

# WEDDING PLANNER APP



Term 1: Assignment 3  
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+ .



## MAIN FEATURES

1. User basic information
2. User vendor information
3. Provide vendor recommendations from csv file
4. Prints wedding plan and to-do schedule

○



1. Name
2. Wedding Date
3. Budget

Once confirmed, the app will print out how many days left till the wedding and prompt the user to the next planning feature

## Feature 2:

Vendor Name and Costs:  
from User

```
Have you chosen a venue? Please enter 'y' or 'n' y
```

```
Please enter your venue name: Dream Estate
```

```
Please enter your venue cost: 5000
```

```
Have you chosen a florist? Please enter 'y' or 'n' y
```

```
Please enter your florist name: PetalHouse
```

```
Please enter your florist cost: 3000
```

```
Have you chosen a event decorater? Please enter 'y' or 'n' y
```

```
Please enter your event decorater name: Splash
```

```
Please enter your event decorater cost: 1000
```

The second feature goes through several vendors for the user and asks them if they have a supplier in mind already.

If the user answers yes, they will be prompted to enter the name and cost of the supplier.

These vendors include: Venue, Catering, Florist, Décor, Beauty, Photography, Dress, Cake and Rings.

## Feature 3:

### Vendor Name and Costs: recommendations

```

1 # Option, Name, Price, Description
2 A. ,LuxCraves, 10000, a modern restaurant located in middle of the city offering stunning skyline views!
3 B. ,Summer Retreat, 15000, a beautiful home infront of the beach with a stunning ocean backdrop and gorgeous sunset views!
4 C. ,Tombury Castle, 20000, an old castle situated in the middle of a grand winery with beautiful greenery and unlimited access around the estate for amazing photo opportunities!
5 A. ,Atkins, 50, specialise in cocktail menus for those looking for a smaller reception. Includes a variety of canapes and sides with unlimited beverages.
6 B. ,FoodHeaven, 80, specialise in Asian cuisine. Includes a 3 set course meal with 2 sides and a beverage package.
7 C. ,JazznTilights, 100, specialise in European cuisine. Includes a 3 set course meal with 2 canapes and pre-service drinks with a deluxe beverage package.
8 A. ,FlowerBridal, 1000, selection of standard flowers set which includes 3 items using 3 types of flowers.
9 B. ,Harvest, 1500, selection of premium flower set which includes 5 items using 3 types of flowers.
10 C. ,Alone, 2000, selection of deluxe flower set which includes 8 items using 4 types of flowers.
11 A. ,Petals, 1500, specialise in small events.
12 A. ,MagicEvents, 1800, specialise in medium events.
13 C. ,MomentousOccasions, 2500, specialise in large events.
14 A. ,Jesse Beauty, 500, 1 hair and makeup artist for the bride and 3 others.
15 B. ,StyleByKia, 600, 1 hair and makeup artist for the bride and 4 others.
16 C. ,Stalance, 1000, 2 hair and makeup artists for the bride and 4 others.
17 A. ,Capture, 1500, 1 photographer and 1 videographer for 5 hours. Includes album and 5 minute video.
18 B. ,ClickItOn, 4500, 1 photographer and 1 videographer for 8 hours. Includes album and 1 large print aswell as 5 minute video.
19 C. ,ArtsAndSis, 5500, 1 photographer and 1 videographer for 11 hours. Includes album and 1 large print aswell as 10 minute video and 1 engagement photohoot session.
20 A. ,Simply, 2000, specialise in secondhand dresses and suits.
21 A. ,LuxeWedding, 3000, provide a range of different priced for dresses and suits.
22 C. ,AtkinsCouture, 1500, offer unique luxury branded dresses and suits.
23 A. ,StarIsShaking, 350, offer a standard 2-tiered cake.
24 B. ,Icings, 450, offer a custom 2-tiered cake.
25 C. ,Edwards, 600, specialise in custom tiered and design for larger cakes.
26 A. ,Charm, 1000, offer budget options for wedding bands.
27 B. ,Inchant, 2500, offer mid-range options for wedding bands.
28 C. ,Opulent, 5000, offer high-end options for wedding bands.
29

```

Figure 1

Have you chosen a venue? Please enter 'y' or 'n' n

Here are some recommendations for you 🍷

Option A. is at ' LuxCraves ' which costs: \$ 10000 . It is a modern restaurant located in middle of the city offering stunning skyline views!

