Федеральное государственное бюджетное образовательное

учреждение высшего образования

«Национальный исследовательский университет «МЭИ»

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| Институт: | ИВТИ | Кафедра: | ПМИИ |
| Направление подготовки/специальность: | | 01.03.02 Прикладная математика и информатика | |

**ЗАДАНИЕ**

**на выполнение КП/КР по дисциплине**

**«**Программная инженерия**»**

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| **Тема КП/КР:** | Разработка оконного приложения с помощью библиотеки PyQT5 на Python. Создание приложения для загрузки видео с Rutube по ссылке. |
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|  | *(номер учебной группы)* |

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| **Содержание задания:** |
| 1.Проведение анализа предметной области |
| 2.Разработка структуры программы |
| 3.Выбор среды реализации. Обоснование выбора |
| 4.Разработка программной реализации |
| 5.Тестирование и отладка |
| 6.Оформление КР |
| *(вопросы, подлежащие изучению в соответствии с планируемыми результатами обучения,*  *заполняются руководителем КП/КР)* |

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| Руководитель | 09.09.2024 | М.М. Маран |
|  | *(дата)* | (*Фамилия и инициалы*) |

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| Студент | 18.09.2024 | М.О. Кокляева |
|  | *(дата)* | (*Фамилия и инициалы*) |

**1.Проведение анализа предметной области**

Для реализации приложения, нам потребуется, скачать сам язык Python (в работе использовалась версия 3.9), а также подключить библиотеки PyQt5 и rutube. И некоторые системные библиотеки OS и SYS

**2.Разработка структуры программы**

*Основная программа:*

Программа состоит из двух классов.

Один из них отвечает за разработку функционала кнопок приложения (хранение ссылки для скачивания видео, пути к папке, куда будет загружено видео).

Второй отвечает за поток загрузки, т.е. в нем реализованы функции для скачивания и отображения состояния загрузки.

*Файл с дизайном:*

Потребуется реализовать макет приложения в *QtDesigner* и конвертировать из .ui в .py

Его также нужно импортировать в основной код программы.

