PRACTICAL:1

Program to read and write files.

1 Create a text file "story.txt" and put a story of your choice.



2 Write code for following: -

1 Display the name of the file and mode in which it is opened.

2 Append a Moral at line the end of file.

```
lefactor Run Tools VCS Window Help pythonProject1 - story.txt
  👸 Python practical 1.py × 🚜 prac 1.1.py × 🚜 prac 1.2.py × 🚜 tut 28.py × 🗯 story.txt ×
        A salt seller used to carry the salt bag on his donkey to the market every day.
        On the way they had to cross a stream.
  3
  5
        One day the donkey suddenly tumbled down the stream and the salt bag also fell into the water.
        The salt dissolved in the water and hence the bag became very light to carry. The donkey was happy.
  8
  9
        Then the donkey started to play the same trick every day. The salt seller came to understand the
        trick and decided to teach a lesson to it.
        The next day he loaded a cotton bag on the donkey. Again it played the same trick hoping that the
        cotton bag would be still become lighter.
 14
        But the dampened cotton became very heavy to carry and it suffered much.
17
        It learnt a lesson. Afterwards it did not play the trick and the seller was happy.
18
        MORAL:- Luck won't favour always.
```

3 Display the story line by line.

```
dit <u>View Navigate Code Refactor Run Tools VCS Window Help</u> pythonProject1 - prac1.3.py
ject1 > 🎼 prac1.3.py
story.txt × 🐉 Python practical1.py × 🐉 prac1.2.py × 🐉 prac1.3.py × 🐉 prac1.1.py ×
    file = open("story.txt", "r")
    content = file.read()
    print(content,"\n")
    file.close()
 P prac1.3 🗵
  "C:\Python 39\python.exe" C:/Users/HP/PycharmProjects/pythonProject1/prac1.3.py
  A salt seller used to carry the salt bag on his donkey to the market every day.
  On the way they had to cross a stream.
  One day the donkey suddenly tumbled down the stream and the salt bag also fell into the water.
  The salt dissolved in the water and hence the bag became very light to carry. The donkey was happy.
  Then the donkey started to play the same trick every day. The salt seller came to understand the
  trick and decided to teach a lesson to it.
  The next day he loaded a cotton bag on the donkey. Again it played the same trick hoping that the
  cotton bag would be still become lighter.
  But the dampened cotton became very heavy to carry and it suffered much.
  It learnt a lesson. Afterwards it did not play the trick and the seller was happy.
  MORAL: - Luck won't favour always.
```

4 Retrieve the position of the line where moral starts.

```
View Navigate Code Refactor Run Tools VCS Window Help pythonProject1-prac1.4.py

1) prac1.4.py

2 prac1.4.py

2 prac1.4.py

3 prac1.4.py

2 prac1.4.py

2 prac1.4.py

3 prac1.4.py

2 prac1.4.py

3 prac1.4.py

4 prac1.4.py

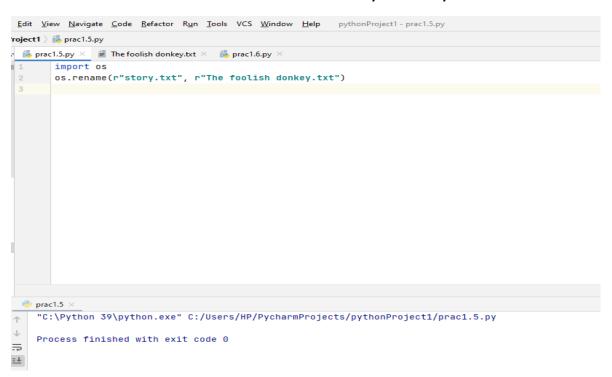
5 prac1.4.py

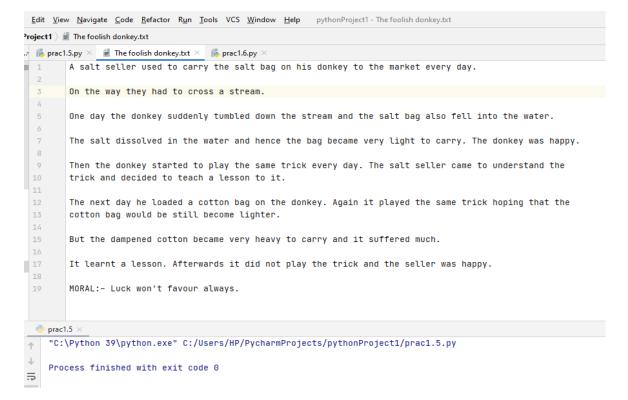
6 prac1.4.py

7 prac1.4.py
```

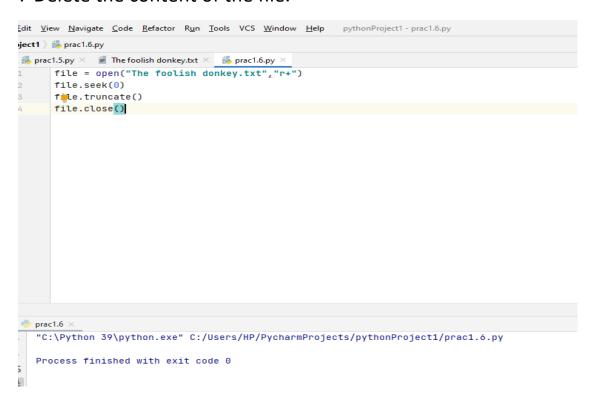
Process finished with exit code 0

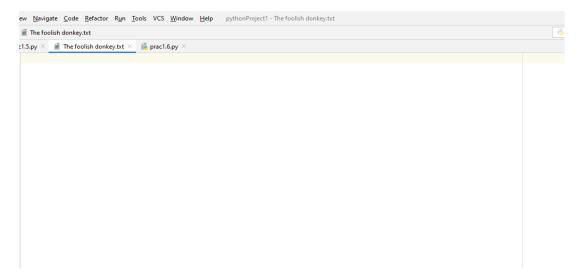
5 Rename the file to the name of the story which you have written.



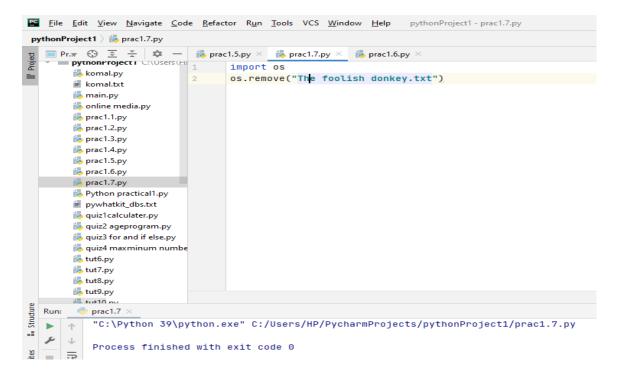


7 Delete the content of the file.





8 Delete the file.



PRACTICAL 2: Program with iterables and iterators.

