

Wirtualny dziennik krwiodawcy

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# Chapter 1

## Namespace Index

### 1.1 Namespace List

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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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AddDonationForm.DonationForm . . . . .	27
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## Chapter 3

# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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<a href="#">src.models.Donation.Donation</a> . . . . .	22
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# Chapter 4

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## Chapter 5

# Namespace Documentation

### 5.1 AddDonationForm Namespace Reference

#### Classes

- class [DonationForm](#)

### 5.2 App Namespace Reference

#### Classes

- class [App](#)

### 5.3 DonationCard Namespace Reference

#### Classes

- class [DonationCard](#)

### 5.4 EditDonationForm Namespace Reference

#### Classes

- class [EditDonationForm](#)

### 5.5 src Namespace Reference

#### Namespaces

- namespace [database](#)
- namespace [main](#)
- namespace [models](#)

## 5.6 src.database Namespace Reference

### Namespaces

- namespace [DatabaseCreator](#)
- namespace [DatabaseManager](#)

## 5.7 src.database.DatabaseCreator Namespace Reference

### Functions

- [main](#) ()
- [initDonationTypes](#) (sqlite3.Cursor cursor)
- [initSampleUserWithDonations](#) (sqlite3.Cursor cursor)

### 5.7.1 Function Documentation

#### 5.7.1.1 initDonationTypes()

```
src.database.DatabaseCreator.initDonationTypes (
    sqlite3.Cursor cursor )
```

Inserts initial donation types into the donation\_types table.

:param cursor: SQLite cursor object for executing database commands.

Here is the caller graph for this function:



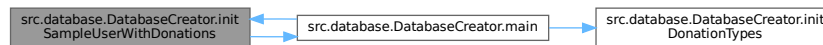
#### 5.7.1.2 initSampleUserWithDonations()

```
src.database.DatabaseCreator.initSampleUserWithDonations (
    sqlite3.Cursor cursor )
```

Inserts a sample user with associated donation records into the database.

:param cursor: SQLite cursor object for executing database commands.

Here is the call graph for this function:



Here is the caller graph for this function:



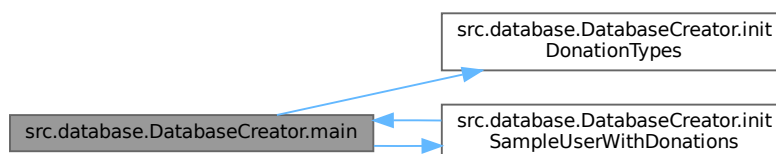
### 5.7.1.3 main()

```
src.database.DatabaseCreator.main ( )
```

Initializes the blood donation database.

Creates all necessary tables (`donation_types`, `users`, `donations`), inserts initial data for donation types, and creates a sample user with donations. Does not return any value.

Here is the call graph for this function:



Here is the caller graph for this function:



## 5.8 src.database.DatabaseManager Namespace Reference

### Classes

- class [DatabaseManager](#)

### Functions

- "DatabaseManager" [getDatabase](#) ()

### Variables

- [\\_instance](#) = None

### 5.8.1 Function Documentation

#### 5.8.1.1 getDatabase()

"DatabaseManager" `src.database.DatabaseManager.getDatabase ( )`

Provides a singleton instance of DatabaseManager.

Creates a new instance if none exists, otherwise returns the existing one.  
:return: The DatabaseManager instance.

### 5.8.2 Variable Documentation

#### 5.8.2.1 \_instance

`src.database.DatabaseManager._instance = None` [protected]

## 5.9 src.main Namespace Reference

### Variables

- [app](#) = App()

### 5.9.1 Detailed Description

Main entry point for the blood donation management application.

This script initializes and runs the main application window, starting the GUI event loop for user interaction.

## 5.9.2 Variable Documentation

### 5.9.2.1 app

```
src.main.app = App()
```

## 5.10 src.models Namespace Reference

### Namespaces

- namespace [Donation](#)
- namespace [DonationType](#)
- namespace [User](#)

### 5.10.1 Detailed Description

Module exports for the models package.

Defines which classes are available when importing from the models package.