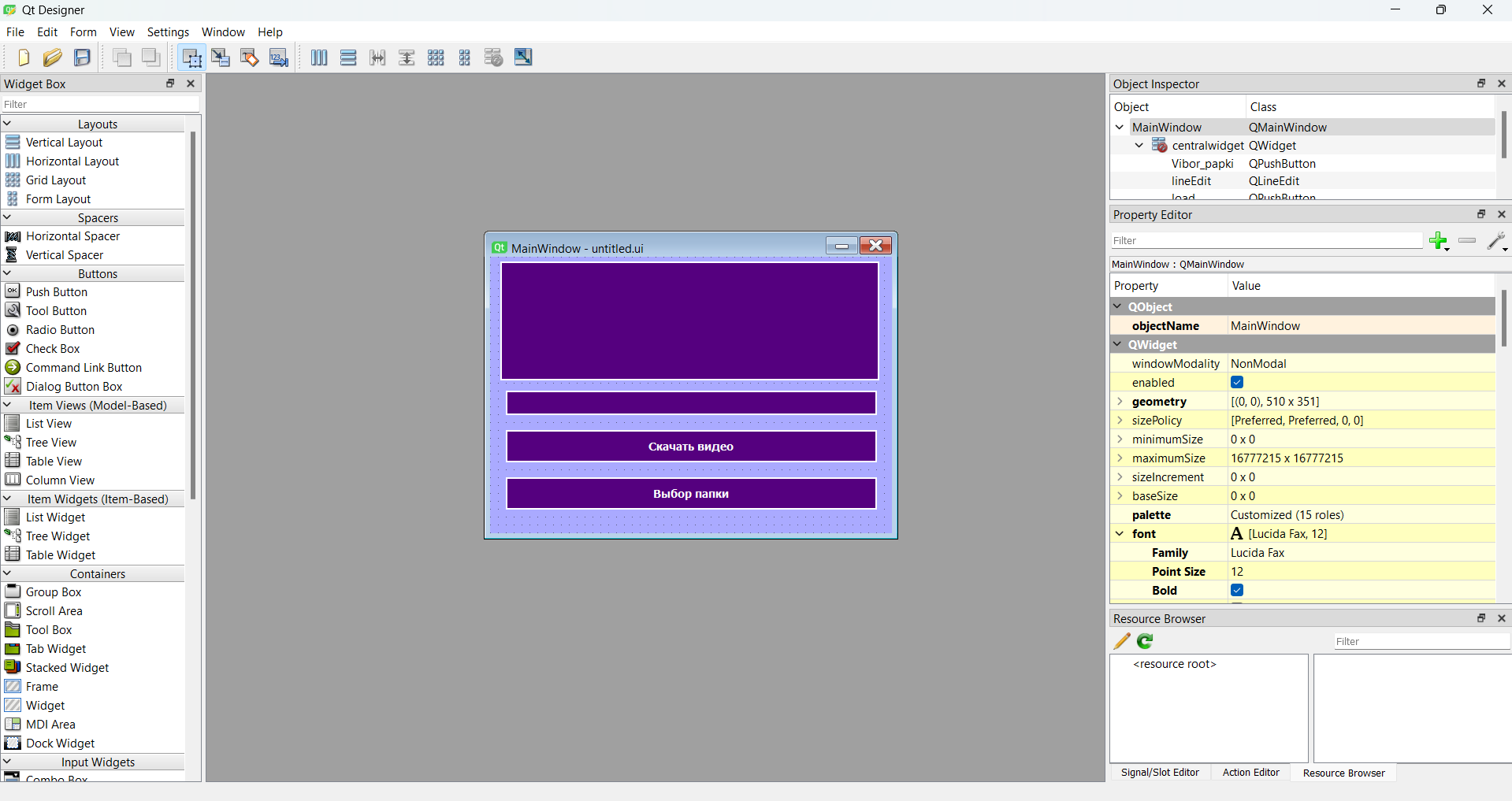
**3.Выбор среды реализации.**

Среда разработки кода *PyCharm IDE*. Среда разработки для дизайна *QtDesigner.*

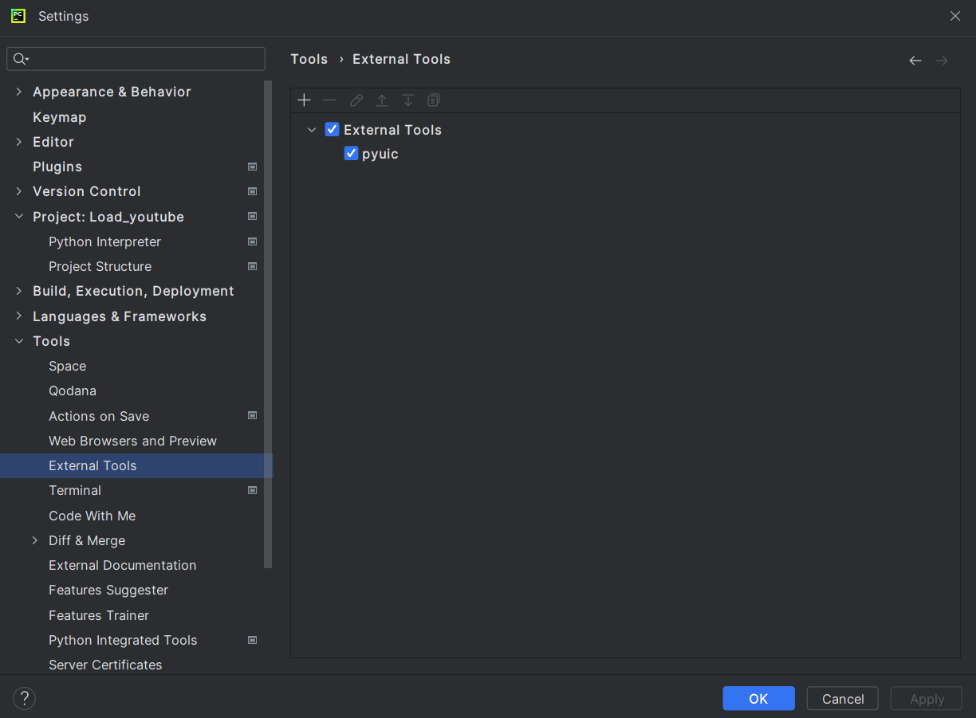
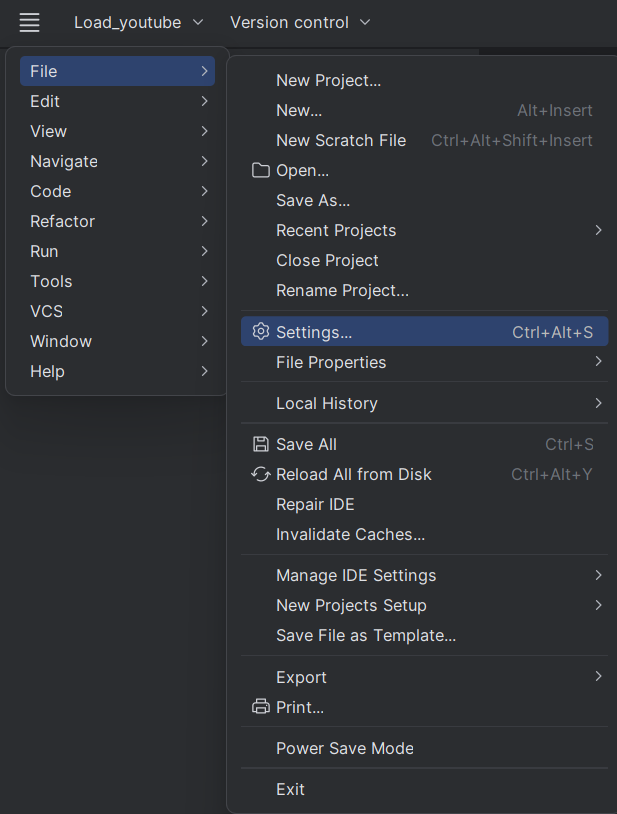
**4.Разработка программной реализации**

