- c. Street Name
- d. Zone
- e. Sex
- f. Citizenship
- g. Civil Status
- h. Occupation
- i. Age
- j. Relationship to household
- i. Added Successfully



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Barangay Profile System

BARANGAY PROFILE SYSTEM
ZONE 3

Logout

House No: 103
Full Name: Krisheidel Magboo
Street: St. Peter
Zone: 3
Sex: Female
Citizenship: Filipino
Civil Status: Single
Occupation: Student
Age: 20
Relationship to Household Head: None

back

22.List of Information

a. Displaying the information added

Barangay Profile System

UPDATE

House no: 103
Fullname: Krisheidel Magboo
Streetname: St. Paul
Zone: 3
Sex:
Citizenship:
Civil_status:
Occupation: Student
Age: 24
Relationship: None

BACK UPDATE

Successful
Successfully Updated.
OK

23.Update Form

- a. Household No.
- b. Full Name



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- c. Street Name
- d. Zone
- e. Sex
- f. Citizenship
- g. Civil Status
- h. Occupation
- i. Age
- j. Relationship to household
- i. Updated Successfully

The screenshot shows a web application titled "Barangay Profile System" with a blue header bar. The main content area is divided into two sections. On the left, there is a large graphic with the text "ZONE 3" and three blue buttons labeled "ADD", "DELETE", and "UPDATE". On the right, there is a form displaying the profile of a resident. The form includes a "Logout" button at the top right and a "back" button at the bottom right. The profile information is as follows:

House No:	103
Full Name:	Krisheidel Magboo
Street:	St. Paul
Zone:	3
Sex:	Female
Citizenship:	Filipino
Civil Status:	Single
Occupation:	Student
Age:	24
Relationship to Household Head:	None

24.List of Information

- a. Displaying the updated information



25.Delete Form

- a. Household No.
- b. Full Name
- c. Deleted Successfully

26.List of Information

- a. Displaying the deleted information



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Analysis

It is a process of gathering all the information of every individual in a barangay. Barangay Profiling System is conducted for the purpose of helping every barangay to identify each citizen included in a barangay. It's a problem solving technique that needed in every barangay. It also ensures the security of every individual's data.

Synthesis

Recently barangay officials needed to conduct an information about each family member of the house to know how many people in our barangay and etc. Through the use of technology and manual profiling this two subject are the main course to accomplish our system about barangay house profiling system the combination of Technology and manual work of Barangay officials. To the use of technologies, the program of "Barangay Profiling System" is become expandable and long lasting.

FUTURE WORK

Recommendation

Our group we would recommend our Barangay profiling system to use in any barangay that will need our system Because our system will help us especially our barangay officials. A few years I see some barangay official need to conduct information's in each has, for me this work is very hard because you will need to write all information after that you will need to the other house to do it again, that's why we come up to this



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topic and to recommend it for the best way of barangay profiling is easy and smart full work for the barangay officials.

APPENDIX A: Source Code

```
'''
Created ssssson 5 Dec 2019
@author: Jeric Jimenez
'''

from tkinter import *
from tkinter import messagebox as ms
import sqlite3
with sqlite3.connect('brgy.db') as conn:
    c = conn.cursor()
c.execute('CREATE TABLE IF NOT EXISTS Info (HOUSEHOLD_NO TEXT NOT NULL,
FULLNAME TEXT NOT NULL,STREETNAME TEXT NOT NULL, ZONE TEXT NOT
NULL, SEX TEXT NOT NULL,CITIZENSHIP TEXT NOT NULL,CIVIL_STATUS TEXT
NOT NULL,OCCUPATION TEXT NOT NULL, AGE TEXT NOT NULL, RELATIONSHIP
TEXT NOT NULL) ;')
conn.commit()
conn.close()
class windowclass():
    frame: Frame
    bg_image: PhotoImage
    x: Label
    def __init__(self, master):
        master.title('Barangay Profile System')
        self.master = master
        self.frame = Frame(self.master, height=455, width=450)
        self.bg_image = PhotoImage(file="menu.png")
        self.x = Label(self.frame, image=self.bg_image).place(y=0)
        Label(self.frame, text="Do You Want to Login?", fg="white", bg="blue", width="42",
height="2",
font=("Tw Cen MT", 16)).place(x=0,y=5)
        Label(self.frame, text="")

        Button(self.frame, text="Yes", height="1", width="5", fg="white", bg="blue",
font=("Tw Cen MT", 14), command=self.button_yes).place(x=90, y=210)
        Button(self.frame, text="No", height="1", width="5", fg="white", bg="blue",
```