## 5.11 src.models.Donation Namespace Reference

### Classes

- class [Donation](#)

## 5.12 src.models.DonationType Namespace Reference

### Classes

- class [DonationType](#)

## 5.13 src.models.User Namespace Reference

### Classes

- class [User](#)

## 5.14 Titlebar Namespace Reference

### Functions

- [darkTitleBar](#) (window)

## 5.14.1 Function Documentation

### 5.14.1.1 `darkTitleBar()`

```
Titlebar.darkTitleBar (  
    window )
```

Applies a dark title bar to a Tkinter window on Windows if Windows dark theme is enabled.

This function modifies the window attributes to enable the system's dark mode for the title bar and window frame, using the Windows Desktop Window Manager (DWM) API.

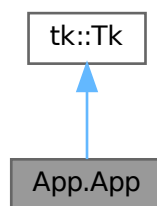
:param window: The Tkinter window (Tk or Toplevel instance) to modify.

## Chapter 6

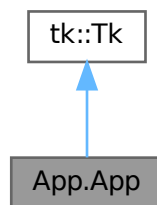
# Class Documentation

### 6.1 App.App Class Reference

Inheritance diagram for App.App:



Collaboration diagram for App.App:



#### Public Member Functions

- `__init__` (self)
- `fillDonationCardContent` (self)
- `showCard` (self, cardNumber)

## Public Attributes

- [cards](#)
- [buttonFrame](#)
- [cardContent](#)

## 6.1.1 Detailed Description

Main application class for managing blood donation records.

This class initializes the main window of the application, sets up the UI, and manages the display of donation cards for different types of blood donations. It uses Tkinter for the graphical interface and interacts with the database to fetch and display donation data.

## 6.1.2 Constructor & Destructor Documentation

### 6.1.2.1 `__init__()`

```
App.App.__init__ (  
    self )
```

Initializes the main application window.

Sets up the window title, size, and style, and creates a frame for navigation buttons. Instantiates donation cards for each donation type and populates them with data from the database. Each card is associated with a button that allows the user to display the corresponding donation data.

Here is the call graph for this function:



Here is the caller graph for this function:





## 6.1.3 Member Function Documentation

### 6.1.3.1 fillDonationCardContent()

```
App.App.fillDonationCardContent (
    self )
```

Function, that fetches all the donations information from the database.  
:return: Data about donations from the database.

### 6.1.3.2 showCard()

```
App.App.showCard (
    self,
    cardNumber )
```

Shows the DonationCard for the *cardNumber* instance.  
:param *cardNumber*: Number of the DonationCard:  
    1-Krew pełna,  
    2-Osocze,  
    3-Płytki krwi,  
    4-Krwiniki czerwone,  
    5-Krwinki białe,  
    6-Osocze i płytki

## 6.1.4 Member Data Documentation

### 6.1.4.1 buttonFrame

```
App.App.buttonFrame
```

### 6.1.4.2 cardContent

```
App.App.cardContent
```

### 6.1.4.3 cards

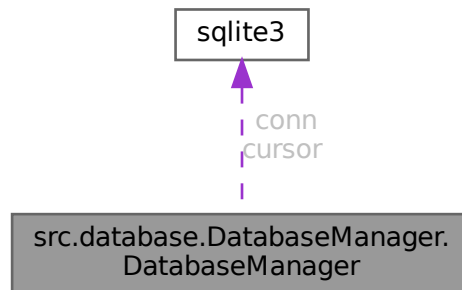
```
App.App.cards
```

The documentation for this class was generated from the following file:

- [src/frontEnd/App.py](#)

## 6.2 src.database.DatabaseManager.DatabaseManager Class Reference

Collaboration diagram for src.database.DatabaseManager.DatabaseManager:



### Public Member Functions

- `__init__` (self)
- `User`|None `fetchUser` (self, int userId)
- list[`Donation`] `fetchAllDonations` (self)
- list[`Donation`] `fetchUserDonations` (self, int userId)
- list[`DonationType`] `fetchDonationTypes` (self)
- int|None `addUser` (self, `User` user)
- int|None `addDonation` (self, `Donation` donation)
- `editUser` (self, int userId, `User` user)
- `editDonation` (self, int donationId, `Donation` donation)
- `deleteDonation` (self, int donationId)

### Public Attributes

- `conn`
- `cursor`
- `donation_types`

### Static Public Attributes

- str `PATH` = "database/blood\_draws.db"
- list `blood_types` [`BloodType`]
- list `donation_types` [`DonationType`]
- sqlite3 `conn` .Connection
- sqlite3 `cursor` .Cursor

### 6.2.1 Detailed Description

Manages database connections and operations for blood donation records.