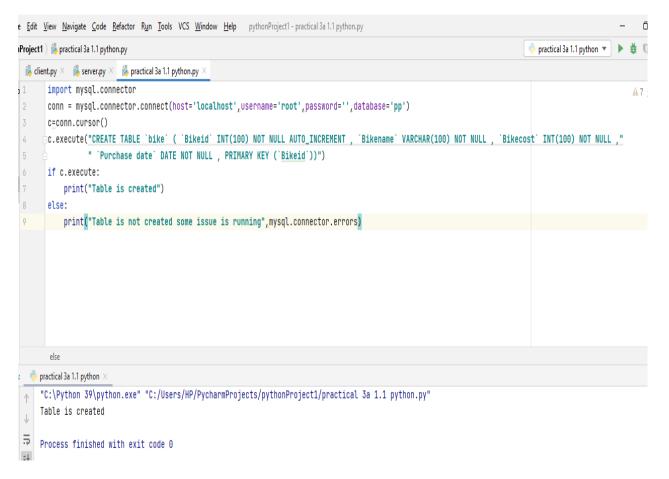
Code:

```
📝 iterator and iterate.py - C:\Users\HP\iterator and iterate.py (3.8.8)
File Edit Format Run Options Window Help
# define a list
my_list = [4,7,0,3]
#get an iterator using iter()
my_iter = iter(my_list)
#iterate through it using next()
#output4
print(next(my_iter))
#output7
print(next(my_iter))
#next(obj) is same as obj. next ()
#output0
print(my iter. next ())
#output3
print(my iter. next ())
# this is raise error when no items are left
#next(my_iter)
Output:
```

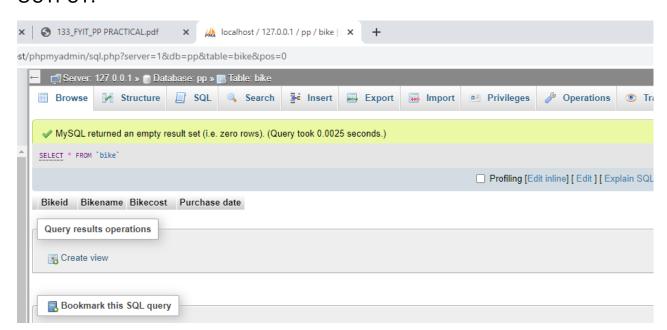
PRACTICAL 3: Program to connect to DB and execute various SQL queries.

Practical 3a: 1. Create a table Bike containing the following colums:-Bikeid integer primary key, Bikename, bikecost, purchase date.

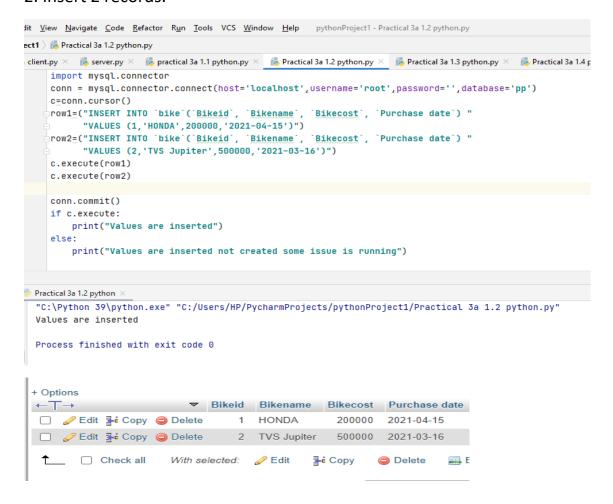
CODE:



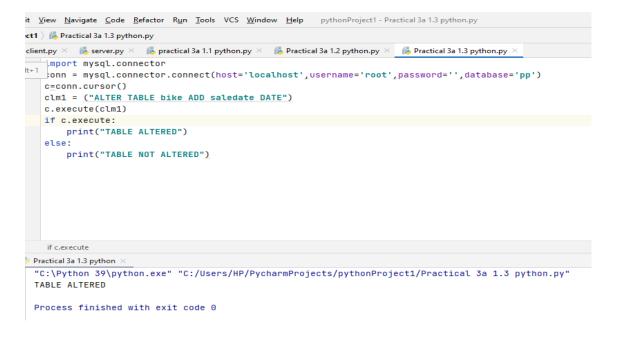
OUTPUT:

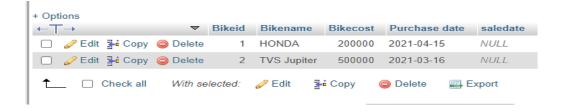


2. Insert 2 records.

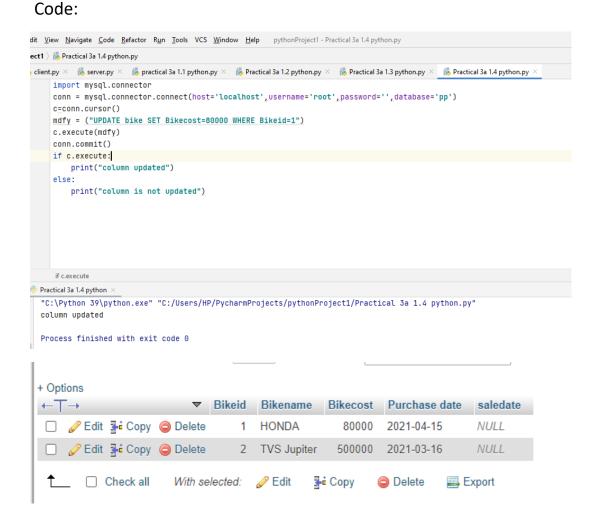


3. Add a new column sale date



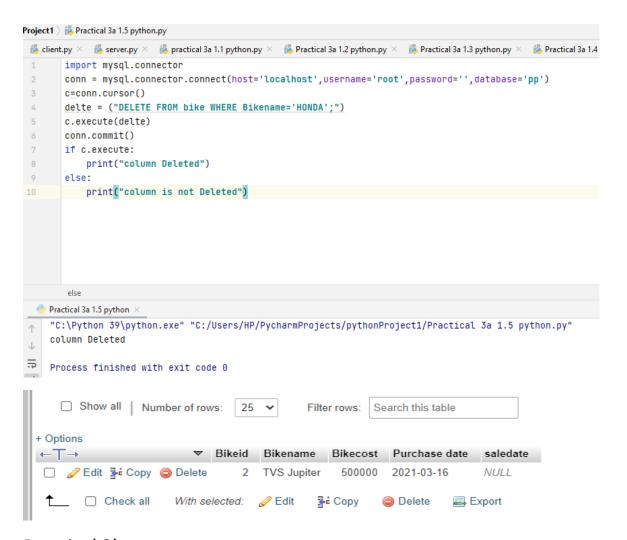


4. Change the content of the bikecost to 80,000 for bikeid 1

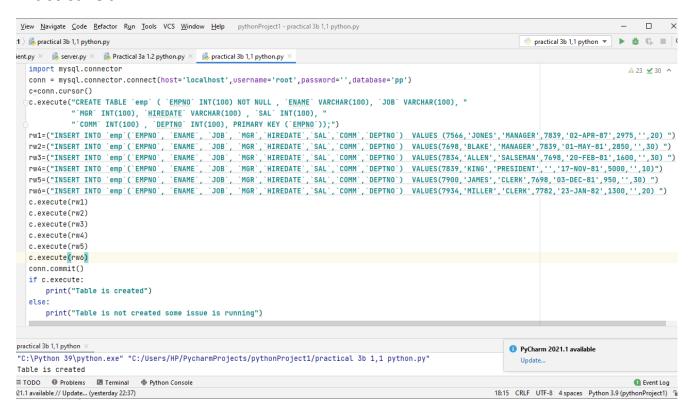


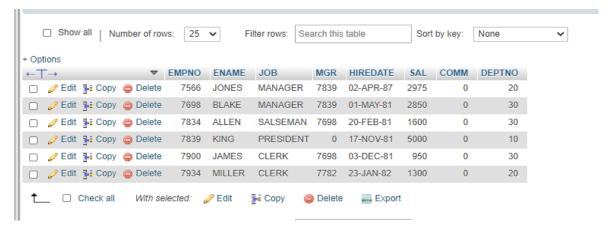
5. Delete the row for bikename 'HONDA'

Code:

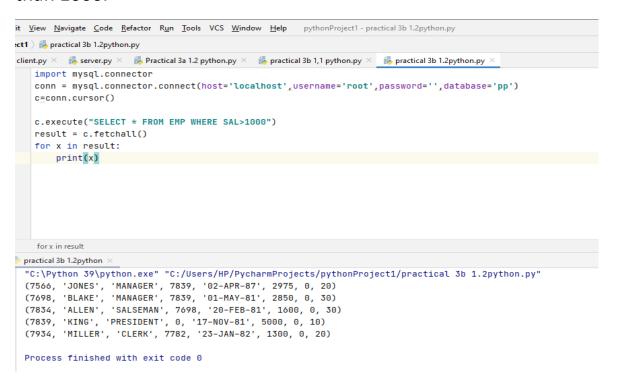


Practical 3b





1. Display the details of all employess who are earning salary greater than 1000.



2 List the employee in ascending order of their salary.

```
<u>Karian Marigate Code Refactor Run Tools VCS Window Help</u> pythonProject1 - practical 3b 1.3python.py
Project1 > 🐉 practical 3b 1.3python.py
 [ client.py × 👸 server.py × 🔞 Practical 3a 1.2 python.py × 👸 practical 3b 1,1 python.py × 👸 practical 3b 1.2python.py × 🧸 practical 3b 1.2python.py
       import mysql.connector
      conn = mysql.connector.connect(host='localhost', username='root', password='', database='pp')
      c=conn.cursor()
      c.execute("SELECT * FROM EMP ORDER BY SAL")
      result = c.fetchall()
      for x in result:
        print(x)
       for x in result
  practical 3b 1.3python >
     "C:\Python 39\python.exe" "C:/Users/HP/PycharmProjects/pythonProject1/practical 3b 1.3python.py"
     (7900, 'JAMES', 'CLERK', 7698, '03-DEC-81', 950, 0, 30)
     (7934, 'MILLER', 'CLERK', 7782, '23-JAN-82', 1300, 0, 20)
=
     (7834, 'ALLEN', 'SALSEMAN', 7698, '20-FEB-81', 1600, 0, 30)
(7698, 'BLAKE', 'MANAGER', 7839, '01-MAY-81', 2850, 0, 30)
   (7566, 'JONES', 'MANAGER', 7839, '02-APR-87', 2975, 0, 20)
    (7839, 'KING', 'PRESIDENT', 0, '17-NOV-81', 5000, 0, 10)
    Process finished with exit code 0
```

3. List the employee whose name have character set 'LL' together.

4. Display the details of all employee who are working as 'MANAGER'.

```
idit View Navigate Çode Refactor Run Jools VCS Window Help pythonProject1-practical 3b 1.3python.py

ject1 )  practical 3b 1.3python.py

client.py × server.py × Practical 3a 1.2 python.py × practical 3b 1.1 python.py × practical 3b 1.2python.py × practical 3b 1.3python.py ×

import mysql.connector

conn = mysql.connector.connect(host='localhost', username='root', password='', database='pp')

c=conn.cursor()

c.execute("SELECT * FROM emp WHERE JOB='MANAGER'")

result = c.fetchall()

for x in result:

print(x)

forxin result:

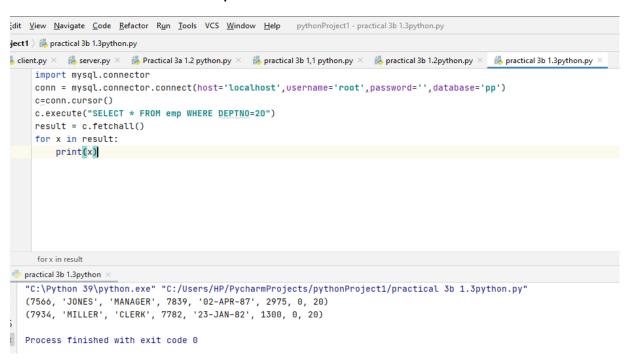
c:\Python 39\python.exe" "C:/Users/HP/PycharmProjects/pythonProject1/practical 3b 1.3python.py"

(7566, 'JONES', 'MANAGER', 7839, '02-APR-87', 2975, 0, 20)

(7698, 'BLAKE', 'MANAGER', 7839, '01-MAY-81', 2850, 0, 30)

Process finished with exit code 0
```