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```
font=("Tw Cen MT", 14), command=self.button_no).place(x=300, y=210)
self.frame.pack()
width = 450
height = 250
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_yes(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = login(toplevel)
def button_no(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    exit()
class login():
    frame: Frame
    bg_image: PhotoImage
    x: Label
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master, height=455, width=450)
        self.bg_image = PhotoImage(file="LOG2.png")
        self.x = Label(self.frame, image=self.bg_image).place(y=0)
        master.title('USER LOGIN')
        self.Username = StringVar()
        self.Password = StringVar()
        self.c = StringVar()
        Label(self.frame, text="")
        Label(self.frame, text=" Username ", fg="black", font=("Tw Cen MT",
14)).place(x=123, y=140)
        Label(self.frame, text="")
        Label(self.frame, text=" Password ", fg="black", font=("Tw Cen MT",
14)).place(x=123, y=180)
        Entry(self.frame, textvariable=self.Username, bg="gray").place(x=110, y=162)
        Label(self.frame, text="")
```



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```
Entry(self.frame, textvariable=self.Password, show="*",bg="gray").place(x=110,
y=210)
Label(self.frame, text="")
Button(self.frame, text="Login", height="1", width="34", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_login_in).place(x=0, y=261)
Button(master, text="X", height="1", width="3", fg="red", bg="grey",
        font=("Tw Cen MT", 12), command=self.button_exit).place(x=315)
self.frame.pack()
width = 350
height = 300
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_login_in(self):
    if self.c != 0:
        if self.Username.get() == "Secretary" and self.Password.get() == "Admin":
            self.command()
        else:
            ms.showerror("Error", "Login Failed")
def command(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone(toplevel)
def button_exit(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    exit()
def close_windows(self):
    self.master.destroy()
class zone():
    bg_image: PhotoImage
    x: Label
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master, height=455, width=450)
        self.bg_image = PhotoImage(file="tunay.png")
```



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```
self.x = Label(self.frame, image=self.bg_image).place(y=0)
Button(self.frame, text="Zone1", height="1", width="35",bg="blue", fg="white",
        font=("Tw Cen MT", 14),command=self.button_zone1).place(x=0, y=180)
Button(self.frame, text="Zone2", height="1", width="35",bg="blue", fg="white",
        font=("Tw Cen MT", 14), command=self.button_zone2).place(x=0, y=220)
Button(self.frame, text="Zone3", height="1", width="35",bg="blue", fg="white",
        font=("Tw Cen MT", 14), command=self.button_zone3).place(x=0, y=260)
Label(self.frame, text="")
self.frame.pack()
width = 350
height = 300
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
"""def dis(self):
    self.frame = Frame(self.command1(), background="#2e3b4e", width=500,
height=220)
    self.print_HouseN = ""
    self.print_Name = ""
    conn = sqlite3.connect("brgy.db")
    c = conn.cursor()
    find_zone1 = "SELECT *, oid FROM Info WHERE ZONE=?"
    c.execute(find_zone1, [('1')])
    data = c.fetchall()
    print(data)
    for record in data:
        self.print_HouseN += str(record[1]) + "\n\n"
        self.print_Name += str(record[0]) + "\n\n"
    self.query_label = Label(self.frame, bg="#2e3b4e", fg="white",
text=self.print_HouseN,
                            font=("Tw Cen MT", 12)).place(y=20, x=30)
    self.query_label = Label(self.frame, bg="#2e3b4e", fg="white",
text=self.print_Name,
                            font=("Tw Cen MT", 12)).place(y=20, x=230)
    conn.commit()
    self.frame.place(y=80, x=200)"""
def button_zone1(self):
    self.master.withdraw()
```



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```
toplevel = Toplevel(self.master)
toplevel.geometry("350x350")
app = zone1(toplevel)
def button_zone2(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone2(toplevel)
def button_zone3(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone3(toplevel)
class zone1():
    bg_image: PhotoImage
    x: Label
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master, height=455, width=450)
        self.bg_image = PhotoImage(file="una.png")
        self.x = Label(self.frame, image=self.bg_image).place(y=0)
        Label(self.master, text="BARANGAY PROFILE SYSTEM\nZONE 1", fg="white",
bg="blue", width="300", height="2",
font=("Tw Cen MT", 16)).pack()
        width = 1200
        height = 600
        screen_width = self.master.winfo_screenwidth()
        screen_height = self.master.winfo_screenheight()
        x = (screen_width / 2) - (width / 2)
        y = (screen_height / 2) - (height / 2)
        self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
        self.master.resizable(0, 0)
        """def disp_all(self):"""
        self.master = master
        self.frame = Frame(self.master, background="grey", width=1200, height=600)
        print_Name = ""
        conn = sqlite3.connect("brgy.db")
        c = conn.cursor()
        find_zone1 = "SELECT *, oid FROM Info WHERE ZONE=?"
        c.execute(find_zone1, [('1'])
        data = c.fetchall()
```