Handles creation, retrieval, update, and deletion of users, donations, and donation types.

## 6.2.2 Constructor & Destructor Documentation

### 6.2.2.1 `__init__()`

```
src.database.DatabaseManager.DatabaseManager.__init__ (
    self )
```

Initializes the DatabaseManager.

Establishes a database connection and fetches initial donation types.

## 6.2.3 Member Function Documentation

### 6.2.3.1 `addDonation()`

```
int | None src.database.DatabaseManager.DatabaseManager.addDonation (
    self,
    Donation donation )
```

Adds a new donation to the database.

:param donation: The Donation object to add.  
:return: The ID of the newly added donation.

### 6.2.3.2 `addUser()`

```
int | None src.database.DatabaseManager.DatabaseManager.addUser (
    self,
    User user )
```

Adds a new user to the database.

:param user: The User object to add.  
:return: The ID of the newly added user.

### 6.2.3.3 `deleteDonation()`

```
src.database.DatabaseManager.DatabaseManager.deleteDonation (
    self,
    int donationId )
```

Deletes a donation from the database.

:param donationId: The ID of the donation to delete.

#### 6.2.3.4 editDonation()

```
src.database.DatabaseManager.DatabaseManager.editDonation (
    self,
    int donationId,
    Donation donation )
```

Updates an existing donation.

:param donationId: The ID of the donation to update.  
:param donation: The Donation object with updated data.

#### 6.2.3.5 editUser()

```
src.database.DatabaseManager.DatabaseManager.editUser (
    self,
    int userId,
    User user )
```

Updates an existing user.

:param userId: The ID of the user to update.  
:param user: The User object with updated data.

#### 6.2.3.6 fetchAllDonations()

```
list[Donation] src.database.DatabaseManager.DatabaseManager.fetchAllDonations (
    self )
```

Retrieves all donation records.

:return: List of all Donation objects.

#### 6.2.3.7 fetchDonationTypes()

```
list[DonationType] src.database.DatabaseManager.DatabaseManager.fetchDonationTypes (
    self )
```

Retrieves all donation types.

:return: List of all DonationType objects.

#### 6.2.3.8 fetchUser()

```
User | None src.database.DatabaseManager.DatabaseManager.fetchUser (
    self,
    int userId )
```

Retrieves a user by user ID.

:param userId: The ID of the user to fetch.  
:return: The User object if found, otherwise None.

### 6.2.3.9 fetchUserDonations()

```
list[Donation] src.database.DatabaseManager.DatabaseManager.fetchUserDonations (
    self,
    int userId )
```

Retrieves all donations for a specific user.

:param userId: The ID of the user whose donations to fetch.  
:return: List of Donation objects for the specified user.

## 6.2.4 Member Data Documentation

### 6.2.4.1 blood\_types

```
list src.database.DatabaseManager.DatabaseManager.blood_types [BloodType] [static]
```

### 6.2.4.2 conn [1/2]

```
sqlite3 src.database.DatabaseManager.DatabaseManager.conn .Connection [static]
```

### 6.2.4.3 conn [2/2]

```
src.database.DatabaseManager.DatabaseManager.conn
```

### 6.2.4.4 cursor [1/2]

```
sqlite3 src.database.DatabaseManager.DatabaseManager.cursor .Cursor [static]
```

### 6.2.4.5 cursor [2/2]

```
src.database.DatabaseManager.DatabaseManager.cursor
```

### 6.2.4.6 donation\_types [1/2]

```
list src.database.DatabaseManager.DatabaseManager.donation_types [DonationType] [static]
```

### 6.2.4.7 donation\_types [2/2]

```
src.database.DatabaseManager.DatabaseManager.donation_types
```

#### 6.2.4.8 PATH

```
str src.database.DatabaseManager.DatabaseManager.PATH = "database/blood_draws.db" [static]
```

The documentation for this class was generated from the following file:

- [src/database/DatabaseManager.py](#)

## 6.3 src.models.Donation.Donation Class Reference

### Public Member Functions

- [\\_\\_init\\_\\_](#) (self, int donation\_typeID, int amount, str date, int userID, int [donationID](#)=-1)
- [setID](#) (self, int donation\_id)

### Public Attributes

- [donationID](#)

### 6.3.1 Detailed Description

Represents a blood donation record.