Option B. is at ' Summer Retreat ' which costs: \$ 15000 . It is a beautiful home infront of the beach with a stunning ocean backdrop and gorgeous sunset views!

Option C. is at ' Tombury Castle ' which costs: \$ 20000 . It is an old castle situated in the middle of a grand winery with beautiful greenery and unlimited access around the estate for amazing photo opportunities!

Option D. Randomly select one for me!

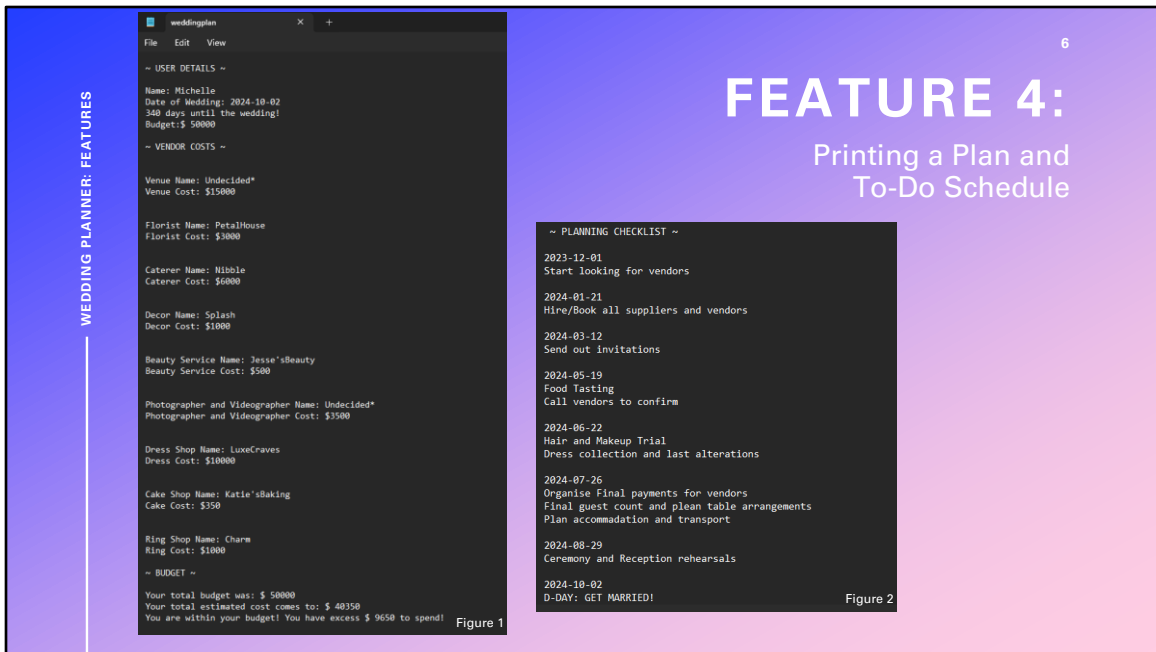
Option E. Leave blank (an average price will be used to calculate the final cost estimate)

Please enter 'A' or 'B' or 'C' or 'D' or 'E':

Figure 2

The third feature goes extracts recommendations from a csv file (figure 1).

If the user doesn't have an input for the venues, they will be offered 5 options. These include 3 recommendations (Options A-C), an option to have the app pick a random supplier (Option D) or leave the supplier blank (Option E) which results in an average costs inputted for final calculations (figure 2).



The last feature is providing a text file of their wedding plan for the user to save. At the end, the app will open a text file with the user's basic information, vendor selections, a final cost estimate and a message to let them know if they are over or under budget and by how much (figure 1).

