



UNIVERSITI TEKNOLOGI MARA,
MERBOK, KEDAH
SCHOOL OF INFORMATOIN SCIENCE
COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS

DIPLOMA IN LIBRARY INFORMATICS (CDIM144)

PROGRAMMING FOR LIBRARIES (IML208)

“BOOK ORDER”

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TABLE OF CONTENTS

1.0 INTRODUCTION..... 1

2.0 FLOWCHART 2

3.0 CODING 3

4.0 GUI 5

5.0 DATABASE 5

1.0 INTRODUCTION

In the ever-evolving landscape of technology, the increasing of traditional bookstores and digital interfaces has given rise to innovative ways of facilitating book orders. The Python script presented herein, titled 'Book Order', give a simple and user-friendly application designed to make the process of ordering books more simpler. Developed using Tkinter library, a powerful toolkit for creating graphical user interfaces in Python, this application combines simplicity with functionality to give an efficient platform for both customers and administrators.

To enhance user convenience, the application employs a dropdown menu for book selection, ensuring that it is user-friendly. The inclusion of an entry field for quantity empowers customers to give specific number of copies they wish to order. Moreover, the 'Book Order' application goes beyond the scope of book selection by integrating a section for customer details.

The functionality of the application is working because of the 'Place Order' button, which triggers a series of event. When it was clicked, the application retrieves the selected book title, quantity, and customer name from the interface. Additionally, it calculates the total cost based on the predetermined price book, creating a personalised message for the customer.

In conclusion, the 'Book Order' application give an example of the relationship between technology and literature. As we dig into the complexity of this coding project, we start on a trip that not only demonstrates Python's knowledge in designing intuitive user interfaces, but also emphasises the critical role technology plays in enriching the endless joy of reading and researching.

2.0 FLOWCHART

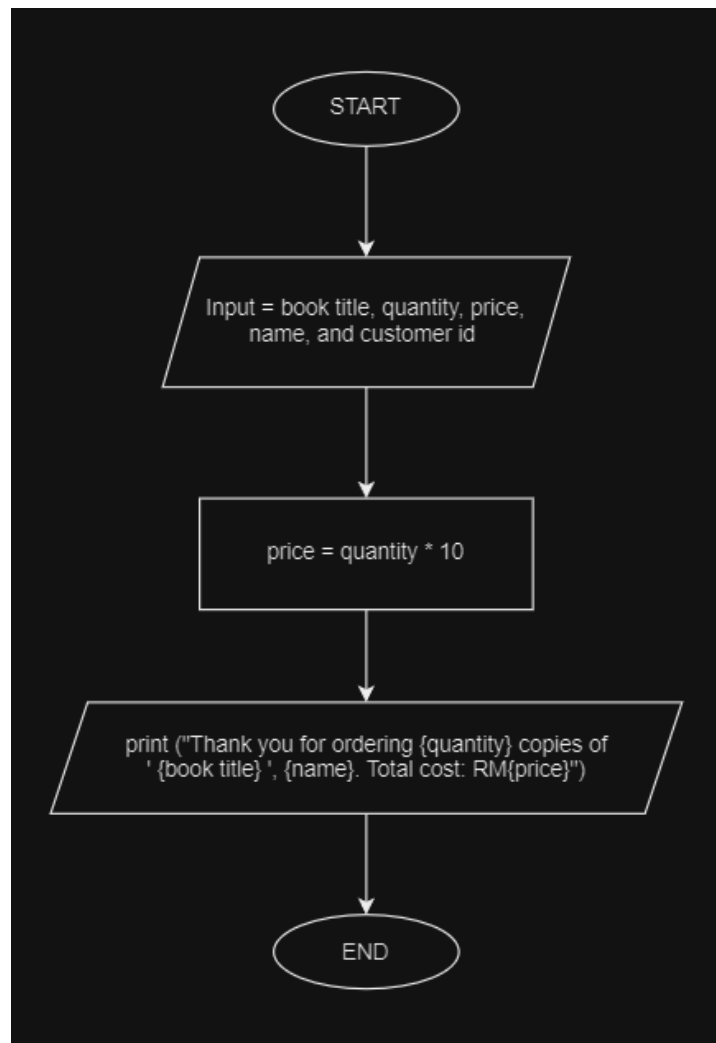


Figure 1 Flowchart

3.0 CODING

```
assignment2.py > ...
1  import tkinter as tk
2  import mysql.connector
3
4  # Connect to your MySQL database
5  mydb = mysql.connector.connect(
6      host="localhost",
7      user="root",
8      password="",
9      database="order_data"
10 )
11
12 mycursor = mydb.cursor()
13
14 def place_order():
15     Book_title = title_var.get()
16     Quantity = int(quantity_entry.get())
17     Price = Quantity * 10
18     Name = name_entry.get()
19     Customer_id = id_entry.get()
20
21     # Insert order details into the database
22     sql = "INSERT INTO orders (Book_title, Quantity, Price, Name, Customer_id) VALUES (%s, %s, %s, %s, %s)"
23     val = (Book_title, Quantity, Price, Name, Customer_id)
24     mycursor.execute(sql, val)
25     mydb.commit()
26
27     result_label.config(text = f"Thank you for ordering {Quantity} copies of ' {Book_title} ', {Name}. Total cost: RM{Price}")
28
```