Attributes:

```
donationID: The unique identifier for the donation.
donation_typeID: The type of donation.
amount: The amount of blood donated.
date: The date of the donation.
userID: The ID of the user who donated.
```

## 6.3.2 Constructor & Destructor Documentation

### 6.3.2.1 \_\_init\_\_()

```
src.models.Donation.Donation.__init__ (
    self,
    int donation_typeID,
    int amount,
    str date,
    int userID,
    int donationID = -1 )
```

Initializes a Donation object.

```
:param donation_typeID: The type of donation.
:param amount: The amount of blood donated.
:param date: The date of the donation.
:param userID: The ID of the user who donated.
:param donationID: The unique identifier for the donation (default: -1).
```

### 6.3.3 Member Function Documentation

#### 6.3.3.1 setID()

```
src.models.Donation.Donation.setID (  
    self,  
    int donation_id )
```

Sets the donation ID.

:param donation\_id: The new donation ID.

### 6.3.4 Member Data Documentation

#### 6.3.4.1 donationID

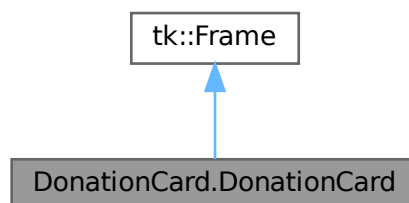
```
src.models.Donation.Donation.donationID
```

The documentation for this class was generated from the following file:

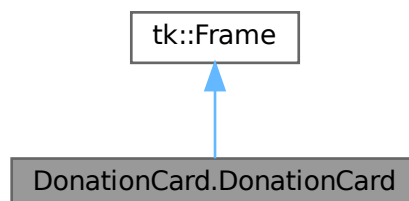
- src/models/[Donation.py](#)

## 6.4 DonationCard.DonationCard Class Reference

Inheritance diagram for DonationCard.DonationCard:



Collaboration diagram for DonationCard.DonationCard:



## Public Member Functions

- `__init__` (self, parent, [data](#), [title](#), [donation\\_typeID](#), [db](#))
- `insertData` (self, [data](#))
- `onAddEntry` (self)
- `onEditEntry` (self)
- `onDeleteEntry` (self)
- `show` (self)
- `hide` (self)

## Public Attributes

- [data](#)
- [donation\\_typeID](#)
- [title](#)
- [db](#)
- [tree](#)

## 6.4.1 Detailed Description

GUI component for displaying and managing donation entries of a specific blood donation type.

This class creates a card interface using Tkinter's Frame widget that shows donation records in a Treeview. It provides functionality to add, edit, delete, and view donation entries associated with a particular donation type. The card is styled with a dark theme and interacts with a database to update donation data.

## 6.4.2 Constructor & Destructor Documentation

### 6.4.2.1 `__init__()`

```
DonationCard.DonationCard.__init__ (
    self,
    parent,
    data,
    title,
    donation_typeID,
    db )
```

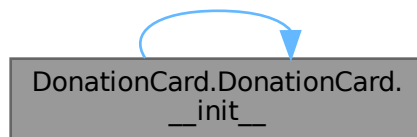
Initializes the DonationCard GUI component.

Sets up the card with a dark-themed Treeview to display donation entries for a specific blood donation type. Creates buttons for adding, editing, deleting, and closing the card. Initializes the card with provided data, title, donation type ID, and database connection.

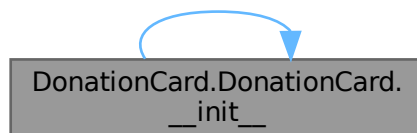
```
:param parent: The parent widget in which this card will be placed.
:param data: List of donation entries to display.
:param title: Title of the card, displayed at the top.
:param donation_typeID: The ID of the donation type this card represents.
:param db: Database connection object for data operations.
```



Here is the call graph for this function:



Here is the caller graph for this function:



## 6.4.3 Member Function Documentation

### 6.4.3.1 `hide()`

```
DonationCard.DonationCard.hide (
    self )
```

Hides the card from view.

