

Họ tên: Ngô Long Vũ

Msv: 20210563

L1: form đăng nhập

```
from pathlib import Path
import sqlite3
from tkinter import Tk, Canvas, Entry, Text, Button, PhotoImage, messagebox

OUTPUT_PATH = Path(__file__).parent
ASSETS_PATH = OUTPUT_PATH / Path(r"C:\Users\hello1love\PycharmProjects\pythonProject\CodePython2024\Buoi20\build\assets\frame0")

def relative_to_assets(path: str) -> Path:
    return ASSETS_PATH / Path(path)

def connect_db():
    """Connects to the SQLite database."""
    return sqlite3.connect('BanHang.db')

def login(username, password):
    """Checks username and password against the database."""
    conn = connect_db()
    cursor = conn.cursor()
    query = "SELECT * FROM Users WHERE username = ? AND password = ?"
    cursor.execute(query, (username, password))
    result = cursor.fetchone()
    conn.close()
    return result

def attempt_login():
    """Attempts to login user using entered credentials."""
    username = entry_login.get()
    password = entry_pass.get()
    user = login(username, password)
    if user:
        messagebox.showinfo("Login Successful", "Bạn đã đăng nhập thành công!")
    else:
        messagebox.showerror("Login Failed", "Tên đăng nhập hoặc mật khẩu không chính xác!")

window = Tk()
window.geometry("1320x690")
window.configure(bg="#FFFFFF")

canvas = Canvas(
    window,
    bg="#FFFFFF",
    height=690,
    width=1320,
    bd=0,
    highlightthickness=0,
    relief="ridge"
)
```

```

canvas.place(x=0, y=0)
image_image_1 = PhotoImage(file=relative_to_assets("image_1.png"))
image_1 = canvas.create_image(990.0, 345.0, image=image_image_1)

canvas.create_text(
    930.0, 250.0, anchor="nw",
    text="Xin chào!", fill="#FFFFFF",
    font=("Itim Regular", 30 * -1)
)

canvas.create_text(
    761.0, 318.0, anchor="nw",
    text="Hãy nhập thông tin cá nhân của bạn và\ntiến hành đăng nhập nhé <3",
    fill="#FFFFFF", font=("Itim Regular", 30 * -1)
)

canvas.create_text(
    213.0, 102.0, anchor="nw",
    text="Đăng nhập", fill="#000000",
    font=("Itim Regular", 40 * -1)
)

entry_image_1 = PhotoImage(file=relative_to_assets("entry_1.png"))
entry_bg_1 = canvas.create_image(300.0, 270.0, image=entry_image_1)
entry_login = Entry(
    bd=0, bg="#F0F0F0", fg="#000716", highlightthickness=0
)
entry_login.place(x=140.0, y=240.0, width=320.0, height=58.0)

entry_image_2 = PhotoImage(file=relative_to_assets("entry_2.png"))
entry_bg_2 = canvas.create_image(300.0, 390.0, image=entry_image_2)
entry_pass = Entry(
    bd=0, bg="#F0F0F0", fg="#000716", highlightthickness=0, show="*"
)
entry_pass.place(x=140.0, y=360.0, width=320.0, height=58.0)

button_image_2 = PhotoImage(file=relative_to_assets("button_2.png"))
button_login = Button(
    image=button_image_2, borderwidth=0, highlightthickness=0,
    command=attempt_login, relief="flat"
)
button_login.place(x=178.0, y=480.0, width=240.0, height=60.0)

canvas.create_text(
    357.0, 431.0, anchor="nw",
    text="Quên mật khẩu", fill="#229EE4",
    font=("Itim Regular", 20 * -1)
)

canvas.create_text(
    88.0, 198.0, anchor="nw",
    text="Tài khoản :", fill="#000000",
    font=("Itim Regular", 30 * -1)
)

canvas.create_text(