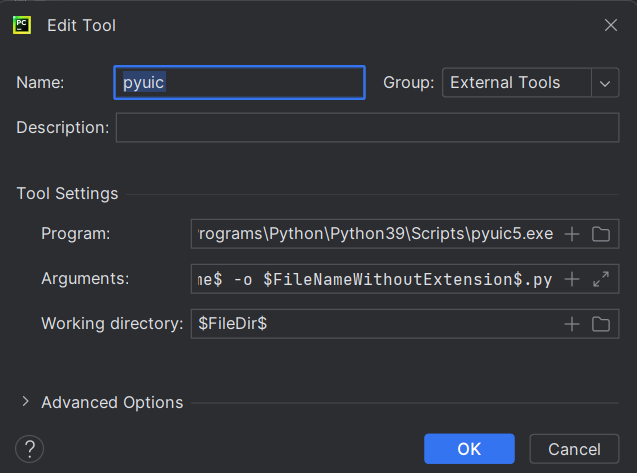
Для того, чтобы начать разработку макета приложения, нужно отдельно скачать приложение QtDesigner. В нем можно только создать макет и настроить дизайн нашего будущего приложения.

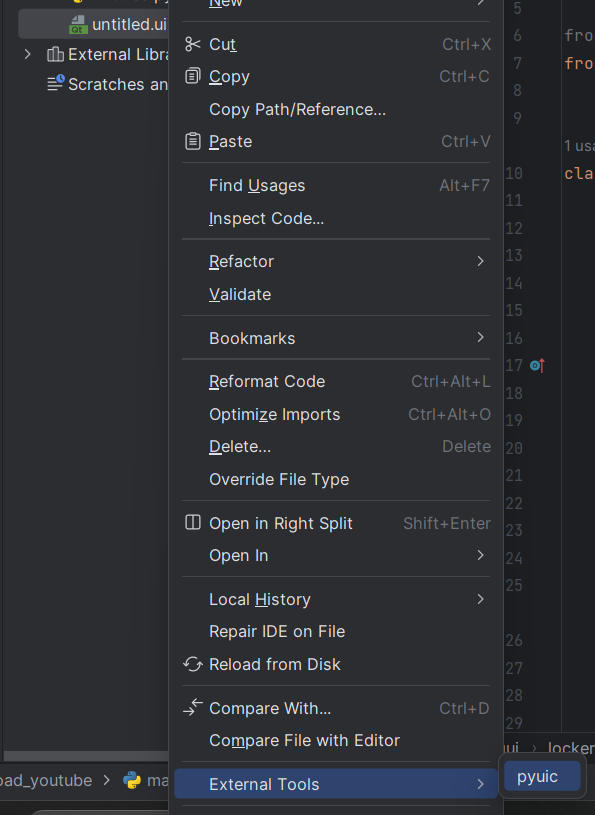
Создаем макет, оформляем дизайн.



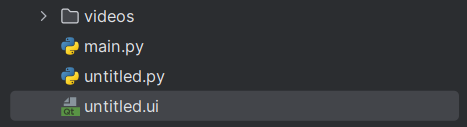
Теперь нужно его сохранить в папку с проектом, в которой лежит основной код программы. Далее реализовать конвертирование из .ui в .py (далее смотреть фото):



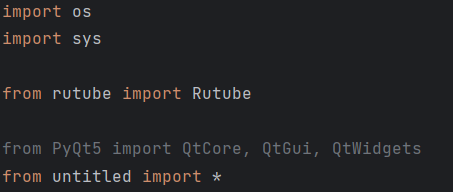




Результат:



Затем переходим к реализации основного кода. Импортируем библиотеки и файл с дизайном:



Реализуем классы описанные выше в п.2.