Figure 2 First screenshot of coding

```
28
29 root = tk.Tk()
30 root.title("Book Order")
31 root.geometry('600x500')
32 root.configure(bg='#ADD8E6')
33
34 label = tk.Label(root, text='ALIF BOOKSTORE', font=("Bahnschrift SemiBold",18, "bold"), bg='#ADD8E6')
35 label.pack(ipadx=10, ipady=10)
36
37 bt_text = tk.Text(root, height=10, width=50, bg='#E5E4E2')
38 bt_text.pack(pady=10)
39
40 bt_text.insert(tk.END, "AVAILABLE BOOKS (RM10 each):\n\n")
41 bt_text.insert(tk.END, "The Power of Now:\nIf you build the habit of focusing on the NOW, you will find effortless joy and natural energy.\n")
42 bt_text.insert(tk.END, "The Brain That Changes Itself:\nThe erroneous ideas about the brain's inability to heal were believed to be true by\n")
43 bt_text.insert(tk.END, "Wizards of Ice:\nWizards of Ice is a tale of adventure, friendship, and the enduring power of hope."f"Will Alaric an\n")
44 bt_text.insert(tk.END, "A Potion For The Wise:\nA Potion For The Wise is a spellbinding tale that explores the timeless themes of courage,\n")
45 bt_text.configure(state='disabled')
46
47
48 # Predefined book titles
49 book_titles = ["The Power of Now", "The Brain That Changes Itself", "Wizards of Ice", "A Potion For The Wise"]
50
51 frame = tk.Frame(root, bg='#ADD8E6')
52 frame.pack()
53
54 # Frame 1
55 cust_frame = tk.LabelFrame(frame, text="Customer Details", bg='#95B9C7')
```

Figure 3 Second screenshot of coding

```

54 # Frame 1
55 cust_frame = tk.LabelFrame(frame, text="Customer Details", bg='#95B9C7')
56 cust_frame.grid(row= 0, column=0, sticky="news", padx=20, pady=10)
57
58 name_label = tk.Label(cust_frame, text="Name:", bg='#95B9C7')
59 name_label.pack()
60 name_entry = tk.Entry(cust_frame)
61 name_entry.pack()
62
63
64 id_label = tk.Label(cust_frame, text="ID:", bg='#95B9C7')
65 id_entry = tk.Entry(cust_frame)
66 id_label.pack()
67 id_entry.pack()
68
69 for widget in cust_frame.winfo_children():
70     widget.pack_configure(padx=15, pady=5)
71
72 #Frame2
73 book_order_frame = tk.LabelFrame(frame, text = "Order", bg='#95B9C7')
74 book_order_frame.grid(row= 0, column=2, padx=20, pady=10)
75
76 # Title input using dropdown menu
77 title_label = tk.Label(book_order_frame, text="Book Title:", bg='#95B9C7')
78 title_label.pack()
79
80 title_var = tk.StringVar(book_order_frame)
81 title_var.set(book_titles[0]) # Set the default book title

```

Figure 4 Third screenshot of coding

```

79
80 title_var = tk.StringVar(book_order_frame)
81 title_var.set(book_titles[0]) # Set the default book title
82
83 title_dropdown = tk.OptionMenu(book_order_frame, title_var, *book_titles)
84 title_dropdown.pack()
85
86 # Quantity input
87 quantity_label = tk.Label(book_order_frame, text = "Quantity:")
88 quantity_label.pack()
89 quantity_entry = tk.Entry(book_order_frame)
90 quantity_entry.pack()
91
92 for widget in book_order_frame.winfo_children():
93     widget.pack_configure(padx=15, pady=5)
94
95 # Button to place order
96 order_button = tk.Button(root, text = "Place Order", command = place_order)
97 order_button.pack()
98
99 # Display result label
100 result_label = tk.Label(root, text = "", bg='#ADD8E6')
101 result_label.pack()
102
103 #Run
104 root.mainloop()