### 6.4.3.2 `insertData()`

```
DonationCard.DonationCard.insertData (
    self,
    data )
```

Inserts the provided donation data into the Treeview widget.

:param data: List of donation entries to display.

#### 6.4.3.3 onAddEntry()

```
DonationCard.DonationCard.onAddEntry (
    self )
```

Opens the form for adding a new donation entry.

#### 6.4.3.4 onDeleteEntry()

```
DonationCard.DonationCard.onDeleteEntry (
    self )
```

Deletes the selected donation entry from the database and the Treeview.  
If no entry is selected, prints a message to the console.

#### 6.4.3.5 onEditEntry()

```
DonationCard.DonationCard.onEditEntry (
    self )
```

Opens the form for editing the selected donation entry.  
If no entry is selected, prints a message to the console.

#### 6.4.3.6 show()

```
DonationCard.DonationCard.show (
    self )
```

Makes the card visible and brings it to the front.

### 6.4.4 Member Data Documentation

#### 6.4.4.1 data

```
DonationCard.DonationCard.data
```

#### 6.4.4.2 db

```
DonationCard.DonationCard.db
```

#### 6.4.4.3 donation\_typeID

```
DonationCard.DonationCard.donation_typeID
```

#### 6.4.4.4 title

`DonationCard.DonationCard.title`

#### 6.4.4.5 tree

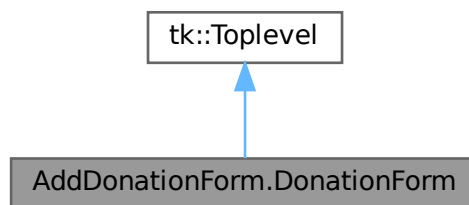
`DonationCard.DonationCard.tree`

The documentation for this class was generated from the following file:

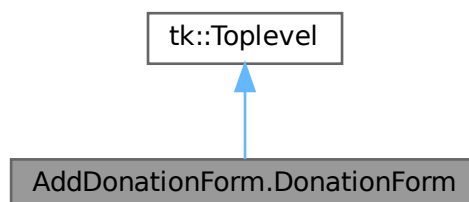
- `src/frontEnd/DonationCard.py`

## 6.5 AddDonationForm.DonationForm Class Reference

Inheritance diagram for AddDonationForm.DonationForm:



Collaboration diagram for AddDonationForm.DonationForm:



### Public Member Functions

- [\\_\\_init\\_\\_](#) (self, [parent](#), [donation\\_typeID](#))
- [setFullscreenOverlay](#) (self)
- [updateOverLayPosition](#) (self)
- [onClose](#) (self)
- [createWidgets](#) (self)
- [onSubmit](#) (self)

### Public Attributes

- [donation\\_typeID](#)
- [parent](#)
- [onClose](#)
- [main\\_window](#)
- [entries](#)

### Protected Attributes

- [\\_bind\\_id](#)

## 6.5.1 Detailed Description

A form window for creating new blood donation entries.

This class provides a modal overlay form that allows users to input new donation data for a specific donation type. The form is centered over the parent card and follows the parent window when it is moved or resized.

## 6.5.2 Constructor & Destructor Documentation

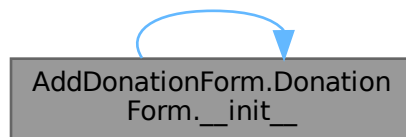
### 6.5.2.1 `__init__()`

```
AddDonationForm.DonationForm.__init__ (
    self,
    parent,
    donation_typeID )
```

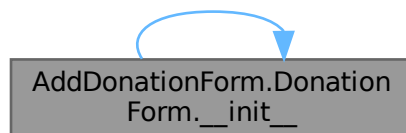
Initializes the AddDonationForm window.

:param parent: The parent widget (typically a DonationCard instance).  
:param donation\_typeID: The ID of the donation type for this entry.

Here is the call graph for this function:



Here is the caller graph for this function:



## 6.5.3 Member Function Documentation

### 6.5.3.1 createWidgets()

```
AddDonationForm.DonationForm.createWidgets (
    self )
```

Creates and lays out the widgets for the donation form.