5. List all the clerks of department 20.



PRACTICAL 4: Program to demonstrate the use of regular expression. CODE:

```
훩 practical 4regularexpressions.py - C:/Users/HP/practical 4regularexpressions.py (3.8.8)
File Edit Format Run Options Window Help
import re
txt="Iam komal"
x=re.search("^I.*ar4",txt)
    print("Search Successfully")
   print ("Search Unsuccessfully")
y=re.findall("any",txt)
if y:
    print("Search Successfully")
    print("Search Unsuccessfully")
z=re.findall("abc",txt)
print("Find all:"+str(z))
w=re.search("\s",txt)
print("The first white space character is located in position:",w.start())
v=re.split("\s",txt,3)
print(v)
u=re.sub("\s","7",txt)
print(u)
```

OUTPUT:

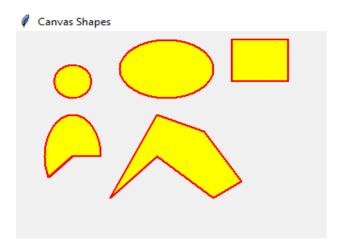
PRACTICAL 5: Program to draw shapes and GUI controls

1) Program to show draw shapes.

Code:

```
<u>V</u>iew <u>Navigate Code Refactor Run Tools VCS Window Help pythonProject1 - canvasprac.py</u>
:1 > 🐌 canvasprac.py
ient.py 🗡 👸 server.py 🗡 👸 Practical 3a 1.2 python.py 🗡 🎁 practical 3b 1,1 python.py 🗡 👸 practical 3b 1.2python.py 🗡 🧸 pract
   from tkinter import *
   from tkinter import Canvas
   win=Tk()
   win.title("Canvas Shapes")
   canvas=Canvas(win)
   canvas.create_oval(40,40,80,80, outline="red",fill="yellow",width=2)
   canvas.create_oval(110_L10_L210_L80, outline="red"_fill="yellow"_width=2)
   canvas.create_rectangle(230,10,290,60, outline="red",fill="yellow",width=2)
   canvas.create_arc(30,200,90,100,start=0,extent=210, outline="red",fill="yellow",width=2)
   points = [150,100,200,120,240,180,210,200,150,150,100,200]
   canvas.create_polygon(points, outline="red",fill="yellow",width=2)
   canvas.pack(fill=BOTH_expand=1)
   win.mainloop()
```

Output:



2: Mini project

LOGIN FORM:

```
def newpage():
    roote.destroy()
    import register.py
def value():
 try:
      mydb = mysql.connector.connect(host="localhost", user="root", password="
", database="pp")
  except:
      print("you are not connected to server ")
  else:
      print("connection succsful")
      email=userentryvalue.get()
      seq=passentryvalue.get()
      mycursor = mydb.cursor()
      query = "SELECT name,password FROM login"
      mycursor.execute(query)
      for (name, password) in mycursor:
          if email==name and seq==password:
              login=True
              print("loginn success")
              tmsg.showinfo(title="Done", message="You are logged in")
              roote.destroy()
              import twoinone.py
              break
          else:
              login=False
              print("logged in failed")
            # tmsg.showinfo(title="Error", message="Failed to login")
    # tmsg.showinfo("Notification",f" Hello {userentryvalue.get()} you succes
sfully loged In")
Label(roote,text="Welcome To Our Cafe",bg="cyan3",fg="crimson",font=("Times 30
 bold italic"),anchor="ne").grid(pady=40,row=0,column=3,ipadx=200)
Image=Image.open("Restaurant.jpg")
Image = Image.resize((300,300))
photo=ImageTk.PhotoImage(Image)
lable1=Label(image=photo,)
```

```
lable1.grid(row=2,column=2,columnspan=3,rowspan=5)
# login input
#database
userentryvalue = StringVar()
passentryvalue=StringVar()
f2 = Frame(roote).grid(row=3,column=4)
l1=Label(f2,text="Login Here ",fg="crimson",bg="cyan3",font=("Times 25 bold it
alic")).grid(row=3,column=4)
Label(f2,text="Username ",fg="crimson",bg="cyan3",font=("Times 20 bold italic"
)).grid(row=4,column=4)
userentry=Entry(f2,font=("Times 15 bold italic"),textvariable=userentryvalue)
userentry.grid(row=4,column=5)
Label(f2,text="Password ",fg="crimson",bg="cyan3",font=("Times 20 bold italic"
)).grid(row=5,column=4)
ent1=Entry(f2,font=("Times 15 bold italic"),textvariable=passentryvalue)
ent1.grid(row=5,column=5)
ent1.config(show="*")
Button(f2,text="Login",bg="green",font=("Times 20 bold italic"),command=value)
.grid(row=6,column=4)
Button(f2,text="SignIn",bg="green",font=("Times 20 bold italic"),command=newpa
ge).grid(row=6,column=5)
roote.configure(bg="cyan3")
roote.mainloop()
```

OUTPUT:

Welcome To Our Cafe	
	Login Here Username Password Login SignIn

REGISTRATION PAGE:

CODE:

```
from tkinter import *
from PIL import Image, ImageTk
import tkinter.messagebox as tmsg
import mysql.connector
win = Tk()
win.title("Registration page")
win.geometry("1500x800")
f1=Frame(win,bg="cyan3",padx=20,pady=50,borderwidth=33,relief=SUNKEN)
f1.grid(row=1,column=5)
Label(win,bg="cyan3",fg="crimson",text="Welcome",font=("Times 30 bold italic")
,borderwidth=30,relief=SUNKEN,padx=70,pady=15).grid(row=0,column=4)
Label(win,bg="cyan3",fg="crimson",text="Cafe",font=("Times 30 bold italic"),bo
rderwidth=30, relief=SUNKEN, padx=70, pady=15).grid(row=0, column=7)
```

```
heading=Label(f1,bg="cyan3",text="Welcome To Our Cafe",font=("Times 30 bold it
alic"),fg="black").grid(row=0,column=4)
name =Label(f1,text="Username:",bg="cyan3",fg="crimson",font=("Times 20 bold i
talic"))
Phone =Label(f1,text="Phone:",bg="cyan3",fg="crimson",font=("Times 20 bold ita
lic"))
# Gender =Label(f1,text="Gender:",bg="cyan3",fg="white",font=("Times 20 bold i
talic"))
Email =Label(f1,text="Email:",bg="cyan3",fg="crimson",font=("Times 20 bold ita
lic"))
Password =Label(f1,text="Password:",bg="cyan3",fg="crimson",font=("Times 20 bo
ld italic"))
# Password.config(show="*")
ConfirmPassword =Label(f1,text="Confirm Password:",bg="cyan3",fg="crimson",fon
t=("Times 20 bold italic"))
# ConfirmPassword.config(show="*")
Payment =Label(f1,text="Payment Mode:",bg="cyan3",fg="crimson",font=("Times 20
bold italic"))
name.grid(row=1,column=3)
Phone.grid(row=2,column=3)
# Gender.grid(row=3,column=3)
Email.grid(row=3,column=3)
Password.grid(row=4,column=3)
ConfirmPassword.grid(row=5,column=3)
Payment.grid(row=6,column=3)
namevalue = StringVar() #deta base
Phonevalue = StringVar()
# var = StringVar()
# var.set(0)
Emailvalue = StringVar()
Passwordvalue = StringVar() #detabase
ConfirmPasswordvalue = StringVar()
Paymentvalue = StringVar()
foodservicevalue = IntVar()
nameentry =Entry(f1,textvariable=namevalue)
Phoneentry =Entry(f1,textvariable=Phonevalue)
# b1 = Radiobutton(f1,text="Male",value="Male",variable=var,bg="cyan3",fg="whi
te",font="Helvetica 16 bold")
# b2 = Radiobutton(f1,text="Female",value="Female",variable=var,bg="cyan3",fg=
"white", font="Helvetica 16 bold")
Emailentry =Entry(f1,textvariable=Emailvalue)
Passwordentry = Entry(f1,textvariable=Passwordvalue)
```

```
ConfirmPasswordentry = Entry(f1,textvariable=ConfirmPasswordvalue)
Paymententry =Entry(f1,textvariable=Paymentvalue)
nameentry.grid(row=1,column=4)
Phoneentry.grid(row=2,column=4)
# b1.grid(row=3,column=4)
# b2.grid(row=3,column=5)
Emailentry.grid(row=3,column=4)
Passwordentry.grid(row=5,column=4)
ConfirmPasswordentry.grid(row=4,column=4)
Paymententry.grid(row=6,column=4)
def clearEnrtyBox():
   pass
def insert():
      mydb = mysql.connector.connect(host="localhost", user="root", password
="", database="pp")
      mycursor = mydb.cursor()
      insert = ("INSERT INTO login (name,phone,email,password,confirmpasswor
d,payment) VALUES (%s,%s,%s,%s,%s,%s)")
      values = [namevalue.get(),Phonevalue.get(),Emailvalue.get(),Passwordva
lue.get(),ConfirmPasswordvalue.get(),Paymentvalue.get()]
      mycursor.execute(insert, values)
      # if Passwordvalue.get()==ConfirmPasswordvalue.get():
      mydb.commit()
      tmsg.showinfo(title="done", message=" Your Account is created Successf
ully")
      ok=namevalue.set(""),Phonevalue.set(""),Emailvalue.set(""),Passwordval
ue.set(""),ConfirmPasswordvalue.set(""),Paymentvalue.set("")
      win.destroy()
      import twoinone.py
      # else:
           tmsg.showinfo(title="wrong", message="Account not created ")
win.configure(bg="cyan3")
a command========
Button(f1,text="Sign Up",command=insert,font=("Times 20 bold italic"),bg="gree")
n",fg="black",).grid(row=7,column=4)
```

win.mainloop()

OUTPUT:



ORDER PAGE:

CODE:

```
from tkinter import*
import random
import time
# from PIL import Image, ImageTk
import tkinter.messagebox as tmsg
import mysql.connector

root = Tk()
root.geometry("1600x700+0+0")
root.title("Cafe Management System")

Tops = Frame(root,bg="white",width = 1600,height=50,relief=SUNKEN)
Tops.pack(side=TOP)

f1 = Frame(root,width = 900,height=700,relief=SUNKEN,bg="cyan3")
f1.pack(side=LEFT)

f2 = Frame(root ,width = 400,height=700,relief=SUNKEN,bg="cyan3")
f2.pack(side=RIGHT)
```

```
#----TIME-----
localtime=time.asctime(time.localtime(time.time()))
#-----INFO TOP-----
lblinfo = Label(Tops,font=("Times 30 italic bold"),bg="cyan3",text="Cafe Ma
nagement System",fg="crimson",bd=10,anchor='w')
lblinfo.grid(row=0,column=0)
lblinfo = Label(Tops, font=("Times 30 italic bold"),text=localtime,fg="blac
k",anchor=W,bg="cyan3")
lblinfo.grid(row=1,column=0)
#-----Calculator-----
def btnclick(numbers):
   global operator
   operator=operator + str(numbers)
   text_Input.set(operator)
def clrdisplay():
   global operator
   operator=""
   text_Input.set("")
def eqals():
   global operator
   sumup=eval(operator)
   text_Input.set(sumup)
   operator = ""
def Ref():
   x=random.randint(12980, 50876)
   randomRef = str(x)
   rand.set(randomRef)
   cof =float(Fries.get())
   colfries= float(Largefries.get())
   cob= float(Burger.get())
   cofi= float(Filet.get())
   cochee= float(Cheese_burger.get())
   codr= float(Drinks.get())
   costoffries = cof*25
   costoflargefries = colfries*40
   costofburger = cob*35
   costoffilet = cofi*50
   costofcheeseburger = cochee*50
   costofdrinks = codr*35
```

```
costofmeal = str('%.2f'% (costoffries + costoflargefries + costofburger +
 costoffilet + costofcheeseburger + costofdrinks))
    PayTax=((costoffries + costoflargefries + costofburger + costoffilet + c
ostofcheeseburger + costofdrinks)*0.33)
    Totalcost=(costoffries + costoflargefries + costofburger + costoffilet +
 costofcheeseburger + costofdrinks)
    Ser_Charge=((costoffries + costoflargefries + costofburger + costoffilet
+ costofcheeseburger + costofdrinks)/99)
    Service=str('%.2f'% Ser Charge)
    OverAllCost=str( PayTax + Totalcost + Ser_Charge)
    PaidTax=str('%.2f'% PayTax)
    Service_Charge.set(Service)
    cost.set(costofmeal)
    Tax.set(PaidTax)
    Subtotal.set(costofmeal)
    Total.set(OverAllCost)
    mydb = mysql.connector.connect(host="localhost", user="root", password="",
 database="pp")
    mycursor = mydb.cursor()
    insert = ("INSERT INTO bils (orde, fries, lunch, burger, pizza, cheese, drinks,
cost,servicecharge,tax,subtotal,total) VALUES (%s,%s,%s,%s,%s,%s,%s,%s,%s,%s,%s,
%s,%s)")
    values = [rand.get(),Fries.get(),Largefries.get(),Burger.get(),Filet.get()
,Cheese_burger.get(),(Drinks.get()),cost.get(),Service_Charge.get(),Tax.get(),
Subtotal.get(),Total.get()]
    mycursor.execute(insert, values)
    print(values)
    mydb.commit()
    tmsg.showinfo("Notification","Your order is received")
rand = StringVar()
Fries = StringVar()
Largefries = StringVar()
Burger = StringVar()
Filet = StringVar()
Cheese_burger = StringVar()
Drinks = StringVar()
cost = StringVar()
Service_Charge = StringVar()
Tax = StringVar()
Subtotal = StringVar()
Total = StringVar()
def qexit():
   root.destroy()
```

```
def reset():
    rand.set("")
    Fries.set("")
    Largefries.set("")
    Burger.set("")
    Filet.set("")
    Subtotal.set("")
    Total.set("")
    Service_Charge.set("")
    Drinks.set("")
    Tax.set("")
    cost.set("")
    Cheese_burger.set("")
lblreference = Label(f1, font=( 'Times' ,20, 'italic bold' ),text="Order No.",
fg="crimson", bg="cyan3", bd=10, anchor='w')
lblreference.grid(row=0,column=0)
txtreference = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable=rand
 , bd=6,insertwidth=4,bg="powder blue" ,justify='right')
txtreference.grid(row=0,column=1)
lblfries = Label(f1, font=( 'Times' ,20, 'italic bold' ),text="Coffee",fg="cri
mson",bg="cyan3",bd=10,anchor='w')
lblfries.grid(row=1,column=0)
txtfries = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable=Fries ,
bd=6,insertwidth=4,bg="powder blue" ,justify='right')
txtfries.grid(row=1,column=1)
lblLargefries = Label(f1, font=( 'Times' ,20, 'italic bold' ),text="Cookies",b
g="cyan3",fg="crimson",bd=10,anchor='w')
lblLargefries.grid(row=2,column=0)
txtLargefries = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable=Lar
gefries , bd=6,insertwidth=4,bg="powder blue" ,justify='right')
txtLargefries.grid(row=2,column=1)
```

```
lblburger = Label(f1, font=( 'Times' ,20, 'italic bold' ),text="Pastry",bg="cy
an3",fg="crimson",bd=10,anchor='w')
lblburger.grid(row=3,column=0)
txtburger = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable=Burger
, bd=6,insertwidth=4,bg="powder blue" ,justify='right')
txtburger.grid(row=3,column=1)
lblFilet = Label(f1, font=( 'Times' ,20, 'italic bold' ),text="Tea",bg="cyan3"
,fg="crimson",bd=10,anchor='w')
lblFilet.grid(row=4,column=0)
txtFilet = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable=Filet ,
bd=6,insertwidth=4,bg="powder blue" ,justify='right')
txtFilet.grid(row=4,column=1)
lblCheese_burger = Label(f1, font=( 'Times' ,20, 'italic bold' ),bg="cyan3",te
xt="Pepsi",fg="crimson",bd=10,anchor='w')
lblCheese_burger.grid(row=5,column=0)
txtCheese_burger = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable=
Cheese_burger , bd=6,insertwidth=4,bg="powder blue" ,justify='right')
txtCheese_burger.grid(row=5,column=1)
lblDrinks = Label(f1, font=( 'Times' ,20, 'italic bold' ),text="Drinks",bg="cy
an3",fg="crimson",bd=10,anchor='w')
lblDrinks.grid(row=0,column=2)
txtDrinks = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable=Drinks
, bd=6,insertwidth=4,bg="powder blue" ,justify='right')
txtDrinks.grid(row=0,column=3)
lblcost = Label(f1, font=( 'Times' ,20, 'italic bold' ),text="cost",bg="cyan3"
,fg="crimson",bd=10,anchor='w')
lblcost.grid(row=1,column=2)
txtcost = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable=cost , bd
=6,insertwidth=4,bg="powder blue" ,justify='right')
txtcost.grid(row=1,column=3)
lblService_Charge = Label(f1,font=( 'Times' ,20, 'italic bold' ),bg="cyan3",te
xt="Service Charge",fg="crimson",bd=10,anchor='w')
lblService_Charge.grid(row=2,column=2)
txtService_Charge = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable
=Service_Charge , bd=6,insertwidth=4,bg="powder blue" ,justify='right')
txtService_Charge.grid(row=2,column=3)
lblTax = Label(f1, font=( 'Times' ,20, 'italic bold' ),text="Tax",bg="cyan3",f
g="crimson",bd=10,anchor='w')
lblTax.grid(row=3,column=2)
```

```
txtTax = Entry(f1,font=( 'Times' ,20, 'italic bold' ), textvariable=Tax , bd=6
,insertwidth=4,bg="powder blue" ,justify='right')
txtTax.grid(row=3,column=3)
lblSubtotal = Label(f1,font=( 'Times' ,20, 'italic bold' ),text="Subtotal",bg=
"cyan3", fg="crimson", bd=10, anchor='w')
lblSubtotal.grid(row=4,column=2)
txtSubtotal = Entry(f1,font=('ariel' ,20,'bold'), textvariable=Subtotal , bd=6
,insertwidth=4,bg="powder blue" ,justify='right')
txtSubtotal.grid(row=4,column=3)
lblTotal = Label(f1,font=( 'Times' ,20, 'italic bold' ),text="Total",bg="cyan3"
',fg="crimson",bd=10,anchor='w')
lblTotal.grid(row=5,column=2)
txtTotal = Entry(f1,font=('ariel' ,20,'bold'), textvariable=Total , bd=6,inser
twidth=4,bg="powder blue" ,justify='right')
txtTotal.grid(row=5,column=3)
                          -----buttons-----
lblTotal = Label(f1,fg="white",bg="cyan3")
lblTotal.grid(row=6,columnspan=3)
btnTotal=Button(f1,padx=16,pady=8, bd=10 ,fg="black",font=('ariel' ,16,'bold')
,width=10, text="TOTAL", bg="green",command=Ref)
btnTotal.grid(row=7, column=1)
btnreset=Button(f1,padx=16,pady=8, bd=10 ,fg="black",font=('ariel' ,16,'bold')
,width=10, text="RESET", bg="green",command=reset)
btnreset.grid(row=7, column=2)
btnexit=Button(f1,padx=16,pady=8, bd=10 ,fg="black",font=('ariel' ,16,'bold'),
width=10, text="EXIT", bg="green",command=qexit)
btnexit.grid(row=7, column=3)
def price():
   roo = Tk()
    roo.geometry("600x220+0+0")
    roo.title("Price List")
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="ITEM",bg="green", fg
="black", bd=5)
    lblinfo.grid(row=0, column=0)
    lblinfo = Label(roo, font=('aria', 15,'bold'), text="_____", fg="c
rimson", anchor=W)
    lblinfo.grid(row=0, column=2)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="PRICE",bg="green", f
g="black", anchor=W)
   lblinfo.grid(row=0, column=3)
```

```
lblinfo = Label(roo, font=('aria', 15, 'bold'), text="Coffee",bg="crimson"
, fg="steel blue", anchor=W)
    lblinfo.grid(row=1, column=0)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="25",bg="crimson", fg
="steel blue", anchor=W)
    lblinfo.grid(row=1, column=3)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="Cookies",bg="crimson
", fg="steel blue", anchor=W)
   lblinfo.grid(row=2, column=0)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="40",bg="crimson", fg
="steel blue", anchor=W)
    lblinfo.grid(row=2, column=3)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="Pastry",bg="crimson"
, fg="steel blue", anchor=W)
    lblinfo.grid(row=3, column=0)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="35",bg="crimson", fg
="steel blue", anchor=W)
    lblinfo.grid(row=3, column=3)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="Tea",bg="crimson", f
g="steel blue", anchor=W)
    lblinfo.grid(row=4, column=0)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="50",bg="crimson", fg
="steel blue", anchor=W)
    lblinfo.grid(row=4, column=3)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="Pepsi",bg="crimson",
 fg="steel blue", anchor=W)
    lblinfo.grid(row=5, column=0)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="30",bg="crimson", fg
="steel blue", anchor=W)
    lblinfo.grid(row=5, column=3)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="Drinks",bg="crimson"
, fg="steel blue", anchor=W)
    lblinfo.grid(row=6, column=0)
    lblinfo = Label(roo, font=('aria', 15, 'bold'), text="35",bg="crimson", fg
="steel blue", anchor=W)
    lblinfo.grid(row=6, column=3)
    roo.configure(bg="crimson")
    roo.mainloop()
btnprice=Button(f1,padx=16,pady=8, bd=10 ,fg="black",font=('ariel' ,16,'bold')
,width=10, text="PRICE", bg="green",command=price)
btnprice.grid(row=7, column=0)
root.configure(bg="cyan3")
def feed():
   root.destroy()
```

```
import feed.py
btnfeed = Button(f2,text="Feedback here ==>",fg="green4",bg="yellow",font=('ar
iel', 20 ,'bold'),command=feed)
btnfeed.grid(columnspan=3)
root.mainloop()
```