```

Figure 5 Fourth screenshot of coding

4.0 GUI

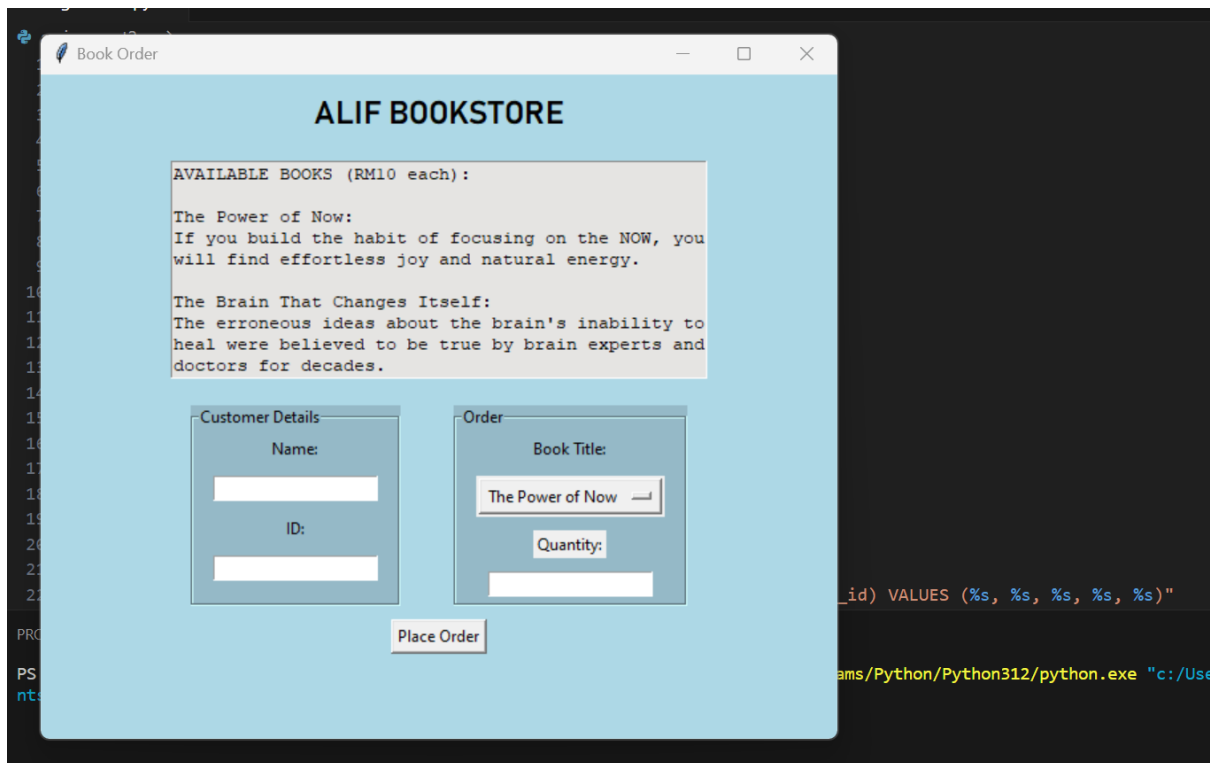


Figure 6 GUI

5.0 DATABASE

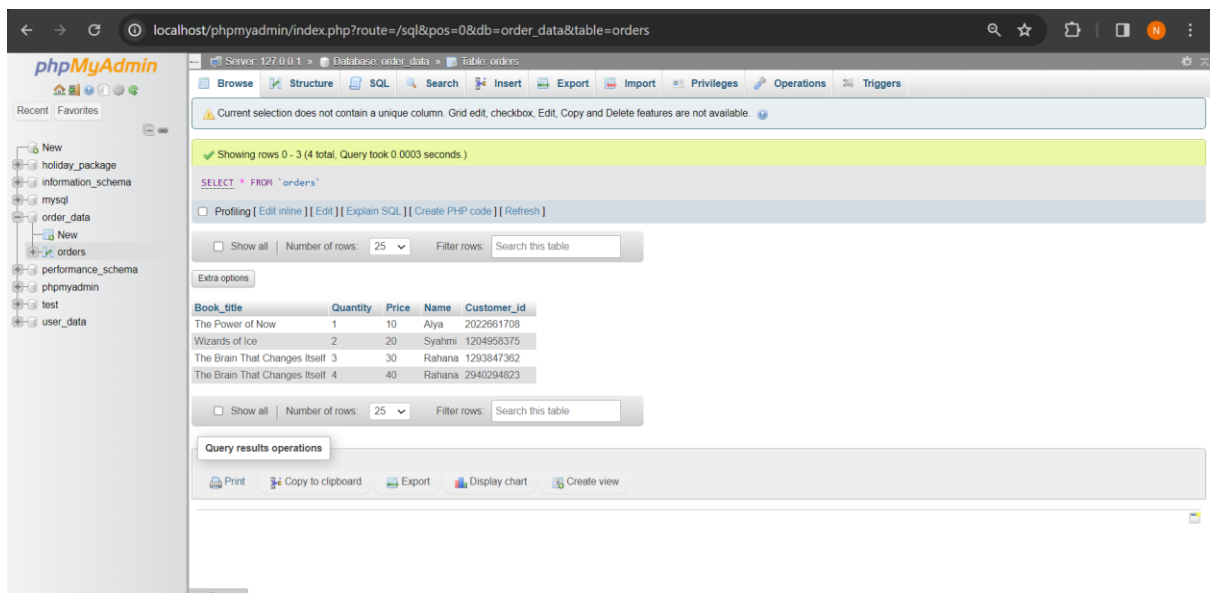


Figure 7 Database