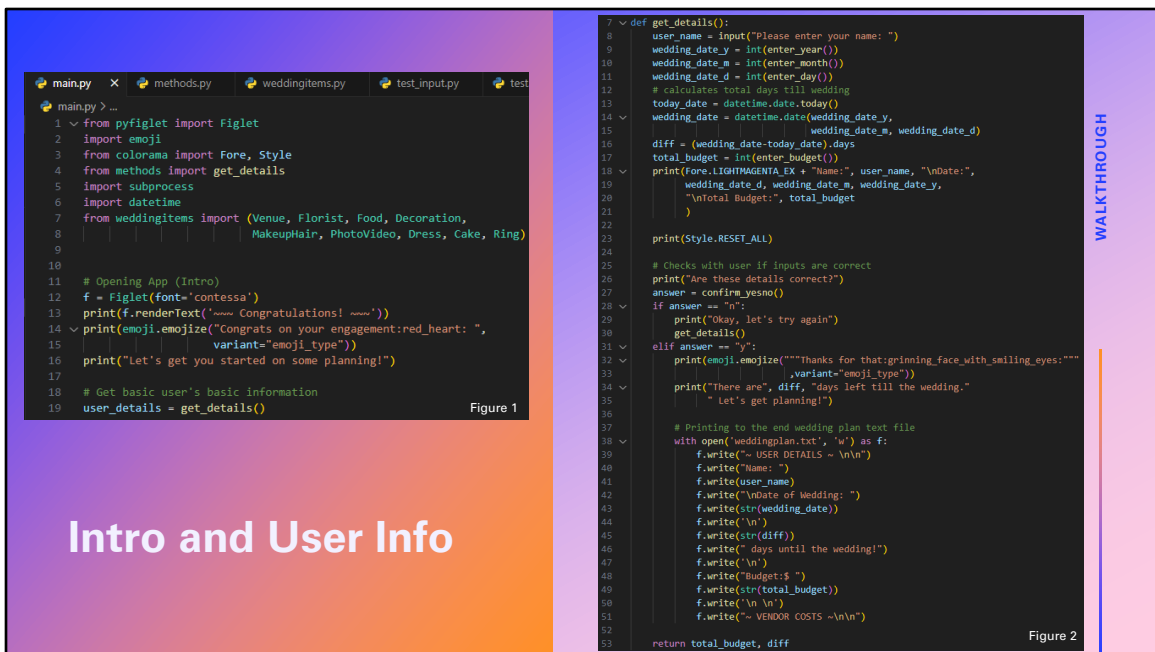
It will also print out a scheduled to-do list with dates to help the user tick off important tasks before their big day (figure 2).



Code Walkthrough:

First an introduction to the different files:

1. main.py: is the app's main file
2. methods.py: contains functions used in the main file
3. weddingitems.py: contains all the vendor classes used in the app
4. recc.csv: contains the data used to provide recommendations to the user
5. weddingplan.txt: is the text file outputted at the end with the users wedding plan ready to save

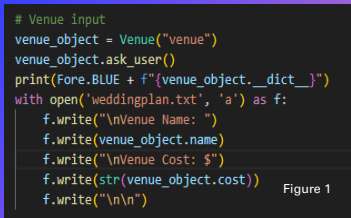


The application begins with an opening to welcome the users (lines 12 to 16, figure 1) Next it asks for some basic information from the user through the `get_details()` function

The `get_details()` function is shown in figure 2. It involves:

1. Asking for user's name and date of wedding (line 7 -11) and uses the latter and the `time.date` module to calculate how many days are left till the wedding (line 12-16)., storing this in the variable "diff".
2. It then asks the user for their budget (line 17) and prints their inputted details before asking the user to confirm their inputs. If they are incorrect, the user can type 'n' and restart the process or 'y' to proceed (line 18 – 34).
3. The function then begins printing the user's basic information onto a text file "weddingplan.txt" (line 38 – 51).
4. Finally in line 53, the function will return two values : 'total\_budget'(user inputted budget) and 'diff'(days till the wedding) which are stored in a tuple in `user_details` (line 19, figure 1) for later use.