OUTPUT:

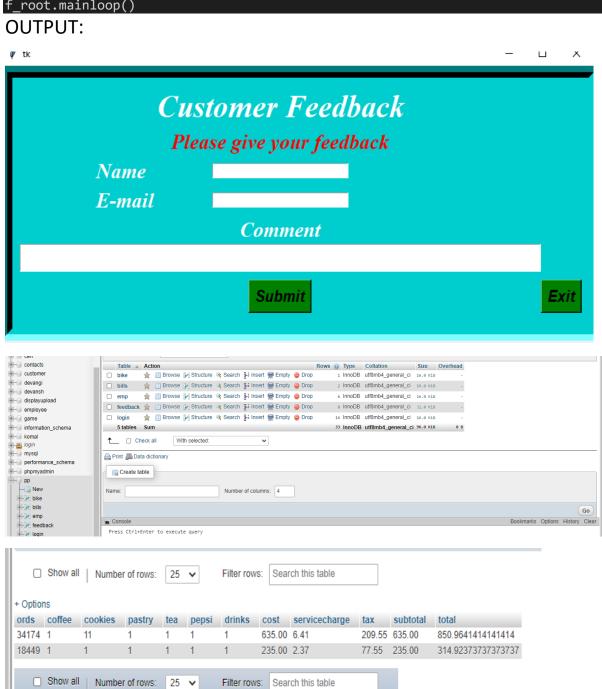


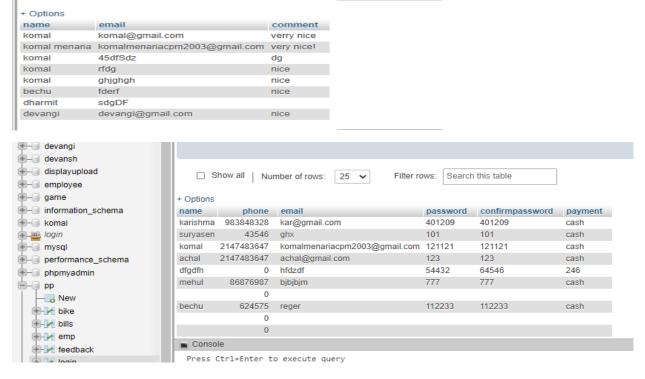
FEEDBACK PAGE:

```
from tkinter import *
from PIL import Image, ImageTk
import tkinter.messagebox as tmsg
import mysql.connector
f_root=Tk()
f_root.geometry("800x350")
F1=Frame(f_root, bg="cyan3",padx=10, pady=10, borderwidth=15, relief=SUNKEN)
F1.grid(row=0,column=0)
#COMMANDS
def getvals():
        mydb = mysql.connector.connect(host="localhost", user="root", password
="", database="pp")
        mycursor = mydb.cursor()
        insert = ("INSERT INTO feedback (name,email,comment) VALUES (%s,%s,%s
)")
        values = [namevar.get(),emailvar.get(),commentvar.get()]
        mycursor.execute(insert, values)
        # if Passwordvalue.get()==ConfirmPasswordvalue.get():
        mydb.commit()
```

```
tmsg.showinfo(title="done", message=" Thank you for visiting ")
        ok=namevar.set(""),emailvar.set(""),commentvar.set("")
#Form text
flabel=Label(F1,text="Customer Feedback",bg="cyan3",fg="white",font=("Times 30")
 bold italic"))
flabel.grid(row=1,column=4)
flabel1=Label(F1,text="Please give your feedback",bg="cyan3",fg="red",font=("T
imes 20 bold italic"))
flabel1.grid(row=3,column=4)
#name and email label
name=Label(F1,text="Name",bg="cyan3",fg="white",font=("Times 20 bold italic"))
email=Label(F1,text="E-
mail",bg="cyan3",fg="white",font=("Times 20 bold italic"))
Com=Label(F1,text="Comment",bg="cyan3",fg="white",font=("Times 20 bold italic"
))
#packing
name.grid(row=5,column=4,sticky=NW,padx=100)
email.grid(row=6,column=4,sticky=NW,padx=100)
Com.grid(row=7,column=4)
#var for entry
namevar=StringVar()
emailvar=StringVar()
commentvar=StringVar()
#entry
name_entry=Entry(F1,textvariable=namevar,width=30)
email_entry=Entry(F1,textvariable=emailvar,width=30)
comm_entry=Entry(F1,textvariable=commentvar,width=50, font=("Times 20 bold ita
lic"))
#packing entry
name_entry.grid(row=5,column=4)
email_entry.grid(row=6,column=4)
comm_entry.grid(row=8,column=4,sticky=E)
#Button
b1=Button(F1,text="Submit",bg="Green",fg="black",font=("lucida 15 bold italic"
),command=getvals)
b1.grid(row=9,column=4,pady=10)
b2=Button(F1,text="Exit",bg="Green",fg="black",font=("lucida 15 bold italic"),
command=f root.destroy)
b2.grid(row=9,column=5,pady=10)
```