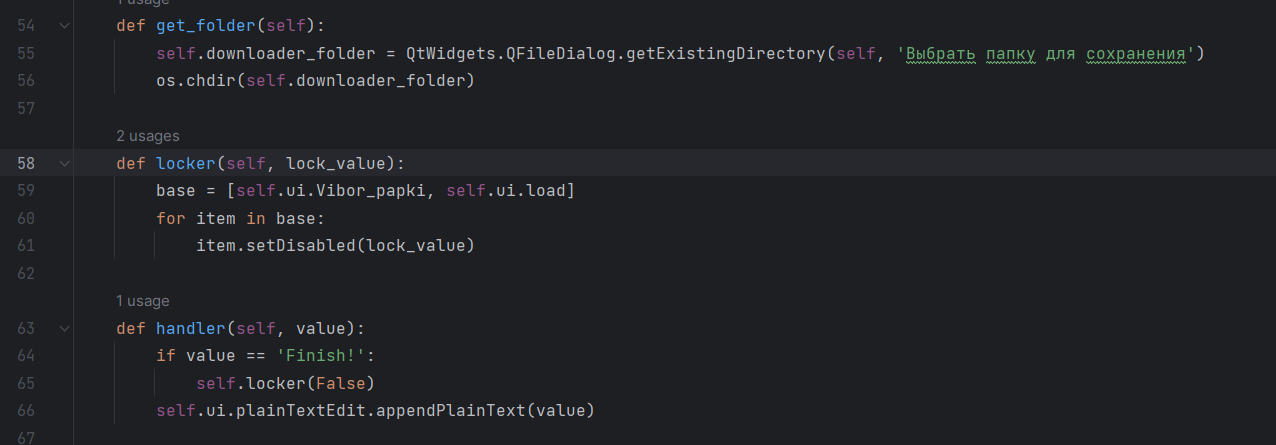
*1.Класс для загрузки*



Def \_\_init\_\_(self,parent=None) – конструктор

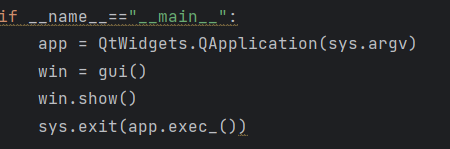
Def run(self) – запускает скачивание, с отображением состояния скачивания.

Создаем объект Rutube и применеям функцию getbest().downoloader(), она выбирает поток с самым высоким разрешением. Это вернет "обычный" поток (т.е. с видео и аудио).А downoloader() его загрузит.

*2.Класс для обработчика событий кнопок, хранения данных адреса ссылки и пути к папке.*

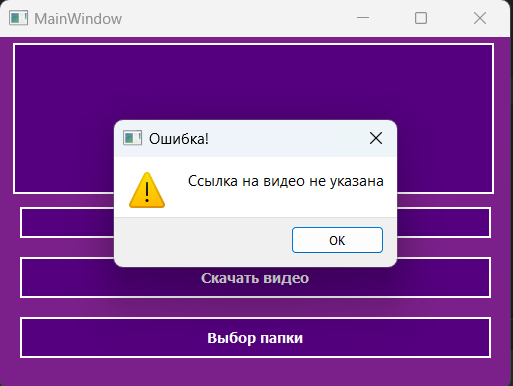
*В этом классе расписан по большей части функционал кнопок, с обработкой возможных событий.*

Последнее, запуск программы.



**5.Тестирование и отладка**

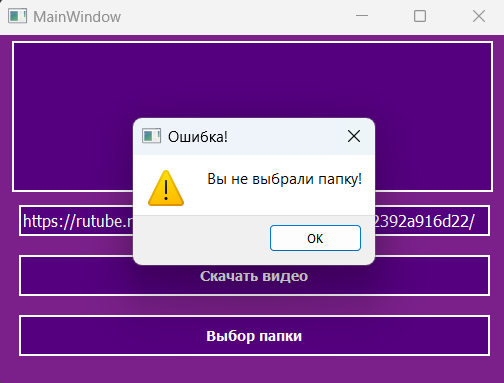
Рассмотрим следующие варианты событий:

1.Не указана ссылка для скачивания. 

