**Bird-Dogey Application Variables and Descriptions**

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**Global Variables:**

1. main\_window - A global reference to the main Tkinter window.
2. search\_window - A reference to the search screen window.
3. s\_id\_entry - Entry widget for inputting the player's ID on the search screen.
4. s\_result\_text - String variable used to display search results on the search screen.
5. s\_button\_img - Image variable for the search button image on the search screen.
6. s\_exit\_button\_img - Image variable for the exit button image on the search screen.
7. s\_tooltip - A reference to the tooltip handler for the search screen.
8. s\_button\_exit - A reference to the exit button on the search screen.
9. playerid\_entry - Entry widget for inputting the player's ID on the main entry form.
10. firstname\_entry - Entry widget for inputting the player's first name.
11. lastname\_entry - Entry widget for inputting the player's last name.
12. course\_listbox - Listbox widget used for selecting the golf course in the main window.
13. score\_entry - Entry widget for inputting the player's score.
14. par\_entry - Entry widget for inputting the par for the course.
15. heading - Label widget displaying the heading in the main window.
16. playerid\_label - Label widget for the player ID field.
17. firstname\_label - Label widget for the first name field.
18. lastname\_label - Label widget for the last name field.
19. course\_label - Label widget for the course selection field.
20. score\_label - Label widget for the score field.
21. par\_label - Label widget for the par field.
22. welcome\_label - Label widget displaying the welcome message.
23. result\_label - Label widget displaying the results after score entry.
24. search\_button\_img - Image variable for the search button in the main window.
25. button\_search - Button widget for the search button in the main window.
26. save\_button\_img - Image variable for the save button in the main window.
27. button\_save - Button widget for the save button in the main window.
28. exit\_button\_img - Image variable for the exit button in the main window.
29. button\_exit - Button widget for the exit button in the main window.

**Local Variables in Functions:**

* **create\_search\_screen function:**
  1. search\_window - Local reference to the search screen window.
  2. s\_id\_entry - Local reference to the player ID entry widget on the search screen.
  3. s\_result\_text - Local reference to the result text variable.
  4. s\_button\_img - Local reference to the search button image.
  5. s\_exit\_button\_img - Local reference to the exit button image.
  6. s\_tooltip - Local reference to the tooltip handler for the search screen.
* **enter\_data function:**
  1. playerid - Local variable holding the player's ID.
  2. firstname - Local variable holding the player's first name.
  3. lastname - Local variable holding the player's last name.
  4. course - Local variable holding the selected course.
  5. score - Local variable holding the player's score.
  6. par - Local variable holding the par for the course.
  7. par\_value – Local variable for converting the par into an integer.
  8. score\_value - Local variable for converting the score into an integer.
  9. score\_round - Local variable to hold the score relative to par.
* **search\_player function:**
  1. playerid - Local variable holding the player's ID entered in the search window.
  2. filepath - Local variable holding the file path to the Excel sheet.
  3. workbook - Local variable for the open Excel workbook.
  4. sheet - Local variable for the active sheet of the Excel workbook.
  5. results - Local list variable for storing search results.
  6. row - Local variable for iterating over rows in the Excel sheet.
* **create\_main\_window function:**
  1. main\_window - Local reference to the main Tkinter window.
  2. app\_width - Local variable for the width of the window.
  3. app\_height - Local variable for the height of the window.
  4. screen\_width - Local variable for the screen width.
  5. screen\_height - Local variable for the screen height.
  6. x - Local variable for calculating the horizontal position of the window.
  7. y - Local variable for calculating the vertical position of the window.
  8. main\_image\_path - Local variable for the image path to the background image of the main window.
  9. main\_label - Local variable for the label displaying the main window background image.
  10. button\_save - Local reference to the save button in the main window.