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```
print(data)
for record in data:
    print_Name += '\n\nHouse No: '+str(record[0])+"\nFull Name: "+str(record[1])+
"\nStreet: "+str(record[2])+"\nZone: " \
    +str(record[3])+"\nSex: "+str(record[4]) + "\nCitizenship: "+str(record[5])
+ "\nCivil Status: "+ \
    str(record[6]) + "\nOccupation: "+str(record[7]) + "\nAge:
"+str(record[8]) + "\nRelationship to Household Head: "+str(record[9]) + "\n\n"
    conn.commit()
    self.frame = Frame(self.master, height=600, width=1200)
    self.bg_image = PhotoImage(file="una.png")
    self.x = Label(self.frame, image=self.bg_image).place(y=0)
    self.frm1 = LabelFrame(self.frame, bg='gray')
    self.fname = Text(self.frm1, font=('Calibri', 15), height=25, width=56)
    self.fname.pack(side=LEFT, fill=Y)
    self.fname.insert(INSERT, print_Name)
    self.fname.config(state='disable')
    self.sb = Scrollbar(self.frm1)
    self.sb.pack(side=RIGHT, fill=Y)
    self.sb.config(command=self.fname.yview)
    self.fname.config(yscrollcommand=self.sb.set)
    self.frm1.place(x=615, y=0)
    Button(self.master, text="back", height="1", width="6", fg="black",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=520, y=550)
    Button(self.frame, text="UPDATE", height="3", width="30", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_Update).place(x=160, y=400)
    Button(self.frame, text="ADD", height="3", width="30", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_Add).place(x=160, y=200)
    Button(self.frame, text="DELETE", height="3", width="30", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_Delete).place(x=160, y=300)
    Button(self.frame, text="Logout", height="1", width="5", fg="black", bg="white",
        font=("Tw Cen MT", 12), command=self.button_logout).place(x=550, y=0)
    self.frame.pack()
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone(toplevel)
def button_Update(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
```




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```
toplevel.geometry("350x350")
app = update(toplevel)
def button_Add(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = add(toplevel)
def button_Delete(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = delete(toplevel)
def button_logout(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app= windowclass(toplevel)
class zone2():
    bg_image: PhotoImage
    x: Label
    def __init__(self, master):
        self.master = master
        self.lbl = Label(master, text="BARANGAY PROFILE SYSTEM\nZONE 2",
fg="white", bg="blue", width="300", height="2",
font=("Tw Cen MT", 16)).pack()
        width = 1200
        height = 600
        screen_width = self.master.winfo_screenwidth()
        screen_height = self.master.winfo_screenheight()
        x = (screen_width / 2) - (width / 2)
        y = (screen_height / 2) - (height / 2)
        self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
        self.master.resizable(0, 0)
        """def disp_all(self):"""
        self.master = master
        self.frame = Frame(self.master, background="grey", width=1200, height=600)
        print_HouseN = ""
        print_Name = ""
        self.print_Streetname = ""
        self.print_Zone = ""
        self.print_Sex = ""
```



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```
self.print_Citizenship = ""
self.print_Civil_status = ""
self.print_Occupation = ""
self.print_Age = ""
self.print_Relationship = ""
conn = sqlite3.connect("brgy.db")
c = conn.cursor()
find_zone1 = "SELECT *, oid FROM Info WHERE ZONE=?"
c.execute(find_zone1, [('2')])
data = c.fetchall()
print(data)
for record in data:
    print_Name += '\n\nHouse No: ' + str(record[0]) + '\nFull Name: ' + str(record[1]) +
"\nStreet: " + str(
    record[2]) + '\nZone: " \
        + str(record[3]) + '\nSex: " + str(record[4]) + '\nCitizenship: " + str(
    record[5]) + '\nCivil Status: " + \
        str(record[6]) + '\nOccupation: " + str(record[7]) + '\nAge: " + str(
    record[8]) + '\nRelationship to Household Head: " + str(record[9]) + "\n\n"
conn.commit()
self.frame = Frame(self.master, height=600, width=1200)
self.bg_image = PhotoImage(file="dalwa.png")
self.x = Label(self.frame, image=self.bg_image).place(y=0)
self.frm1 = LabelFrame(self.frame, bg='gray')
self.fname = Text(self.frm1, font=('Calibri', 15), height=25, width=56)
self.fname.pack(side=LEFT, fill=Y)
self.fname.insert(INSERT, print_Name)
self.fname.config(state='disable')
self.sb = Scrollbar(self.frm1)
self.sb.pack(side=RIGHT, fill=Y)
self.sb.config(command=self.fname.yview)
self.fname.config(yscrollcommand=self.sb.set)
self.frm1.place(x=615, y=0)
Button(self.master, text="back", height="1", width="6", fg="black",
    font=("Tw Cen MT", 14), command=self.button_back).place(x=520, y=550)
Button(self.frame, text="UPDATE", height="3", width="30", fg="white", bg="blue",
    font=("Tw Cen MT", 14), command=self.button_update).place(x=160, y=400)
Button(self.frame, text="ADD", height="3", width="30", fg="white", bg="blue",
    font=("Tw Cen MT", 14), command=self.button_add).place(x=160, y=200)
Button(self.frame, text="DELETE", height="3", width="30", fg="white", bg="blue",
    font=("Tw Cen MT", 14), command=self.button_delete).place(x=160, y=300)
```




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```
Button(self.frame, text="Logout", height="1", width="5", fg="black", bg="white",
       font=("Tw Cen MT", 12), command=self.button_logout).place(x=550, y=0)
self.frame.pack()
self.frame.pack()
self.frame.pack()
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone(toplevel)
def button_update(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = update1(toplevel)

def button_add(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = add1(toplevel)
def button_delete(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = delete1(toplevel)
def button_logout(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = windowclass(toplevel)
class zone3():
    bg_image: PhotoImage
    x: Label
    def __init__(self, master):
        self.master = master
        self.lbl = Label(master, text="BARANGAY PROFILE SYSTEM\nZONE 3",
fg="white", bg="blue", width="300", height="2",
                        font=("Tw Cen MT", 16)).pack()
        width = 1200
        height = 600
```