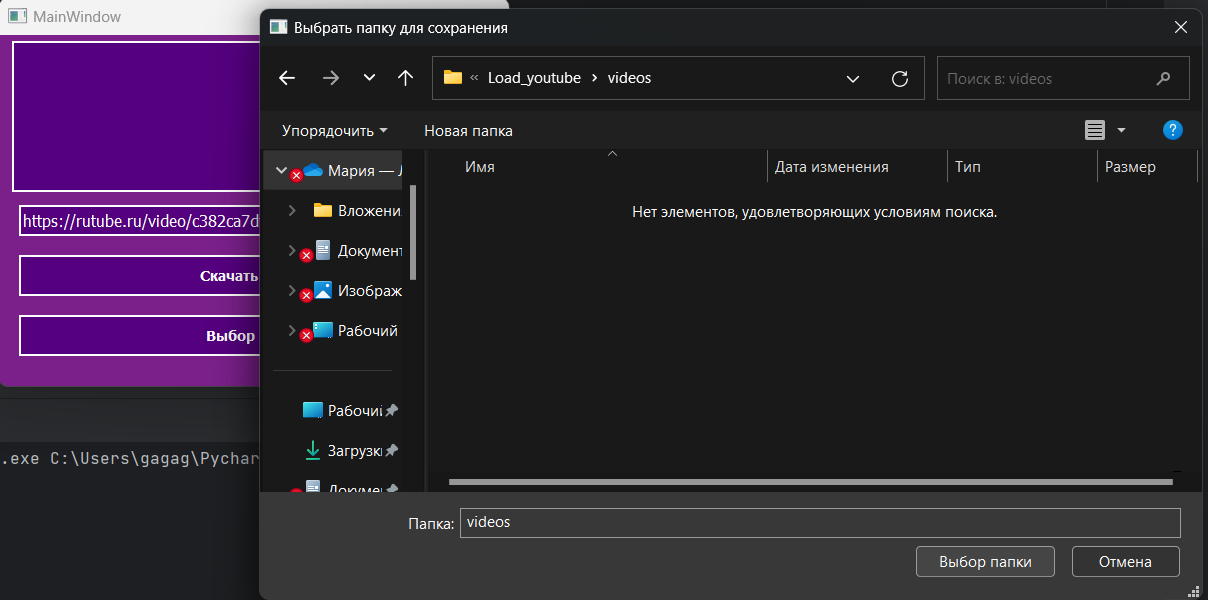
2.Ссылка на видео указана, но не выбрали папку.

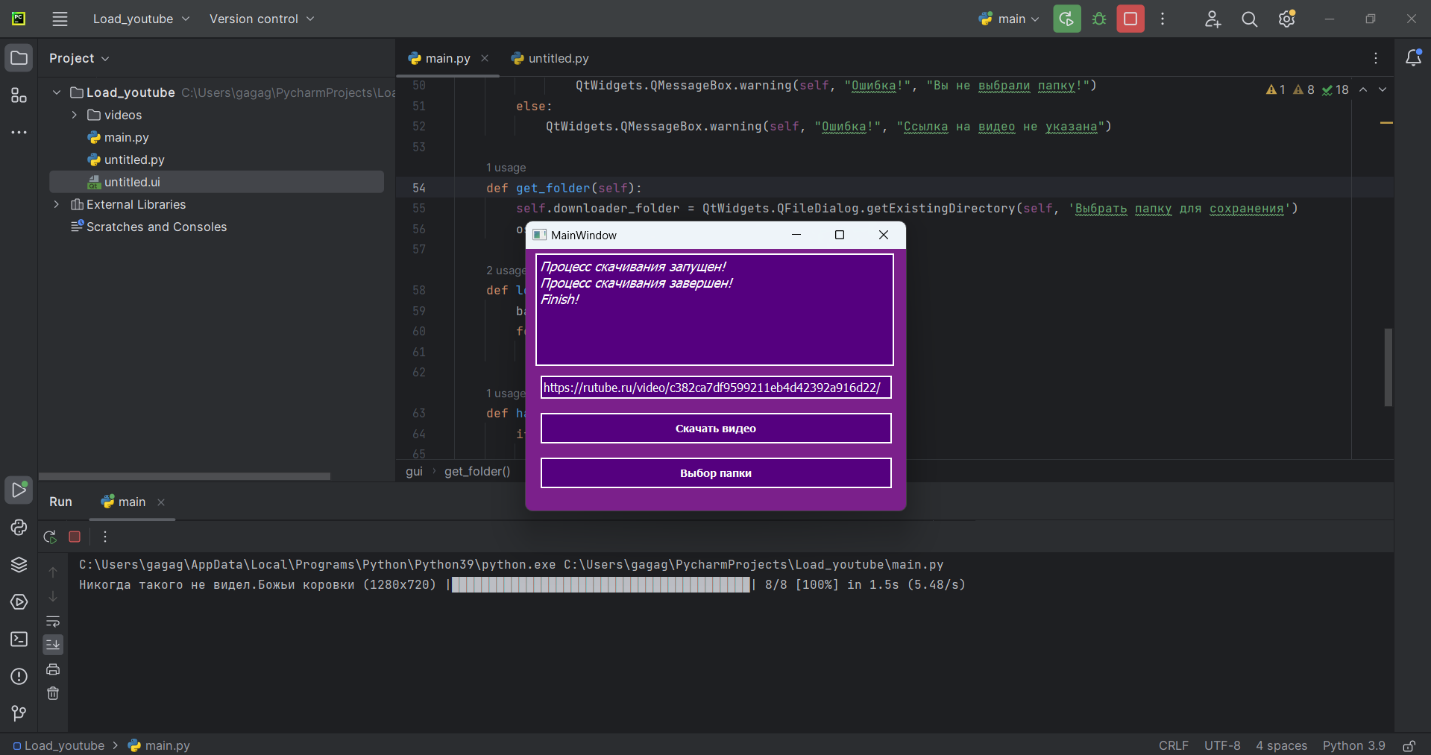
Для этого возьмем ссылку прямо с Rutube, на какое-нибудь короткое видео:

<https://rutube.ru/video/c382ca7df9599211eb4d42392a916d22/>

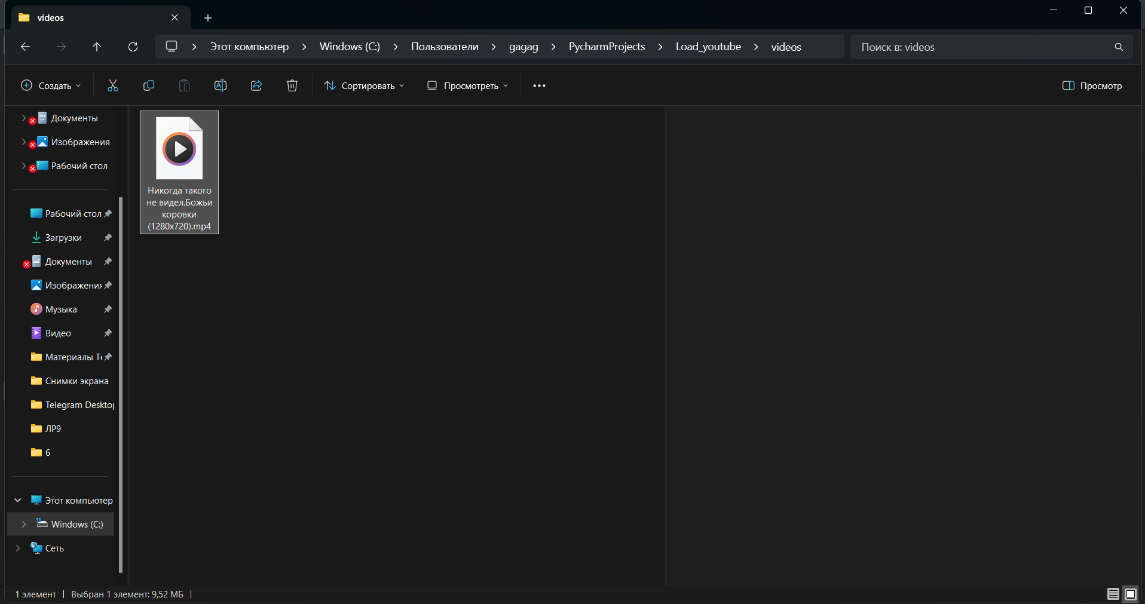


3.Всё указано корректно.





Переходим в указанную папку. Видим, что видео успешно загрузилось.



Проверим корректность скачанного видео. Работает.



***Заключение***. Программа на тестах отработала корректно.

***Листинг кода:***

***Main.py***

import os  
import sys  
  
from rutube import Rutube  
  
from PyQt5 import QtCore, QtGui, QtWidgets  
from untitled import \*  
  
  
class downloader(QtCore.QThread):  
 mysignal = QtCore.pyqtSignal(str)  
  
 def \_\_init\_\_(self, parent=None):  
 super().\_\_init\_\_(parent)  
 self.url = None  
  
 def run(self):  
 self.mysignal.emit('Процесс скачивания запущен!')  
  
 video = Rutube(self.url)  
 video.get\_best().download()  
  
 self.mysignal.emit('Процесс скачивания завершен!')  
 self.mysignal.emit('Finish!')  
  
 def init\_args(self, url):  
 self.url = url  
  
  
class gui(QtWidgets.QMainWindow):  
 def \_\_init\_\_(self, parent=None):  
 super().\_\_init\_\_(parent)  
 self.ui = Ui\_MainWindow()  
 self.ui.setupUi(self)  
  
 self.downloader\_folder = None  
 self.ui.Vibor\_papki.clicked.connect(self.get\_folder)  
 self.ui.load.clicked.connect(self.start)  
 self.mythread = downloader()  
 self.mythread.mysignal.connect(self.handler)  
  
 def start(self):  
 if len(self.ui.lineEdit.text())>5:  
 if self.downloader\_folder != None:  
 link = self.ui.lineEdit.text()  
 self.mythread.init\_args(link)  
 self.mythread.start()  
 self.locker(True)  
 else:  
 QtWidgets.QMessageBox.warning(self, "Ошибка!", "Вы не выбрали папку!")  
 else:  
 QtWidgets.QMessageBox.warning(self, "Ошибка!", "Ссылка на видео не указана")  
  