Practical 6: Program to create server-client and exchange basic information.

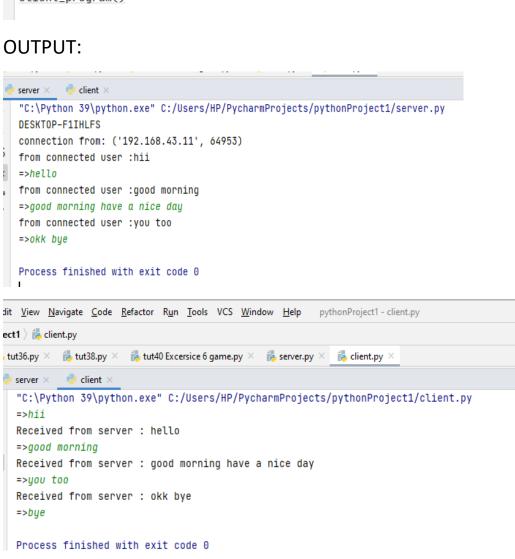
Code:

Server.py

```
<u>V</u>iew <u>N</u>avigate <u>C</u>ode <u>R</u>efactor <u>Run T</u>ools <u>VCS <u>W</u>indow <u>H</u>elp <u>pythonProject1 - server.pg</u></u>
1 > 🐌 server.py
t36.py × 👸 tut38.py × 👸 tut40 Excersice 6 game.py × 👸 server.py × 🚜 client.py ×
   import__socket
   def server_program():
        host=socket.gethostname()
        print(host)
        port=5000
        server_socket = socket.socket()
        server_socket.bind((host,port))
        server_socket.listen(2)
        conn_address = server_socket.accept()
        print("connection from: " + str(address))
        while True:
            data = conn.recv(1024).decode()
            if not data:
            print("from connected user :" + str(data))
            data = input("=>")
            conn.send(data.encode())
        conn.close()
   server_program()
```

Client.py

```
Edit View Navigate Code Refactor Run Tools VCS Window Help pythonProject1 - client.py
oject1 ) 🐌 client.py
36.py × 👸 tut38.py × 👸 tut40 Excersice 6 game.py × 👸 server.py × 🐞 client.py ×
  import socket
  def client_program():
      host= socket.gethostname()
      port=5000
      client_socket=socket.socket()
      client_socket.connect((host,port))
      message = input("=>")
      while message.lower().strip() !="bye":
          client_socket.send(message.encode())
          data=client_socket.recv(1024).decode()
          print('Received from server : ' + data)
  message = input("=>")
      client_socket.close()
  client_program()
```

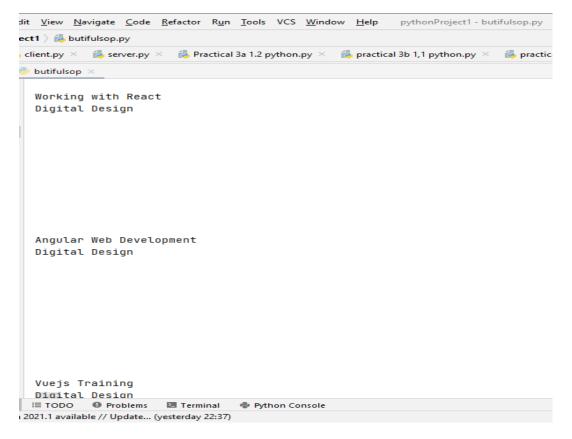


PRACTICAL 7:

Use Scrapy/selenium/BeautifulSoup for webmining.

CODE:

OUTPUT:



PRACTICAL 8: Program to send email and read content of UPL. Email sent:

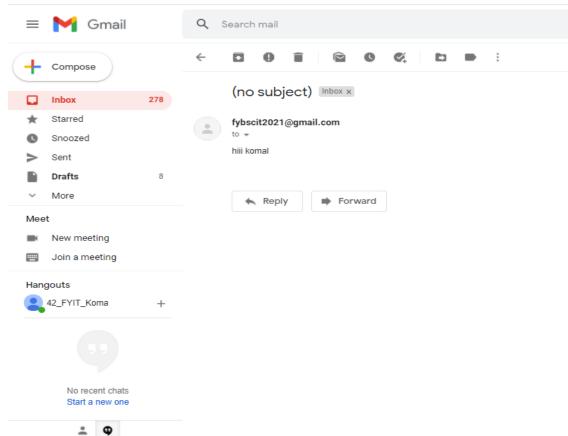
Code:

```
import smtplib,ssl
noob=input("Whom you wanna send email?:")
content=input("Type your msg:")

f Create a secure SSL context
context = ssl.create_default_context()
mail=smtplib.SMTP_SSL("smtp.gmail.com",465, context=context)
mail.login("fybscit2021@gmail.com", "python@123")
mail.sendmail("fybscit2021@gmail.com",noob,content)
print("email sent")
mail.quit()
```

Output:





Read URL content:

Code:

OUTPUT:

🔒 IDLE Shell 3.8.8 o ×

File Eds Shell Debug Options Window Help

"Reclay", N "Current Time"; "Current Time", "Duraction", N "Remaining Time", Remaining Time", N "Stream Type"; "Stream Type", N "LIVE"

"INTEX, N "Seek to live, currently behind live"; "Seek to live, currently behind live", N "Florycase Bast"; "Progress Bast", N "progress Past", N "progress Pa File Edit Shell Debug Options Window Help