Includes entry fields for amount, date, and user ID, as well as submit and cancel buttons.

### 6.5.3.2 onClose()

```
AddDonationForm.DonationForm.onClose (
    self )
```

Cleans up resources and closes the form window.

Unbinds from the parent window's movement events and destroys the form.

### 6.5.3.3 onSubmit()

```
AddDonationForm.DonationForm.onSubmit (
    self )
```

Handles the submission of the donation form.

Validates the input, creates a new donation record in the database, and updates the parent card's data. Closes the form when done.

### 6.5.3.4 setFullscreenOverlay()

```
AddDonationForm.DonationForm.setFullscreenOverlay (
    self )
```

Makes the form overlay cover the entire parent window and binds to the parent's movement events.

The overlay is positioned and sized to match the parent window, and will update its position whenever the parent window is moved or resized.

### 6.5.3.5 updateOverLayPosition()

```
AddDonationForm.DonationForm.updateOverLayPosition (
    self )
```

Updates the overlay's position and size to match the parent window.

:param event: The event that triggered this update (optional).

## 6.5.4 Member Data Documentation

### 6.5.4.1 \_bind\_id

```
AddDonationForm.DonationForm._bind_id [protected]
```

### 6.5.4.2 donation\_typeID

```
AddDonationForm.DonationForm.donation_typeID
```

### 6.5.4.3 entries

```
AddDonationForm.DonationForm.entries
```

### 6.5.4.4 main\_window

```
AddDonationForm.DonationForm.main_window
```

#### 6.5.4.5 onClose

```
AddDonationForm.DonationForm.onClose
```

#### 6.5.4.6 parent

```
AddDonationForm.DonationForm.parent
```

The documentation for this class was generated from the following file:

- [src/frontEnd/AddDonationForm.py](#)

## 6.6 src.models.DonationType.DonationType Class Reference

### Public Member Functions

- [\\_\\_init\\_\\_](#) (self, int donationTypeId, str [name](#), int maxDonationAmount)
- [toDict](#) (self)

### Public Attributes

- [id](#)
- [name](#)

### 6.6.1 Detailed Description

Represents a type of blood donation.

Attributes:

```
id: The unique identifier for the donation type.
name: The name of the donation type.
max_amount: The maximum amount that can be donated for this type.
```

### 6.6.2 Constructor & Destructor Documentation

#### 6.6.2.1 \_\_init\_\_()

```
src.models.DonationType.DonationType.__init__ (
    self,
    int donationTypeId,
    str name,
    int maxDonationAmount )
```

Initializes a DonationType object.

```
:param donationTypeId: The unique identifier for the donation type.
:param name: The name of the donation type.
:param maxDonationAmount: The maximum amount that can be donated for this type.
```

### 6.6.3 Member Function Documentation

#### 6.6.3.1 toDict()

```
src.models.DonationType.DonationType.toDict (
    self )
```

Converts the donation type to a dictionary.

:return: A dictionary representing the donation type.

### 6.6.4 Member Data Documentation

#### 6.6.4.1 id

```
src.models.DonationType.DonationType.id
```

#### 6.6.4.2 name

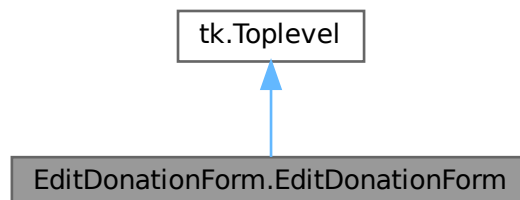
```
src.models.DonationType.DonationType.name
```

The documentation for this class was generated from the following file:

- [src/models/DonationType.py](#)

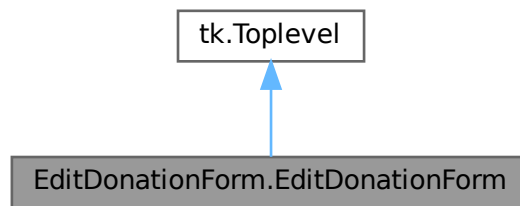
## 6.7 EditDonationForm.EditDonationForm Class Reference

Inheritance diagram for EditDonationForm.EditDonationForm:





Collaboration diagram for EditDonationForm.EditDonationForm:



### Public Member Functions

- `__init__` (self, parent, donation\_data)
- `setFullscreenOverlay` (self)
- `updateOverlayPosition` (self)
- `onClose` (self)
- `createWidgets` (self)
- `onSubmit` (self)

### Public Attributes

- `parent`
- `donation_data`
- `onClose`
- `main_window`
- `entries`

### Protected Attributes

- `_bind_id`

## 6.7.1 Detailed Description

A modal form for editing existing blood donation entries.

