from .\_anvil\_designer import Form1Template

from anvil import \*

import anvil.server

class Form1(Form1Template):

def \_\_init\_\_(self, \*\*properties):

# Set Form properties and Data Bindings.

self.init\_components(\*\*properties)

# Any code you write here will run when the form opens.

def file\_loader\_1\_change(self, file, \*\*event\_args):

"""This method is called when a new file is loaded into this FileLoader"""

result = anvil.server.call('classify\_file',file)

test = "%s" % (result)

x = int(test)

if x == 1:

y = "According to the Fact Checker The News Is Fake"

else:

y = "According to the Fact Checker The News Is Real"

self.result\_lbl.text = y