```

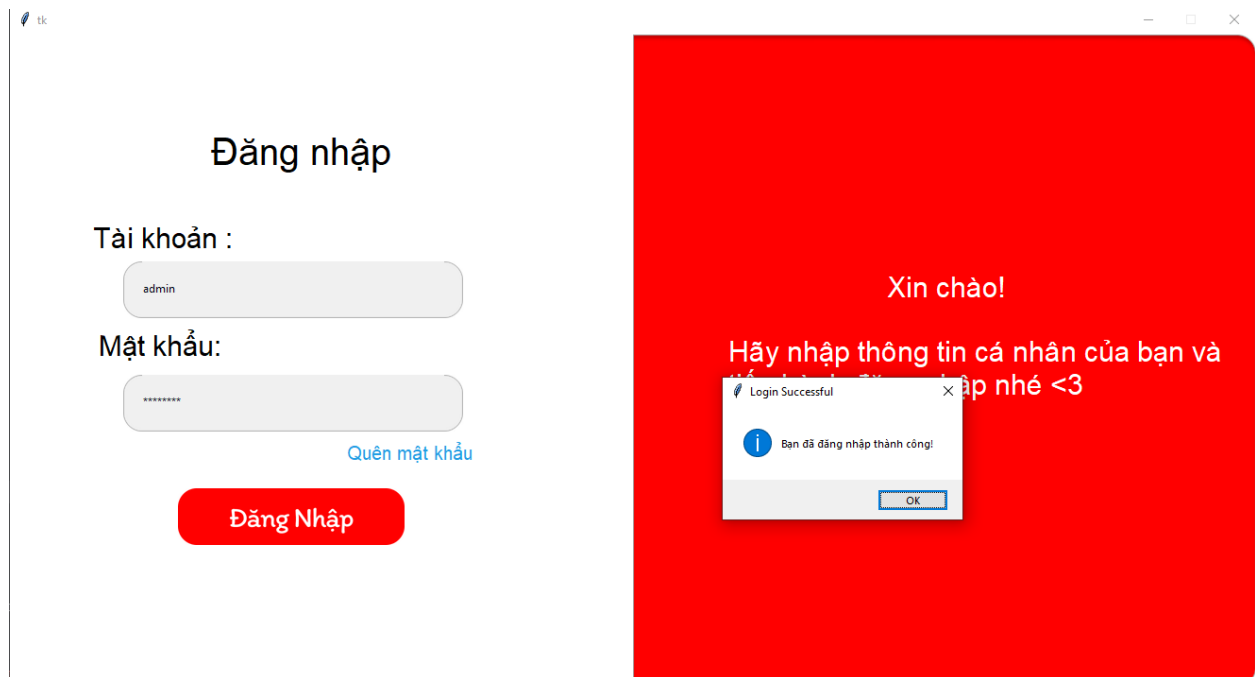
```

    94.0, 312.0, anchor="nw",
    text="Mật khẩu:", fill="#000000",
    font=("Itim Regular", 30 * -1)
)

window.resizable(False, False)
window.mainloop()

```

Kết quả:



DB Browser for SQLite - C:\Users\hello1love\PycharmProjects\pythonProject\CodePython2024\Buoi 20\build\BanHang.db

FileEditViewToolsHelp

New DatabaseOpen DatabaseWrite ChangesRevert ChangesOpen ProjectSave ProjectAttach DatabaseClose Database

Database StructureBrowse DataEdit PragmaExecute SQL

Table: UsersFilter in any column

	user_id	username	password	email	role
	Filter	Filter	Filter	Filter	Filter
1	1	admin	admin123	admin@example.com	administrator
2	2	user	user123	user@example.com	customer
3	3	manager	manager123	manager@example.com	manager

1 - 2 of 3Go to: 1

Edit Database Cell

Mode: Text

1

Type of data currently in cell: Text / Numeric
1 character(s)