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```
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
"""def disp_all(self):"""
self.master = master
self.frame = Frame(self.master, background="grey", width=1200, height=600)
print_HouseN = ""
print_Name = ""
self.print_Streetname = ""
self.print_Zone = ""
self.print_Sex = ""
self.print_Citizenship = ""
self.print_Civil_status = ""
self.print_Occupation = ""
self.print_Age = ""
self.print_Relationship = ""
conn = sqlite3.connect("brgy.db")
c = conn.cursor()
find_zone1 = "SELECT *, oid FROM Info WHERE ZONE=?"
c.execute(find_zone1, [('3')])
data = c.fetchall()
print(data)
for record in data:
    print_Name += "\n\nHouse No: "+str(record[0])+"\nFull Name: "+str(record[1]) +
"\nStreet: " + str(
        record[2]) + "\nZone: " \
        + str(record[3]) + "\nSex: " + str(record[4]) + "\nCitizenship: " + str(
        record[5]) + "\nCivil Status: " + \
        str(record[6]) + "\nOccupation: " + str(record[7]) + "\nAge: " + str(
        record[8]) + "\nRelationship to Household Head: " + str(record[9]) + "\n\n"
    conn.commit()
    self.frame = Frame(self.master, height=600, width=1200)
    self.bg_image = PhotoImage(file="tatlo.png")
    self.x = Label(self.frame, image=self.bg_image).place(y=0)
    self.frm1 = LabelFrame(self.frame, bg='gray')
    self.fname = Text(self.frm1, font=('Calibri', 15), height=25, width=56)
    self.fname.pack(side=LEFT, fill=Y)
    self.fname.insert(INSERT, print_Name)
```



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```
self.fname.config(state='disable')
self.sb = Scrollbar(self.frm1)
self.sb.pack(side=RIGHT, fill=Y)
self.sb.config(command=self.fname.yview)
self.fname.config(yscrollcommand=self.sb.set)
self.frm1.place(x=615, y=0)
Button(self.master, text="back", height="1", width="6", fg="black",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=520, y=550)
Button(self.frame, text="UPDATE", height="3", width="30", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_update).place(x=160, y=400)
Button(self.frame, text="ADD", height="3", width="30", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_add).place(x=160, y=200)
Button(self.frame, text="DELETE", height="3", width="30", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_delete).place(x=160, y=300)
Button(self.frame, text="Logout", height="1", width="5", fg="black", bg="white",
        font=("Tw Cen MT", 12), command=self.button_logout).place(x=550, y=0)
self.frame.pack()
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone(toplevel)
def button_update(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = update2(toplevel)
def button_add(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = add2(toplevel)
def button_delete(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = delete2(toplevel)
def button_logout(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
```



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```
app = windowclass(toplevel)
class update():
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master)
        self.House_no = IntVar()
        self.Fullname = StringVar()
        self.Streetname = StringVar()
        self.Zone = StringVar()
        self.Sex = StringVar()
        self.Citizenship = StringVar()
        self.Civil_status = StringVar()
        self.Occupation = StringVar()
        self.Age = StringVar()
        self.Relationship = StringVar()
        self.lbl = Label(master, text="UPDATE", fg="white", bg="blue", width="36",
height="2",
font=("Tw Cen MT", 16)).place(x=0)
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text=" House no ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Fullname ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Streetname ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Zone ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Sex ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Citizenship ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Civil_status ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Occupation ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Age ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Relationship ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
```



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```
Entry(master, textvariable=self.House_no).grid(row=3, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Fullname).grid(row=5, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Streetname).grid(row=7, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Zone).grid(row=9, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Sex).grid(row=11, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Citizenship).grid(row=13, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Civil_status).grid(row=15, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Occupation).grid(row=17, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Age).grid(row=19, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Relationship).grid(row=21, column=1)
Button(master, text="UPDATE", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_update).place(x=290, y=611)
Button(master, text="BACK", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=0, y=611)
width = 400
height = 650
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_update(self):
    with sqlite3.connect('brgy.db') as conn:
        c = conn.cursor()
        combine = ('SELECT * FROM Info WHERE HOUSEHOLD_NO=? and
FULLNAME=?')
        c.execute(combine, [(self.House_no.get()),(self.Fullname.get())])
        if c.fetchall():
            #update = ('UPDATE Info SET FULLNAME=? WHERE HOUSEHOLD_NO = ?')
            #c.execute(update, [self.House_no.get(),self.Fullname.get()])
            self.print_Name = "
```