This class provides a modal overlay window that allows users to modify the details of a selected donation. The form is styled with a dark theme and updates the database and parent card data upon submission.

## 6.7.2 Constructor & Destructor Documentation

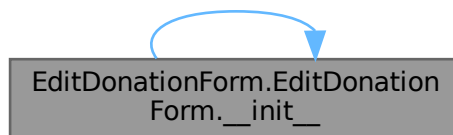
### 6.7.2.1 `__init__()`

```
EditDonationForm.EditDonationForm.__init__ (
    self,
    parent,
    donation_data )
```

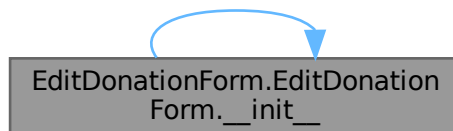
Initializes the EditDonationForm window.

:param parent: The parent widget (typically a DonationCard instance).  
:param donation\_data: Dictionary containing the donation data to edit.

Here is the call graph for this function:



Here is the caller graph for this function:



## 6.7.3 Member Function Documentation

### 6.7.3.1 `createWidgets()`

```
EditDonationForm.EditDonationForm.createWidgets (
    self )
```

Creates and lays out the widgets for the edit donation form.

Includes entry fields for amount, date, and user ID, as well as save and cancel buttons. The fields are pre-filled with the current donation data.

### 6.7.3.2 onClose()

```
EditDonationForm.EditDonationForm.onClose (  
    self )
```

Cleans up resources and closes the form window.

Unbinds from the parent window's movement events and destroys the form.

### 6.7.3.3 onSubmit()

```
EditDonationForm.EditDonationForm.onSubmit (  
    self )
```

Handles the submission of the edit donation form.

Validates the input, updates the donation record in the database, and refreshes the parent card's data. Closes the form when done.  
:raises ValueError: If input validation fails.

### 6.7.3.4 setFullscreenOverlay()

```
EditDonationForm.EditDonationForm.setFullscreenOverlay (  
    self )
```

Makes the form overlay cover the entire parent window and binds to the parent's movement events.

The overlay is positioned and sized to match the parent window, and will update its position whenever the parent window is moved or resized.

### 6.7.3.5 updateOverlayPosition()

```
EditDonationForm.EditDonationForm.updateOverlayPosition (  
    self )
```

Updates the overlay's position and size to match the parent window.

## 6.7.4 Member Data Documentation

### 6.7.4.1 \_bind\_id

```
EditDonationForm.EditDonationForm._bind_id [protected]
```

### 6.7.4.2 donation\_data

```
EditDonationForm.EditDonationForm.donation_data
```

#### 6.7.4.3 entries

`EditDonationForm.EditDonationForm.entries`

#### 6.7.4.4 main\_window

`EditDonationForm.EditDonationForm.main_window`

#### 6.7.4.5 onClose

`EditDonationForm.EditDonationForm.onClose`

#### 6.7.4.6 parent

`EditDonationForm.EditDonationForm.parent`

The documentation for this class was generated from the following file:

- `src/frontEnd/`[EditDonationForm.py](#)

## 6.8 src.models.User.User Class Reference

### Public Member Functions

- `__init__` (self, str [name](#), str lastName, int [age](#), int userID=-1)
- `toDict` (self)
- `__str__` (self)
- `setID` (self, int user\_id)

### Public Attributes

- [id](#)
- [name](#)
- [last\\_name](#)
- [age](#)

### 6.8.1 Detailed Description

Represents a user in the blood donation system.

Attributes:

`id`: The unique identifier for the user.  
`name`: The user's first name.  
`last_name`: The user's last name.  
`age`: The user's age.