Apply

Remote

Identity Select an identity to connect

DBHub.ioLocalCurrent Database

NameLast modified

SQL LogPlotDB SchemaRemote

UTF-8

Quản lý khách:

```
# This file was generated by the Tkinter Designer by Parth Jadhav
# https://github.com/ParthJadhav/Tkinter-Designer

from pathlib import Path

# from tkinter import *
# Explicit imports to satisfy Flake8
from tkinter import Tk, Canvas, Entry, Text, Button, PhotoImage

OUTPUT_PATH = Path(__file__).parent
ASSETS_PATH = OUTPUT_PATH / Path(r"C:\Users\hello1love\PycharmProjects\pythonProject\CodePython2024\Buoi20\build1\assets\frame0")

def relative_to_assets(path: str) -> Path:
    return ASSETS_PATH / Path(path)

window = Tk()

window.geometry("1440x1024")
window.configure(bg = "#F9F9F9")

import sqlite3

def connect_db():
    """ Kết nối với cơ sở dữ liệu SQLite. """
    return sqlite3.connect('BanHang.db')

def add_customer():
    """ Thêm một khách hàng vào cơ sở dữ liệu. """
    conn = connect_db()
    cursor = conn.cursor()
    cursor.execute("INSERT INTO Customers (customer_id, name, phone, email, address) VALUES (?, ?, ?, ?, ?)",
                  (entry_ma_khach.get(), entry_ten_khach.get(),
                   entry_so_dien_thoai.get(), entry_mail.get(), entry_dia_chi.get()))
    conn.commit()
    conn.close()

def update_customer():
    """ Cập nhật thông tin của một khách hàng trong cơ sở dữ liệu. """
    conn = connect_db()
    cursor = conn.cursor()
    cursor.execute("UPDATE customers SET name=?, phone=?, email=?, address=? WHERE customer_id=?",
                  (entry_ten_khach.get(), entry_so_dien_thoai.get(),
                   entry_mail.get(), entry_dia_chi.get(), entry_ma_khach.get()))
    conn.commit()
    conn.close()
```

```

def delete_customer():
    """ Xóa một khách hàng khỏi cơ sở dữ liệu. """
    conn = connect_db()
    cursor = conn.cursor()
    cursor.execute("DELETE FROM customers WHERE customer_id=?",
    (entry_ma_khach.get(),))
    conn.commit()
    conn.close()

def search_customer():
    """ Tìm kiếm một khách hàng trong cơ sở dữ liệu. """
    conn = connect_db()
    cursor = conn.cursor()
    cursor.execute("SELECT * FROM customers WHERE customer_id=?",
    (entry_tim_kiem.get(),))
    result = cursor.fetchone()
    conn.close()
    return result # Kết quả này cần được hiển thị trên giao diện một cách
thích hợp

```

```

canvas = Canvas(
    window,
    bg = "#F9F9F9",
    height = 1024,
    width = 1440,
    bd = 0,
    highlightthickness = 0,
    relief = "ridge"
)

canvas.place(x = 0, y = 0)
image_image_1 = PhotoImage(
    file=relative_to_assets("image_1.png"))
image_1 = canvas.create_image(
    156.0,
    512.0,
    image=image_image_1
)

```

```

canvas.create_text(
    115.0,
    938.0,
    anchor="nw",
    text="Ngô Long Vũ",
    fill="#000000",
    font=("Itim Regular", 20 * -1)
)

```

```

canvas.create_text(
    112.0,
    962.0,
    anchor="nw",
    text="20210463@eaut.edu.vn",
    fill="#000000",
    font=("Itim Regular", 15 * -1)
)

```

```

canvas.create_rectangle(
    348.0,
    132.99999999944157,
    1372.0000019036233,
    136.0,
    fill="#D0C8C8",
    outline="")

canvas.create_rectangle(
    13.0,
    134.9718323162731,
    301.99981672200374,
    138.0,
    fill="#D0C8C8",
    outline="")

canvas.create_rectangle(
    12.996337890625,
    510.0140380859375,
    302.0032958984375,
    511.0140380859375,
    fill="#D0C8C8",
    outline="")

canvas.create_rectangle(
    348.0,
    552.0,
    1372.0,
    553.0,
    fill="#D0C8C8",
    outline="")

canvas.create_rectangle(
    13.0,
    916.0,
    302.0069580078125,
    917.0,
    fill="#D0C8C8",
    outline="")

canvas.create_text(
    37.0,
    27.0,
    anchor="nw",
    text="Quản Lý Bán Hàng",
    fill="#000000",
    font=("Itim Regular", 20) # Positive font size
)

button_image_1 = PhotoImage(
    file=relative_to_assets("button_1.png"))
button_in_bao_cao = Button(
    image=button_image_1,
    borderwidth=0,
    highlightthickness=0,
    command=lambda: print("button_1 clicked"),