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```
c.execute("UPDATE Info SET STREETNAME = ?, ZONE=? , SEX=?,  
CITIZENSHIP=?, CIVIL_STATUS=?, OCCUPATION=?, AGE=?,  
RELATIONSHIP=? WHERE HOUSEHOLD_NO=? and FULLNAME=? ",  
  
((self.Streetname.get()),(self.Zone.get()),(self.Sex.get()),(self.Citizenship.get()),(self.Civil  
_status.get()),(self.Occupation.get()),(self.Age.get()),(self.Relationship.get()),(self.House  
_no.get()),(self.Fullname.get()))  
    conn.commit()  
    c.execute("SELECT * FROM Info ")  
    records = c.fetchall()  
    #check the database  
    for record in records:  
        self.print_Name += str(record) + "\n"  
    print(self.print_Name)  
    #end Checking  
    conn.close()  
    ms.showinfo('Successful', 'Successfully Updated.')  
    self.button_back()  
else:  
    ms.showerror('Failed', 'Data not Exist or Wrong Input.')  
def button_back(self):  
    self.master.withdraw()  
    toplevel = Toplevel(self.master)  
    toplevel.geometry("350x350")  
    app = zone1(toplevel)  
class update1():  
    def __init__(self, master):  
        self.master = master  
        self.frame = Frame(self.master)  
        self.House_no = IntVar()  
        self.Fullname = StringVar()  
        self.Streetname = StringVar()  
        self.Zone = StringVar()  
        self.Sex = StringVar()  
        self.Citizenship = StringVar()  
        self.Civil_status = StringVar()  
        self.Occupation = StringVar()  
        self.Age = StringVar()  
        self.Relationship = StringVar()  
        self.lbl = Label(master, text="UPDATE", fg="white", bg="blue", width="36",  
height="2",
```




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```
font=("Tw Cen MT", 16)).place(x=0)
Label(master, text="").grid()
Label(master, text="").grid()
Label(master, text="").grid()
Label(master, text=" House no ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Fullname ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Streetname ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Zone ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Sex ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Citizenship ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Civil_status ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Occupation ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Age ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Relationship ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Entry(master, textvariable=self.House_no).grid(row=3, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Fullname).grid(row=5, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Streetname).grid(row=7, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Zone).grid(row=9, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Sex).grid(row=11, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Citizenship).grid(row=13, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Civil_status).grid(row=15, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Occupation).grid(row=17, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Age).grid(row=19, column=1)
```



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```
Label(master, text="").grid()
Entry(master, textvariable=self.Relationship).grid(row=21, column=1)
Button(master, text="UPDATE", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_update).place(x=290, y=611)
Button(master, text="BACK", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=0, y=611)
width = 400
height = 650
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_update(self):
    with sqlite3.connect('brgy.db') as conn:
        c = conn.cursor()
        combine = ('SELECT * FROM Info WHERE HOUSEHOLD_NO=? and
FULLNAME=?')
        c.execute(combine, [(self.House_no.get()), (self.Fullname.get())])
        if c.fetchall():
            # update = ('UPDATE Info SET FULLNAME=? WHERE HOUSEHOLD_NO = ?')
            # c.execute(update, [self.House_no.get(), self.Fullname.get()])
            self.print_Name = "
            c.execute(
                "UPDATE Info SET STREETNAME = ?, ZONE=? , SEX=?, CITIZENSHIP =?,
CIVIL_STATUS =? , OCCUPATION =? , AGE =? , RELATIONSHIP=? WHERE
HOUSEHOLD_NO=? and FULLNAME =? ",
                ((self.Streetname.get()), (self.Zone.get()), (self.Sex.get()),
(self.Citizenship.get()),
                (self.Civil_status.get()), (self.Occupation.get()), (self.Age.get()),
(self.Relationship.get()),
                (self.House_no.get()), (self.Fullname.get()))))
            conn.commit()
            c.execute("SELECT * FROM Info ")
            records = c.fetchall()
            # check the database
            for record in records:
                self.print_Name += str(record) + "\n"
            print(self.print_Name)
            # end Checking
```




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```
conn.close()
ms.showinfo('Successful', 'Successfully Updated.')
self.button_back()
else:
    ms.showerror('Failed', 'Data not Exist or Wrong Input.')
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone2(toplevel)
class update2():
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master)
        self.House_no = IntVar()
        self.Fullname = StringVar()
        self.Streetname = StringVar()
        self.Zone = StringVar()
        self.Sex = StringVar()
        self.Citizenship = StringVar()
        self.Civil_status = StringVar()
        self.Occupation = StringVar()
        self.Age = StringVar()
        self.Relationship = StringVar()
        self.lbl = Label(master, text="UPDATE", fg="white", bg="blue", width="36",
height="2",
font=("Tw Cen MT", 16)).place(x=0)
Label(master, text="").grid()
Label(master, text="").grid()
Label(master, text="").grid()
Label(master, text=" House no ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Fullname ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Streetname ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Zone ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Sex ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Citizenship ", fg="black", font=("Tw Cen MT", 14)).grid()
```