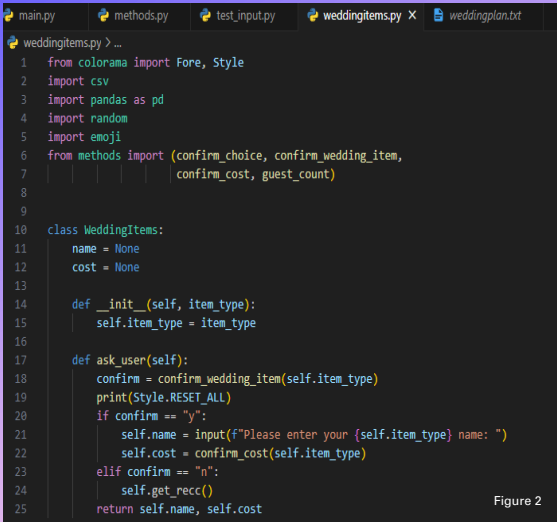


```

# Venue input
venue_object = Venue("venue")
venue_object.ask_user()
print(Fore.BLUE + f"{venue_object.__dict__}")
with open('weddingplan.txt', 'a') as f:
    f.write("\nVenue Name: ")
    f.write(venue_object.name)
    f.write("\nVenue Cost: $")
    f.write(str(venue_object.cost))
    f.write("\n\n")

```

Figure 1

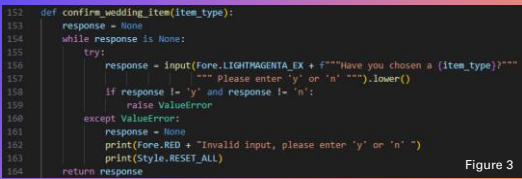


```

main.py  methods.py  test_input.py  weddingitems.py X  weddingplan.txt
weddingitems.py > ...
1  from colorama import Fore, Style
2  import csv
3  import pandas as pd
4  import random
5  import emoji
6  from methods import (confirm_choice, confirm_wedding_item,
7                       confirm_cost, guest_count)
8
9
10 class WeddingItems:
11     name = None
12     cost = None
13
14     def __init__(self, item_type):
15         self.item_type = item_type
16
17     def ask_user(self):
18         confirm = confirm_wedding_item(self.item_type)
19         print(Style.RESET_ALL)
20         if confirm == "y":
21             self.name = input(f"Please enter your {self.item_type} name: ")
22             self.cost = confirm_cost(self.item_type)
23         elif confirm == "n":
24             self.get_recc()
25         return self.name, self.cost

```

Figure 2



```

152 def confirm_wedding_item(item_type):
153     response = None
154     while response is None:
155         try:
156             response = input(Fore.LIGHTMAGENTA_EX + f"Have you chosen a {item_type}?" +
157                             f"Please enter 'y' or 'n' ".lower())
158             if response != 'y' and response != 'n':
159                 raise ValueError
160         except ValueError:
161             response = None
162             print(Fore.RED + "Invalid input, please enter 'y' or 'n' ")
163             print(Style.RESET_ALL)
164     return response

```

Figure 3

WALKTHROUGH

## WeddingItem Classes (Vendors)

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After the user details are recorded, the app will then begin going through different types of vendors and asking the user if they have or have not chosen vendors already. The app will call the different vendors such as 'venue' in figure 1.

Each type of vendor is a subclass of the WeddingItem Class (line 10, figure 2). The class has 3 attributes: a name, a cost and an item type (lines 11-15, figure 2). They also have an ask\_user() method to ask the user whether they have a chosen vendor in mind already or not (line 18, figure 2). The method can be seen in more detail in figure 3. If they have a vendor and answer y, they will be prompted to input the name and cost which are stored as the name and cost of the instance (lines 21 and 22, figure 2).