```

```
        relief="flat"
    )
    button_in_bao_cao.place(
        x=1295.0,
        y=104.0,
        width=77.0,
        height=24.0
    )

    button_image_2 = PhotoImage(
        file=relative_to_assets("button_2.png"))
    button_quan_ly_kh = Button(
        image=button_image_2,
        borderwidth=0,
        highlightthickness=0,
        command=lambda: print("button_2 clicked"),
        relief="flat"
    )
    button_quan_ly_kh.place(
        x=47.0,
        y=264.0,
        width=217.0,
        height=41.0
    )

    button_image_3 = PhotoImage(
        file=relative_to_assets("button_3.png"))
    button_xuat_baoc = Button(
        image=button_image_3,
        borderwidth=0,
        highlightthickness=0,
        command=lambda: print("button_3 clicked"),
        relief="flat"
    )
    button_xuat_baoc.place(
        x=47.0,
        y=374.0,
        width=217.0,
        height=41.0
    )

    button_image_4 = PhotoImage(
        file=relative_to_assets("button_4.png"))
    button_4 = Button(
        image=button_image_4,
        borderwidth=0,
        highlightthickness=0,
        command=lambda: print("button_4 clicked"),
        relief="flat"
    )
    button_4.place(
        x=47.0,
        y=209.0,
        width=217.0,
        height=41.0
    )
)
```



```

button_image_5 = PhotoImage(
    file=relative_to_assets("button_5.png"))
button_5 = Button(
    image=button_image_5,
    borderwidth=0,
    highlightthickness=0,
    command=lambda: print("button_5 clicked"),
    relief="flat"
)
button_5.place(
    x=47.0,
    y=319.0,
    width=217.0,
    height=41.0
)

image_image_2 = PhotoImage(
    file=relative_to_assets("image_2.png"))
image_2 = canvas.create_image(
    57.0,
    961.0,
    image=image_image_2
)

canvas.create_rectangle(
    349.0,
    159.0,
    1088.0,
    520.0,
    fill="#FFFFFF",
    outline="")

image_image_3 = PhotoImage(
    file=relative_to_assets("image_3.png"))
image_3 = canvas.create_image(
    718.0,
    339.0,
    image=image_image_3
)

canvas.create_text(
    801.0,
    180.0,
    anchor="nw",
    text="Đĩa Chi",
    fill="#000000",
    font=("TimesNewRomanPSMT", 15 * -1)
)

canvas.create_text(
    395.0,
    365.0,
    anchor="nw",
    text="Email",
    fill="#000000",
    font=("TimesNewRomanPSMT", 15 * -1)
)

```

```

image_image_4 = PhotoImage(
    file=relative_to_assets("image_4.png"))
image_4 = canvas.create_image(
    1244.0,
    339.0,
    image=image_image_4
)

entry_image_1 = PhotoImage(
    file=relative_to_assets("entry_1.png"))
entry_bg_1 = canvas.create_image(
    652.5,
    185.5,
    image=entry_image_1
)
entry_ma_khach = Entry(
    bd=0,
    bg="#F0F0F0",
    fg="#000716",
    highlightthickness=0
)
entry_ma_khach.place(
    x=563.5,
    y=166.0,
    width=178.0,
    height=37.0
)

entry_image_2 = PhotoImage(
    file=relative_to_assets("entry_2.png"))
entry_bg_2 = canvas.create_image(
    652.5,
    254.5,
    image=entry_image_2
)
entry_ten_khach = Entry(
    bd=0,
    bg="#F0F0F0",
    fg="#000716",
    highlightthickness=0
)
entry_ten_khach.place(
    x=563.5,
    y=235.0,
    width=178.0,
    height=37.0
)

entry_image_3 = PhotoImage(
    file=relative_to_assets("entry_3.png"))
entry_bg_3 = canvas.create_image(
    1244.5,
    254.5,
    image=entry_image_3
)
entry_tim_kiem = Entry(