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```
Label(master, text="").grid()
Label(master, text=" Civil_status ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Occupation ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Age ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Relationship ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Entry(master, textvariable=self.House_no).grid(row=3, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Fullname).grid(row=5, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Streetname).grid(row=7, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Zone).grid(row=9, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Sex).grid(row=11, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Citizenship).grid(row=13, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Civil_status).grid(row=15, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Occupation).grid(row=17, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Age).grid(row=19, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Relationship).grid(row=21, column=1)
Button(master, text="UPDATE", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_update).place(x=290, y=611)
Button(master, text="BACK", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=0, y=611)
width = 400
height = 650
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_update(self):
```



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```
with sqlite3.connect('brgy.db') as conn:
    c = conn.cursor()
    combine = ('SELECT * FROM Info WHERE HOUSEHOLD_NO=? and
FULLNAME=?')
    c.execute(combine, [(self.House_no.get()),(self.Fullname.get())])
    if c.fetchall():
        #update = ('UPDATE Info SET FULLNAME=? WHERE HOUSEHOLD_NO = ?')
        #c.execute(update, [self.House_no.get(),self.Fullname.get()])
        self.print_Name = "
        c.execute("UPDATE Info SET STREETNAME = ?, ZONE=? , SEX=?,
CITIZENSHIP =?, CIVIL_STATUS =?, OCCUPATION =?, AGE =?,
RELATIONSHIP=? WHERE HOUSEHOLD_NO=? and FULLNAME =? ",
((self.Streetname.get()),(self.Zone.get()),(self.Sex.get()),(self.Citizenship.get()),(self.Civil
_status.get()),(self.Occupation.get()),(self.Age.get()),(self.Relationship.get()),(self.House
_no.get()),(self.Fullname.get()))
        conn.commit()
        c.execute("SELECT * FROM Info ")
        records = c.fetchall()
        #check the database
        for record in records:
            self.print_Name += str(record) + "\n"
        print(self.print_Name)
        #end Checking
        conn.close()
        ms.showinfo('Successful', 'Successfully Updated.')
        self.button_back()
    else:
        ms.showerror('Failed', 'Data not Exist or Wrong Input.')
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone3(toplevel)
class add():
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master)
        self.House_no = StringVar()
        self.Fullname = StringVar()
        self.Streetname = StringVar()
```



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```
self.Zone = StringVar()
self.Sex = StringVar()
self.Citizenship = StringVar()
self.Civil_status = StringVar()
self.Occupation = StringVar()
self.Age = StringVar()
self.Relationship = StringVar()
self.lbl = Label(master, text="ADD", fg="white", bg="blue", width="36", height="2",
                  font=("Tw Cen MT", 16)).place(x=0)
Label(master, text="").grid()
Label(master, text="").grid()
Label(master, text="").grid()
Label(master, text=" House no ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Fullname ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Streetname ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Zone ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Sex ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Citizenship ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Civil_status ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Occupation ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Age ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Relationship ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Entry(master, textvariable=self.House_no).grid(row=3, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Fullname).grid(row=5, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Streetname).grid(row=7, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Zone).grid(row=9, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Sex).grid(row=11, column=1)
```



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```
Label(master, text="").grid()
Entry(master, textvariable=self.Citizenship).grid(row=13, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Civil_status).grid(row=15, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Occupation).grid(row=17, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Age).grid(row=19, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Relationship).grid(row=21, column=1)
Button(master, text="ADD", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_add).place(x=290, y=611)
Button(master, text="BACK", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=0, y=611)
width = 400
height = 650
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_add(self):
    with sqlite3.connect('brgy.db') as conn:
        c = conn.cursor()
        insert = "INSERT INTO Info(HOUSEHOLD_NO ,FULLNAME,STREETNAME
,ZONE , SEX ,CITIZENSHIP ,CIVIL_STATUS,OCCUPATION ,AGE ,RELATIONSHIP
)VALUES(?,?,?,?,?,?,?,?,?,?)"
        c.execute(insert, [(self.House_no.get()), (self.Fullname.get()),
(self.Streetname.get()), (self.Zone.get()),
(self.Sex.get()), (self.Citizenship.get()), (self.Civil_status.get()),
(self.Occupation.get()), (self.Age.get()), (self.Relationship.get())])
        conn.commit()
        conn.close()
        ms.showinfo("Successful", "Successfully Added")
        self.button_back()
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone1(toplevel)
```