If the user answers no to the ask\_user() method, the app runs to the get\_recc() function (line 24, figure 2) which leads to the third feature of the app on the next slide:

```

179 # For multiple choice recommendations
180
181
182
183 def confirm_choice():
184     choice = None
185     while choice is None:
186         try:
187             choice = input("Please enter 'A' or 'B' or 'C' or 'D' or 'E': ").upper()
188             if (choice != 'A' and choice != 'B' and choice != 'C'
189                 and choice != 'D' and choice != 'E'):
190                 raise ValueError
191         except ValueError:
192             choice = None
193             print(fore.RED + "Invalid input, please type ""
194                   ""A"" or ""B"" or ""C"" or ""D"" or ""E""")
195             print(style.RESET_ALL)
196     return choice

```

Figure 1

venue	name	price	description
A. <b>Greenhouse, 2000</b>	A green restaurant located in the heart of the city offering stunning skyline views.		
B. <b>Summer Terrace, 1500</b>	A beautiful terrace located in the heart of the city offering stunning skyline views and gorgeous sunset views.		
C. <b>Cityview, 1800</b>	A rooftop restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
D. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
E. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
F. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
G. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
H. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
I. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
J. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
K. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
L. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
M. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
N. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
O. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
P. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
Q. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
R. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
S. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
T. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
U. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
V. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
W. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
X. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
Y. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		
Z. <b>Starline, 1200</b>	A restaurant located in the heart of the city offering stunning skyline views and panoramic views of the city.		

Figure 3

## WeddingItem Classes (Vendors) cont: Recommendations

```

29 # VENUE
30
31
32 class Venue(WeddingItems):
33     def get_recc(self):
34         print(emoji.emojize("Here are some recommendations for you :house:",
35                             variant="emoji_type"))
36
37         with open('recc.csv') as f:
38             csv_reader = csv.reader(f)
39             for index, row in enumerate(csv_reader):
40                 if index == 1 or index == 2 or index == 3:
41                     print(fore.BLUE + "Option", row[0], "is at '",
42                           row[1], "' which costs: $", row[2],
43                           ". It is", row[3])
44
45         print("Option D. Randomly select one for me! \nOption E. ""
46               ""Leave Blank (an average price will be used to calculate""
47               ""the final cost estimate)""")
48         print(style.RESET_ALL)
49         option = confirm_choice()
50         dataframe = pd.read_csv('recc.csv')
51         if option == 'A':
52             self.name = dataframe.iloc[0, 1]
53             self.cost = dataframe.iloc[0, 2]
54
55         elif option == 'B':
56             self.name = dataframe.iloc[1, 1]
57             self.cost = dataframe.iloc[1, 2]
58         elif option == 'C':
59             self.name = dataframe.iloc[2, 1]
60             self.cost = dataframe.iloc[2, 2]
61         elif option == 'D':
62             number = random.choice([0, 1, 2])
63             self.name = dataframe.iloc[number, 1]
64             self.cost = dataframe.iloc[number, 2]
65             print(fore.LIGHTGREEN_EX + "You got", self.name,
66                   "which costs $ ", self.cost)
67         elif option == 'E':
68             self.name = "Undecided"
69             self.cost = 15000
70         return self.name, self.cost

```

Figure 2

As mentioned earlier, if the user answers no, the `get_recc()` method is called. This method is defined in the different subclasses of `WeddingItems`. Using the "Venue" example again, you can see in figure 2 that once the `get_recc` method is called, the app will open a csv file ('recc.csv' in figure 3) where all the recommended vendors are stored. Once opened, the method will iterate through the first 3 recommendations (lines 39-44, figure 2) and print out the 3 options as well as a fourth option to randomly select an option and a fifth option to leave the vendor empty (line 45-47, figure 2).

The user is then asked to pick an option using the `confirm_choice()` function (figure 1). This function handles some error handling which will be further discussed in later slides, but we can see the input is returned as 'choice' (line 198, figure 1) and using the returned 'choice', the app will open the `recc.csv` file again and go through some conditional statements that depend on the user's 'choice'. Using dataframes, it will locate the corresponding venue name and costs, and these will be stored in the name and cost attributes (lines 51-60, figure 2).