```

```
        bd=0,
        bg="#F0F0F0",
        fg="#000716",
        highlightthickness=0
    )
    entry_tim_kiem.place(
        x=1155.5,
        y=235.0,
        width=178.0,
        height=37.0
    )

    canvas.create_text(
        1136.0,
        189.0,
        anchor="nw",
        text="Tìm kiếm",
        fill="#000000",
        font=("TimesNewRomanPSMT", 15 * -1)
    )

    entry_image_4 = PhotoImage(
        file=relative_to_assets("entry_4.png"))
    entry_bg_4 = canvas.create_image(
        652.5,
        324.5,
        image=entry_image_4
    )
    entry_so_dien_thoai = Entry(
        bd=0,
        bg="#F0F0F0",
        fg="#000716",
        highlightthickness=0
    )
    entry_so_dien_thoai.place(
        x=563.5,
        y=305.0,
        width=178.0,
        height=37.0
    )

    entry_image_5 = PhotoImage(
        file=relative_to_assets("entry_5.png"))
    entry_bg_5 = canvas.create_image(
        652.5,
        382.5,
        image=entry_image_5
    )
    entry_mail = Entry(
        bd=0,
        bg="#F0F0F0",
        fg="#000716",
        highlightthickness=0
    )
    entry_mail.place(
        x=563.5,
        y=363.0,
```

```

        width=178.0,
        height=37.0
    )

    entry_image_6 = PhotoImage(
        file=relative_to_assets("entry_6.png"))
    entry_bg_6 = canvas.create_image(
        968.5,
        185.5,
        image=entry_image_6
    )
    entry_dia_chi = Entry(
        bd=0,
        bg="#F0F0F0",
        fg="#000716",
        highlightthickness=0
    )
    entry_dia_chi.place(
        x=879.5,
        y=166.0,
        width=178.0,
        height=37.0
    )

    button_image_6 = PhotoImage(
        file=relative_to_assets("button_6.png"))
    button_them = Button(
        image=button_image_6,
        borderwidth=0,
        highlightthickness=0,
        command=add_customer,
        relief="flat"
    )
    button_them.place(x=476.0, y=426.0, width=114.0, height=38.0)

    button_image_7 = PhotoImage(
        file=relative_to_assets("button_7.png"))
    button_sua = Button(
        image=button_image_7,
        borderwidth=0,
        highlightthickness=0,
        command=update_customer,
        relief="flat"
    )
    button_sua.place(x=670.0, y=426.0, width=114.0, height=38.0)

    button_image_8 = PhotoImage(
        file=relative_to_assets("button_8.png"))
    button_xoa = Button(
        image=button_image_8,
        borderwidth=0,
        highlightthickness=0,
        command=delete_customer,
        relief="flat"
    )
    button_xoa.place(x=845.0, y=422.0, width=114.0, height=38.0)

```

```
button_image_9 = PhotoImage(  
    file=relative_to_assets("button_9.png"))  
button_tim_kiem = Button(  
    image=button_image_9,  
    borderwidth=0,  
    highlightthickness=0,  
    command=lambda: print(search_customer()), # Bạn có thể muốn xử lý điều  
này khác để hiển thị kết quả trên giao diện  
    relief="flat"  
)  
button_tim_kiem.place(x=1193.0, y=426.0, width=114.0, height=38.0)  
  
canvas.create_text(  
    387.0,  
    184.0,  
    anchor="nw",  
    text="Mã Khách",  
    fill="#000000",  
    font=("TimesNewRomanPSMT", 15 * -1)  
)  
  
canvas.create_text(  
    387.0,  
    247.0,  
    anchor="nw",  
    text="Tên Khách",  
    fill="#000000",  
    font=("TimesNewRomanPSMT", 15 * -1)  
)  
  
canvas.create_text(  
    387.0,  
    314.0,  
    anchor="nw",  
    text="Số Điện Thoại",  
    fill="#000000",  
    font=("TimesNewRomanPSMT", 15 * -1)  
)  
window.resizable(False, False)  
window.mainloop()
```

Quản Lý Bán Hàng

Quản lý sản phẩm

Quản lý khách hàng

Quản lý đơn hàng

Xuất báo cáo



Ngô Long Vũ
20210463@eaut.edu.vn

In Báo Cáo

Mã Khách3Địa ChỉĐà Nẵng

Tên KháchLê Văn C

Số Điện Thoại0912345678

Emailvanc@example.com

ThêmSửaXóa

Tìm kiếm

Tìm kiếm

DB Browser for SQLite - C:\Users\hello1love\PycharmProjects\pythonProject\CodePython2024\Buoi 20\build\BanHang.db

File Edit View Tools Help

New Database Open Database Write Changes Revert Changes Open Project Save Project Attach Database Close Database

Database Structure Browse Data Edit Pragmas Execute SQL

Table: Customers Filter in any column

	customer_id	name	phone	email	address
1	1	Nguyễn Văn A	0123456789	vana@example.com	Hà Nội
2	2	Trần Thị B	0987654321	thib@example.com	TP HCM
3	3	Lê Văn C	0912345678	vanc@example.com	Đà Nẵng

Edit Database Cell

Mode: Text

1 Đà Nẵng

Type of data currently in cell: Text / Numeric
7 character(s)

Apply

Remote

Identity Select an identity to connect

DBHub.io Local Current Database

Name Last modified