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```
class add1():
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master
                             )
        self.House_no = StringVar()
        self.Fullname = StringVar()
        self.Streetname = StringVar()
        self.Zone = StringVar()
        self.Sex = StringVar()
        self.Citizenship = StringVar()
        self.Civil_status = StringVar()
        self.Occupation = StringVar()
        self.Age = StringVar()
        self.Relationship = StringVar()
        self.lbl = Label(master, text="ADD", fg="white", bg="blue", width="36", height="2",
                          font=("Tw Cen MT", 16)).place(x=0)
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text=" House no ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Fullname ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Streetname ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Zone ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Sex ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Citizenship ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Civil_status ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Occupation ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Age ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Relationship ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Entry(master, textvariable=self.House_no).grid(row=3, column=1)
```



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```
Label(master, text="").grid()
Entry(master, textvariable=self.Fullname).grid(row=5, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Streetname).grid(row=7, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Zone).grid(row=9, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Sex).grid(row=11, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Citizenship).grid(row=13, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Civil_status).grid(row=15, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Occupation).grid(row=17, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Age).grid(row=19, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Relationship).grid(row=21, column=1)
Button(master, text="ADD", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_add).place(x=290, y=611)
Button(master, text="BACK", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=0, y=611)
width = 400
height = 650
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_add(self):
    with sqlite3.connect('brgy.db') as conn:
        c = conn.cursor()
        insert = "INSERT INTO Info(HOUSEHOLD_NO ,FULLNAME,STREETNAME
,ZONE , SEX ,CITIZENSHIP ,CIVIL_STATUS,OCCUPATION ,AGE ,RELATIONSHIP
)VALUES(?,?,?,?,?,?,?,?,?,?)"
        c.execute(insert, [(self.House_no.get()), (self.Fullname.get()),
(self.Streetname.get()), (self.Zone.get()),
(self.Sex.get()), (self.Citizenship.get()), (self.Civil_status.get()),
(self.Occupation.get()), (self.Age.get()), (self.Relationship.get())])
        conn.commit()
```



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```
conn.close()
ms.showinfo("Successful", "Successfully Added")
self.button_back()
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone2(toplevel)
class add2():
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master)
        self.House_no = StringVar()
        self.Fullname = StringVar()
        self.Streetname = StringVar()
        self.Zone = StringVar()
        self.Sex = StringVar()
        self.Citizenship = StringVar()
        self.Civil_status = StringVar()
        self.Occupation = StringVar()
        self.Age = StringVar()
        self.Relationship = StringVar()
        self.lbl = Label(master, text="ADD", fg="white", bg="blue", width="36", height="2",
                        font=("Tw Cen MT", 16)).place(x=0)
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text=" House no ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Fullname ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Streetname ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Zone ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Sex ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Citizenship ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Civil_status ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
```




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```
Label(master, text=" Occupation ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Age ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Relationship ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Entry(master, textvariable=self.House_no).grid(row=3, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Fullname).grid(row=5, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Streetname).grid(row=7, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Zone).grid(row=9, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Sex).grid(row=11, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Citizenship).grid(row=13, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Civil_status).grid(row=15, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Occupation).grid(row=17, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Age).grid(row=19, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Relationship).grid(row=21, column=1)
Button(master, text="ADD", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_add).place(x=290, y=611)
Button(master, text="BACK", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=0, y=611)
width = 400
height = 650
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_add(self):
    with sqlite3.connect('brgy.db') as conn:
        c = conn.cursor()
        insert = "INSERT INTO Info(HOUSEHOLD_NO ,FULLNAME,STREETNAME
```



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```
,ZONE , SEX ,CITIZENSHIP ,CIVIL_STATUS,OCCUPATION ,AGE ,RELATIONSHIP
)VALUES(?,?,?,?,?,?,?,?,?)
c.execute(insert, [(self.House_no.get()), (self.Fullname.get()),
(self.Streetname.get()), (self.Zone.get()),
(self.Sex.get()), (self.Citizenship.get()), (self.Civil_status.get()),
(self.Occupation.get()), (self.Age.get()), (self.Relationship.get())])
conn.commit()
conn.close()
ms.showinfo("Successful", "Successfully Added")
self.button_back()
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone3(toplevel)
class delete():
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master)
        self.lbl = Label(master, text="DELETE", fg="white", bg="blue", width="32",
height="2",
font=("Tw Cen MT", 16)).place(x=0)
        self.House_no = StringVar()
        self.Fullname = StringVar()
        self.Zone = StringVar()
        self.Sex = StringVar()
        self.Age = StringVar()
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text=" House no ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Fullname", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Entry(master, textvariable=self.House_no).grid(row=4, column=1)
        Label(master, text="").grid()
        Entry(master, textvariable=self.Fullname).grid(row=6, column=1)
        Label(master, text="").grid()
        Button(master, text="DELETE", height="1", width="10", fg="white", bg="blue",
font=("Tw Cen MT", 14), command=self.button_delete).place(x=245, y=261)
```



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```
Button(master, text="BACK", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=0, y=261)
width = 350
height = 300
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_delete(self):
    with sqlite3.connect('brgy.db') as conn:
        c = conn.cursor()
        combine = ('SELECT * FROM Info WHERE HOUSEHOLD_NO = ? AND
FULLNAME = ?')
        c.execute(combine, [(self.House_no.get()), (self.Fullname.get())])
        if c.fetchall():
            deletion = ('DELETE FROM Info WHERE HOUSEHOLD_NO = ?')
            c.execute(deletion, [self.House_no.get()])
            # commit changes
            conn.commit()
            # closing connection
            conn.close()
            ms.showinfo('Successful', 'Successfully Deleted.')
            self.House_no.set("")
            self.Fullname.set("")
            self.button_back()
        else:
            ms.showerror('Failed', 'Data not Exist or Wrong Input.')
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone1(toplevel)
class delete1():
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master)
        self.lbl = Label(master, text="DELETE", fg="white", bg="blue", width="32",
height="2",
                        font=("Tw Cen MT", 16)).place(x=0)
```