Option D uses the random module to randomly select a row in the csv file out of the 3 venues (lines 61-66) and option E will set name to "undecided" and cost to a set

average cost for venue suppliers (in this case 15000) (line 67-69, figure 2).

```


20 # Venue input
21 venue_object = Venue("venue")
22 venue_object.ask_user()
23 print(Fore.BLUE + f"{venue_object.__dict__}")
24 with open('weddingplan.txt', 'a') as f:
25     f.write("\nVenue Name: ")
26     f.write(venue_object.name)
27     f.write("\nVenue Cost: $")
28     f.write(str(venue_object.cost))
29     f.write("\n\n")
30
31 # Florist input
32 florist_object = Florist("florist")
33 florist_object.ask_user()
34 print(Fore.LIGHTBLUE_EX + f"{florist_object.__dict__}")
35 with open('weddingplan.txt', 'a') as f:
36     f.write("\nFlorist Name: ")
37     f.write(florist_object.name)
38     f.write("\nFlorist Cost: $")
39     f.write(str(florist_object.cost))
40     f.write("\n\n")
41
42 # Catering input
43 food_object = Food("caterer")
44 food_object.ask_user()
45 print(Fore.LIGHTBLUE_EX + f"{food_object.__dict__}")
46 with open('weddingplan.txt', 'a') as f:
47     f.write("\nCaterer Name: ")
48     f.write(food_object.name)
49     f.write("\nCaterer Cost: $")
50     f.write(str(food_object.cost))
51     f.write("\n\n")
52
53 # Decor input
54 decoration_object = Decoration("event decorator")
55 decoration_object.ask_user()
56 print(Fore.LIGHTBLUE_EX + f"{decoration_object.__dict__}")

```

Figure 1

## Writing vendors to text file

Once the user has inputted a vendor name and cost or picked a recommendation, `ask_user()` is completed. The app will then print out the dictionary of the class (lines 23, 34, 45) so that the user can see the inputs/choices and finally, the app will write down the name and cost to the `weddingplan.txt` file. This process is repeated for all the different subclasses of `WeddingItems` such as the Florist, Catering, Décor, etc. (e.g., lines 24-29).



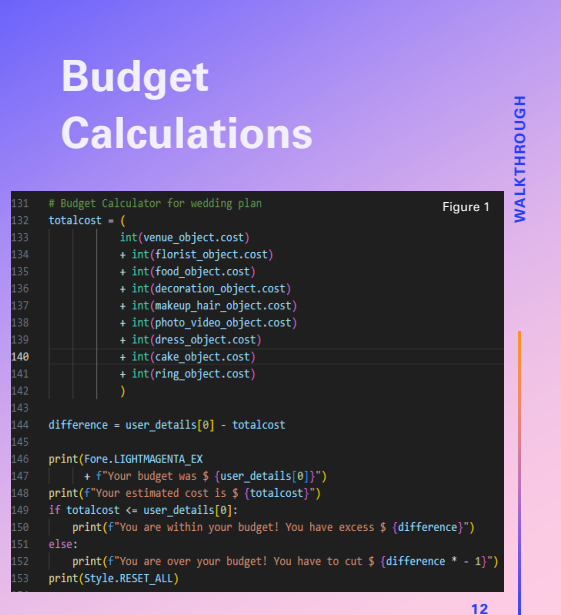
```

155 # Printing message
156
157 print(emoji.emojize("Now let's print out a plan for you :party_popper:",
158                    variant="emoji_type"))
159
160 if totalcost <= user_details[0]:
161     with open('weddingplan.txt', 'a') as f:
162         f.write("Your total budget was: $ ")
163         f.write(str(user_details[0]))
164         f.write("\n")
165         f.write("Your total estimated cost comes to: $ ")
166         f.write(str(totalcost))
167         f.write("\n")
168         f.write("You are within your budget! You have excess $ ")
169         f.write(str((user_details[0] - totalcost)))
170         f.write(" to spend!\n")
171 else:
172     with open('weddingplan.txt', 'a') as f:
173         f.write("Your total budget was: $ ")
174         f.write(str(user_details[0]))
175         f.write("\n")
176         f.write("Your total estimated cost comes to: $ ")
177         f.write(str(totalcost))
178         f.write("\n")
179         f.write("You are over your budget! You need to cut $ ")
180         f.write(str((totalcost - user_details[0])))
181         f.write(" out!\n\n")