## 6.8.2 Constructor & Destructor Documentation

### 6.8.2.1 `__init__()`

```
src.models.User.User.__init__ (
    self,
    str name,
    str lastName,
    int age,
    int userID = -1 )
```

Initializes a User object.

:param name: The user's first name.  
:param lastName: The user's last name.  
:param age: The user's age.  
:param userID: The unique identifier for the user (default: -1).

## 6.8.3 Member Function Documentation

### 6.8.3.1 `__str__()`

```
src.models.User.User.__str__ (
    self )
```

Returns a string representation of the user.

:return: A string with the user's name, last name, and age.

### 6.8.3.2 `setID()`

```
src.models.User.User.setID (
    self,
    int user_id )
```

Sets the user ID.

:param user\_id: The new user ID.

### 6.8.3.3 `toDict()`

```
src.models.User.User.toDict (
    self )
```

Converts the user to a dictionary.

:return: A dictionary representing the user.

## 6.8.4 Member Data Documentation

### 6.8.4.1 age

```
src.models.User.User.age
```

### 6.8.4.2 id

```
src.models.User.User.id
```

### 6.8.4.3 last\_name

```
src.models.User.User.last_name
```

### 6.8.4.4 name

```
src.models.User.User.name
```

The documentation for this class was generated from the following file:

- [src/models/User.py](#)

## Chapter 7

# File Documentation

### 7.1 `src/__init__.py` File Reference

### 7.2 `src/database/__init__.py` File Reference

### 7.3 `src/models/__init__.py` File Reference

#### Namespaces

- namespace [src](#)
- namespace [src.models](#)

### 7.4 `src/database/DatabaseCreator.py` File Reference

#### Namespaces

- namespace [src](#)
- namespace [src.database](#)
- namespace [src.database.DatabaseCreator](#)

#### Functions

- [src.database.DatabaseCreator.main](#) ()
- [src.database.DatabaseCreator.initDonationTypes](#) (sqlite3.Cursor cursor)
- [src.database.DatabaseCreator.initSampleUserWithDonations](#) (sqlite3.Cursor cursor)

### 7.5 `src/database/DatabaseManager.py` File Reference

#### Classes

- class [src.database.DatabaseManager.DatabaseManager](#)

### Namespaces

- namespace [src](#)
- namespace [src.database](#)
- namespace [src.database.DatabaseManager](#)

### Functions

- "DatabaseManager" [src.database.DatabaseManager.getDatabase](#) ()

### Variables

- [src.database.DatabaseManager.\\_instance](#) = None

## 7.6 [src/frontEnd/AddDonationForm.py](#) File Reference

### Classes

- class [AddDonationForm.DonationForm](#)

### Namespaces

- namespace [AddDonationForm](#)

## 7.7 [src/frontEnd/App.py](#) File Reference

### Classes

- class [App.App](#)

### Namespaces

- namespace [App](#)

## 7.8 [src/frontEnd/DonationCard.py](#) File Reference

### Classes

- class [DonationCard.DonationCard](#)

### Namespaces

- namespace [DonationCard](#)



## 7.9 src/frontEnd/EditDonationForm.py File Reference

### Classes

- class [EditDonationForm.EditDonationForm](#)

### Namespaces

- namespace [EditDonationForm](#)

## 7.10 src/frontEnd/Titlebar.py File Reference

### Namespaces

- namespace [Titlebar](#)

### Functions

- [Titlebar.darkTitleBar](#) (window)

## 7.11 src/main.py File Reference

### Namespaces

- namespace [src](#)
- namespace [src.main](#)

### Variables

- [src.main.app](#) = App()

## 7.12 src/models/Donation.py File Reference

### Classes

- class [src.models.Donation.Donation](#)

### Namespaces

- namespace [src](#)
- namespace [src.models](#)
- namespace [src.models.Donation](#)

## 7.13 src/models/DonationType.py File Reference

### Classes

- class [src.models.DonationType.DonationType](#)

### Namespaces

- namespace [src](#)
- namespace [src.models](#)
- namespace [src.models.DonationType](#)

## 7.14 src/models/User.py File Reference

### Classes

- class [src.models.User.User](#)

### Namespaces

- namespace [src](#)
- namespace [src.models](#)
- namespace [src.models.User](#)

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