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```
self.House_no = StringVar()
self.Fullname = StringVar()
self.Zone = StringVar()
self.Sex = StringVar()
self.Age = StringVar()
Label(master, text="").grid()
Label(master, text="").grid()
Label(master, text="").grid()
Label(master, text="").grid()
Label(master, text=" House no ", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Label(master, text=" Fullname", fg="black", font=("Tw Cen MT", 14)).grid()
Label(master, text="").grid()
Entry(master, textvariable=self.House_no).grid(row=4, column=1)
Label(master, text="").grid()
Entry(master, textvariable=self.Fullname).grid(row=6, column=1)
Label(master, text="").grid()
Button(master, text="DELETE", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_delete).place(x=245, y=261)
Button(master, text="BACK", height="1", width="10", fg="white", bg="blue",
        font=("Tw Cen MT", 14), command=self.button_back).place(x=0, y=261)
width = 350
height = 300
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)
def button_delete(self):
    with sqlite3.connect('brgy.db') as conn:
        c = conn.cursor()
        combine = ('SELECT * FROM Info WHERE HOUSEHOLD_NO = ? AND
FULLNAME = ?')
        c.execute(combine, [(self.House_no.get()), (self.Fullname.get())])
        if c.fetchall():
            deletion = ('DELETE FROM Info WHERE HOUSEHOLD_NO = ?')
            c.execute(deletion, [self.House_no.get()])
            # commit changes
            conn.commit()
            # closing connection
```



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College of Informatics and Computing Sciences
Information Technology Department



```
conn.close()
ms.showinfo('Successful', 'Successfully Deleted.')
self.House_no.set("")
self.Fullname.set("")
self.button_back()
else:
    ms.showerror('Failed', 'Data not Exist or Wrong Input.')

def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone2(toplevel)
class delete2():
    def __init__(self, master):
        self.master = master
        self.frame = Frame(self.master)
        self.lbl = Label(master, text="DELETE", fg="white", bg="blue", width="32",
height="2",
font=("Tw Cen MT", 16)).place(x=0)
        self.House_no = StringVar()
        self.Fullname = StringVar()
        self.Zone = StringVar()
        self.Sex = StringVar()
        self.Age = StringVar()
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text="").grid()
        Label(master, text=" House no ", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Label(master, text=" Fullname", fg="black", font=("Tw Cen MT", 14)).grid()
        Label(master, text="").grid()
        Entry(master, textvariable=self.House_no).grid(row=4, column=1)
        Label(master, text="").grid()
        Entry(master, textvariable=self.Fullname).grid(row=6, column=1)
        Label(master, text="").grid()
        Button(master, text="DELETE", height="1", width="10", fg="white", bg="blue",
font=("Tw Cen MT", 14), command=self.button_delete).place(x=245, y=261)
        Button(master, text="BACK", height="1", width="10", fg="white", bg="blue",
font=("Tw Cen MT", 14), command=self.button_back).place(x=0, y=261)
```



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```
width = 350
height = 300
screen_width = self.master.winfo_screenwidth()
screen_height = self.master.winfo_screenheight()
x = (screen_width / 2) - (width / 2)
y = (screen_height / 2) - (height / 2)
self.master.geometry("%dx%d+%d+%d" % (width, height, x, y))
self.master.resizable(0, 0)

def button_delete(self):
    with sqlite3.connect('brgy.db') as conn:
        c = conn.cursor()
        combine = ('SELECT * FROM Info WHERE HOUSEHOLD_NO = ? AND
FULLNAME = ?')
        c.execute(combine, [(self.House_no.get()), (self.Fullname.get())])
        if c.fetchall():
            deletion = ('DELETE FROM Info WHERE HOUSEHOLD_NO = ?')
            c.execute(deletion, [self.House_no.get()])
            # commit changes
            conn.commit()
            # closing connection
            conn.close()
            ms.showinfo('Successful', 'Successfully Deleted.')
            self.House_no.set("")
            self.Fullname.set("")
            self.button_back()
        else:
            ms.showerror('Failed', 'Data not Exist or Wrong Input.')
def button_back(self):
    self.master.withdraw()
    toplevel = Toplevel(self.master)
    toplevel.geometry("350x350")
    app = zone3(toplevel)
root = Tk()
cls = windowclass (root)
root.mainloop()
```