```

Figure 2

## Budget Calculations



```

131 # Budget Calculator for wedding plan
132 totalcost = (
133     int(venue_object.cost)
134     + int(florist_object.cost)
135     + int(food_object.cost)
136     + int(decoration_object.cost)
137     + int(makeup_hair_object.cost)
138     + int(photo_video_object.cost)
139     + int(dress_object.cost)
140     + int(cake_object.cost)
141     + int(ring_object.cost)
142 )
143
144 difference = user_details[0] - totalcost
145
146 print(Fore.LIGHTMAGENTA_EX
147       + f"Your budget was $ {user_details[0]}")
148 print(f"Your estimated cost is $ {totalcost}")
149 if totalcost <= user_details[0]:
150     print(f"You are within your budget! You have excess $ {difference}")
151 else:
152     print(f"You are over your budget! You have to cut $ {difference * - 1}")
153 print(Style.RESET_ALL)

```

Figure 1

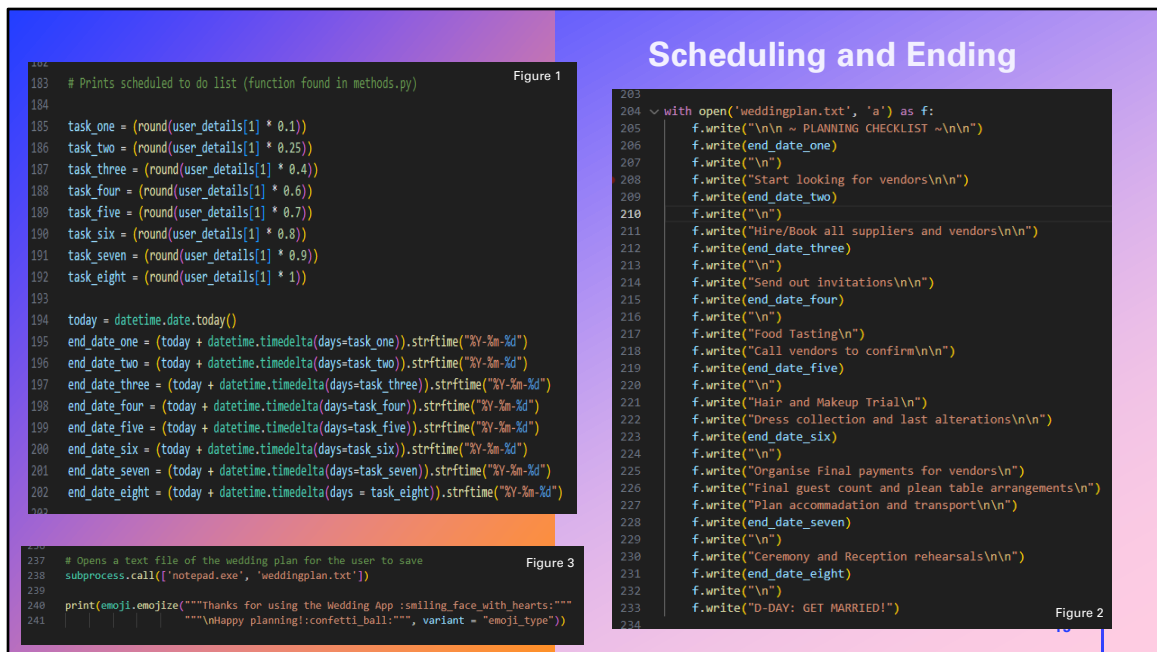
WALKTHROUGH

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Next up, we have our budget calculations in figure 1 (lines 131-141) which takes the integer form of the cost attributes of all the vendors. The difference between the costs and the user inputted budget is calculated in line 144 where we extract the first tuple element from our earlier `get_details()` function which returned `user_details()`.

The total cost, inputted user budget and the difference is printed in the app for the user to see immediately (line 146-153, figure 1).

Figure 2 is printing the same details but this time to the weddingplan text file.



Finally, we have the scheduling feature. In figure 1, the time stamps are set in lines 185-192. This is done by multiplying the number of days till the wedding (which was returned in the `get_details()` function and stored in the second element of 'user\_details' earlier) with a value between 0 and 1. So line 185 multiplies days left with 0.1 giving us a timestamp at 90% of the days remaining till the wedding. This figure is then added to today's date in lines 194-202 which gives us an exact date in dd/mm/yyyy format. Finally in figure 2, we open the weddingplan text again and append it with important tasks for the couple to do before the wedding date.