 def get\_folder(self):  
 self.downloader\_folder = QtWidgets.QFileDialog.getExistingDirectory(self, 'Выбрать папку для сохранения')  
 os.chdir(self.downloader\_folder)  
  
 def locker(self, lock\_value):  
 base = [self.ui.Vibor\_papki, self.ui.load]  
 for item in base:  
 item.setDisabled(lock\_value)  
  
 def handler(self, value):  
 if value == 'Finish!':  
 self.locker(False)  
 self.ui.plainTextEdit.appendPlainText(value)  
  
if \_\_name\_\_=="\_\_main\_\_":  
 app = QtWidgets.QApplication(sys.argv)  
 win = gui()  
 win.show()  
 sys.exit(app.exec\_())

***Untitled.py***

# -\*- coding: utf-8 -\*-  
  
# Form implementation generated from reading ui file 'untitled.ui'  
#  
# Created by: PyQt5 UI code generator 5.15.11  
#  
# WARNING: Any manual changes made to this file will be lost when pyuic5 is  
# run again. Do not edit this file unless you know what you are doing.  
  
  
from PyQt5 import QtCore, QtGui, QtWidgets  
  
  
class Ui\_MainWindow(object):  
 def setupUi(self, MainWindow):  
 MainWindow.setObjectName("MainWindow")  
 MainWindow.resize(510, 351)  
 palette = QtGui.QPalette()  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.WindowText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(123, 32, 139))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Button, brush)  
 brush = QtGui.QBrush(QtGui.QColor(185, 48, 209))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Light, brush)  
 brush = QtGui.QBrush(QtGui.QColor(154, 40, 174))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Midlight, brush)  
 brush = QtGui.QBrush(QtGui.QColor(61, 16, 69))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Dark, brush)  
 brush = QtGui.QBrush(QtGui.QColor(82, 21, 93))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Mid, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Text, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.BrightText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.ButtonText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Base, brush)  
 brush = QtGui.QBrush(QtGui.QColor(123, 32, 139))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Window, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Shadow, brush)  
 brush = QtGui.QBrush(QtGui.QColor(189, 143, 197))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.AlternateBase, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 220))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.ToolTipBase, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.ToolTipText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.WindowText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(123, 32, 139))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Button, brush)  
 brush = QtGui.QBrush(QtGui.QColor(185, 48, 209))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Light, brush)  
 brush = QtGui.QBrush(QtGui.QColor(154, 40, 174))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Midlight, brush)  
 brush = QtGui.QBrush(QtGui.QColor(61, 16, 69))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Dark, brush)  
 brush = QtGui.QBrush(QtGui.QColor(82, 21, 93))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Mid, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Text, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.BrightText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.ButtonText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
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 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Window, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Shadow, brush)  
 brush = QtGui.QBrush(QtGui.QColor(189, 143, 197))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.AlternateBase, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 220))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.ToolTipBase, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.ToolTipText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(61, 16, 69))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.WindowText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(123, 32, 139))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.Button, brush)  
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 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.Light, brush)  
 brush = QtGui.QBrush(QtGui.QColor(154, 40, 174))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.Midlight, brush)  
 brush = QtGui.QBrush(QtGui.QColor(61, 16, 69))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.Dark, brush)  
 brush = QtGui.QBrush(QtGui.QColor(82, 21, 93))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.Mid, brush)  
 brush = QtGui.QBrush(QtGui.QColor(61, 16, 69))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.Text, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.BrightText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(61, 16, 69))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.ButtonText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(123, 32, 139))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.Base, brush)  
 brush = QtGui.QBrush(QtGui.QColor(123, 32, 139))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.Window, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.Shadow, brush)  
 brush = QtGui.QBrush(QtGui.QColor(123, 32, 139))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.AlternateBase, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 220))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.ToolTipBase, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.ToolTipText, brush)  
