ML\_GUI Project

The GUI interface for this project was written in Python. The repository is available at the following link: https://github.com/piatkifilip/ML\_GUI

Packages used: PyQt5, numpy, csv.

The skeleton of the GUI was designed using QtDesigner, this comes included once the PyQt5 package has been installed. Once the code has been converted from a .ui file generated by the designer into a .py file it can be adited in an IDE of preference.

I created a main file and imported all the classes, this allowed the code from QtDesigner to be mainly untouched, any changes or connections that needed to be made can be programmed in from main.py file.

Useful resources for the project can be found on YouTube, I will link relevant channels. Stackoverflow has a plethora of useful information, code from stackoverflow will have to be tweaked to suit your needs.

Using Slots and Signals is the best way to transfer data between windows, any other method can be quite tedious. Signals can be used as a way of linking classes together. For example, a mouse click in a certain window can create a signal – a slot in another window can be created to catch this signal and execute a function.

One main problem to work on is the scalability of the windows and buttons, ideally this should be done at the beginning of the project – adding more to the GUI just will complicate this process.

Some of the code may be quite messy as this was my first 8 weeks with Python, it may require some change – there could be ways to simplify and remove a lot of the code.

YouTube Channels: <https://www.youtube.com/playlist?list=PL3JVwFmb_BnRpvOeIh_To4YSiebiggyXS>

Slots and Signals: https://www.youtube.com/watch?v=GIg9ehmGJHY