At the very end, we open the file for the user in notepad (line 238, figure 3) to let the user save the file to their local PC. Once the user is done they can close the file and a final thank you message is printed (line 240-241)!

## Error Handling

```

54 # For entering the date of wedding
55
56
57 def enter_year():
58     response = None
59     while response is None:
60         response = (input("Please enter the year of the wedding (yyyy): "))
61         try:
62             if response == int(response):
63                 raise ValueError
64
65             if len(response) != 4:
66                 raise ValueError
67
68             if int(response) < datetime.date.today().year:
69                 raise ValueError
70
71         except ValueError:
72             response = None
73             print(Fore.RED + "Invalid input, please enter a 4 digit"
74                   "number for a future date")
75             print(Style.RESET_ALL)
76     return response

```

Figure 1

```

179 # For multiple choice recommendations
180
181
182
183 def confirm_choice():
184     choice = None
185     while choice is None:
186         try:
187             choice = input("Please enter 'A' or 'B' or 'C' or
188                           "or 'D' or 'E': ").upper()
189             if (choice != 'A' and choice != 'B' and choice != 'C'
190                 and choice != 'D' and choice != 'E'):
191                 raise ValueError
192         except ValueError:
193             choice = None
194             print(Fore.RED + "Invalid input, please type "
195                   "'A' or 'B' or 'C' or 'D' or 'E'")
196             print(Style.RESET_ALL)
197     return choice

```

Figure 2

For error handling, I focused on mostly on potential input errors. Most of there error handling uses the same structure as the two examples above. In figure 1, for the function `enter_year()`, a while loop is set so that the user will be repeatedly be asked for an input until they enter a valid input (that is until no exceptions are raised). For this example, exceptions are raised when the input is not an integer (line 62, figure 1), when the input is not 4 characters long as the year requires 4 digits line 65, figure 1) and finally if the date entered is less than today's date to ensure the user enters a future date (line 68, figure 1).

In our second example in figure 2, we have our answer prompt (`confirm_choice()`) for the venue recommendation choices. Similarly, a while loop is used to ensure the user will continue to be prompted until they enter a valid option. In this case, any answer that is NOT A or B or C or D or E will raise and exception. The `.upper()` has been added to allow the user to enter lower case letters for more leniency.

# Review

## Challenges and Lessons Learnt

- Error handling
- Testing
- Bash Script
- PEP8 styling
- Scheduling to-do list (timedate module)

## Favourite Parts

- Learning how to use Trello
- Emoji and colour packages
- THE END (seeing the end product)



Some of the challenges I experienced was firstly the error handling and testing. I had not had a good grasp on these two topics during class lessons so when it came to doing these for my app, I was very lost. I especially had trouble figuring out how to test functions in my code that had no parameters and had user inputs within the functions. After lots of research, I learnt how to use monkeypatch to solve this issue. As the lesson on bash scripting was independent learning, I had some trouble learning how to write bash scripts on my own.

I was also short on time and was having trouble trying to do the to-do list because it was taking a while to understand how to use the timedate module. In the end, I pushed through the documentation and had some spare time left to add it in.

I also had some difficulties with time management in regards with the PEP8 styling. I wrote all my code without adhering to any standard first and had to correct all the styling towards the end of the project which was very time consuming. In hindsight, learning and reading about the styling code before writing would've saved me a lot of stress and time.

My favourite parts of the project included learning how to use Trello. The implementation planning helped immensely and once I had that going, I had a clear



direction for the project and a clear daily plan for the week. Although the colour and emoji additions were small features of the app, I had lots of fun adding them in as it was nice to see something bright and eye-catching pop up in the terminal. The best part of the project by far was the very end as this was when I saw the finished product. Seeing everything working after so many days of things NOT working was very satisfying and I'm really happy with the final result considering I was struggling quite a bit with some of the python concepts during class 😊

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# THANK YOU

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Enjoy the rest of your day ☺



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