 MainWindow.setPalette(palette)  
 font = QtGui.QFont()  
 font.setFamily("Lucida Fax")  
 font.setPointSize(12)  
 font.setBold(True)  
 font.setWeight(75)  
 MainWindow.setFont(font)  
 MainWindow.setFocusPolicy(QtCore.Qt.NoFocus)  
 MainWindow.setStyleSheet("QMainWindow{\n"  
" background-color: qlineargradient(spread:pad, x1:0.493, y1:0, x2:0.517, y2:1,stop 0 rgba(74, 0, 112, 255), stop:1 rgba(129, 0, 193, 255));\n"  
"}")  
 self.centralwidget = QtWidgets.QWidget(MainWindow)  
 palette = QtGui.QPalette()  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.WindowText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(170, 170, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Button, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Light, brush)  
 brush = QtGui.QBrush(QtGui.QColor(212, 212, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Midlight, brush)  
 brush = QtGui.QBrush(QtGui.QColor(85, 85, 127))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Dark, brush)  
 brush = QtGui.QBrush(QtGui.QColor(113, 113, 170))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Mid, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Text, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.BrightText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.ButtonText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Base, brush)  
 brush = QtGui.QBrush(QtGui.QColor(170, 170, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Window, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.Shadow, brush)  
 brush = QtGui.QBrush(QtGui.QColor(212, 212, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.AlternateBase, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 220))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.ToolTipBase, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Active, QtGui.QPalette.ToolTipText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
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 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.WindowText, brush)  
 brush = QtGui.QBrush(QtGui.QColor(170, 170, 255))  
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 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Button, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Light, brush)  
 brush = QtGui.QBrush(QtGui.QColor(212, 212, 255))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Midlight, brush)  
 brush = QtGui.QBrush(QtGui.QColor(85, 85, 127))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Dark, brush)  
 brush = QtGui.QBrush(QtGui.QColor(113, 113, 170))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Inactive, QtGui.QPalette.Mid, brush)  
 brush = QtGui.QBrush(QtGui.QColor(0, 0, 0))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
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 brush = QtGui.QBrush(QtGui.QColor(255, 255, 255))  
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 brush.setStyle(QtCore.Qt.SolidPattern)  
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 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.AlternateBase, brush)  
 brush = QtGui.QBrush(QtGui.QColor(255, 255, 220))  
 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.ToolTipBase, brush)  
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 brush.setStyle(QtCore.Qt.SolidPattern)  
 palette.setBrush(QtGui.QPalette.Disabled, QtGui.QPalette.ToolTipText, brush)  
 self.centralwidget.setPalette(palette)  
 self.centralwidget.setObjectName("centralwidget")  
 self.lineEdit = QtWidgets.QLineEdit(self.centralwidget)  
 self.lineEdit.setGeometry(QtCore.QRect(20, 170, 471, 31))  
 self.lineEdit.setStyleSheet("QLineEdit{\n"  
"border: 2px solid white;\n"  
"background-color:rgb(85, 0, 127);\n"  
"color:white;\n"  
" font: 16px;\n"  
"}")  
 self.lineEdit.setObjectName("lineEdit")  
 self.load = QtWidgets.QPushButton(self.centralwidget)  
 self.load.setGeometry(QtCore.QRect(20, 220, 471, 41))  
 self.load.setStyleSheet("QPushButton {\n"  
" background-color: rgb(85, 0, 127);\n"  
" border-color: rgb(170, 170, 255);\n"  
" border: 2px solid white;\n"  
" font: bold 14px;\n"  
" color: white;\n"  
"}\n"  
"\n"  
"QPushButton:pressed {\n"  
" background-color: rgb(68, 0, 103);\n"  
" border-color:rgb(114, 0, 171);\n"  
" border: 2px solid;\n"  
" font: bold 14px;\n"  
" color: rgb(104, 74, 125);\n"  
"}")  
 self.load.setObjectName("load")  
 self.Vibor\_papki = QtWidgets.QPushButton(self.centralwidget)  
 self.Vibor\_papki.setGeometry(QtCore.QRect(20, 280, 471, 41))  
 self.Vibor\_papki.setStyleSheet("\n"  
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" color: white;\n"  
"}\n"  
"\n"  
"QPushButton:pressed {\n"  
" background-color: rgb(68, 0, 103);\n"  
" border-color:rgb(114, 0, 171);\n"  
" border: 2px solid;\n"  
" font: bold 14px;\n"  
" color: rgb(104, 74, 125);\n"  
"}")  
 self.Vibor\_papki.setObjectName("Vibor\_papki")  
 self.plainTextEdit = QtWidgets.QPlainTextEdit(self.centralwidget)  
 self.plainTextEdit.setGeometry(QtCore.QRect(13, 6, 481, 151))  
 self.plainTextEdit.setStyleSheet("QPlainTextEdit{\n"  
"border: 2px solid white;\n"  
"background-color:rgb(85, 0, 127);\n"  
"color:white;\n"  
" font: italic 18px;\n"  
"}")  
 self.plainTextEdit.setObjectName("plainTextEdit")  
 MainWindow.setCentralWidget(self.centralwidget)  
  
 self.retranslateUi(MainWindow)  
 QtCore.QMetaObject.connectSlotsByName(MainWindow)  
  
 def retranslateUi(self, MainWindow):  
 \_translate = QtCore.QCoreApplication.translate  
 MainWindow.setWindowTitle(\_translate("MainWindow", "MainWindow"))  
 self.load.setText(\_translate("MainWindow", "Скачать видео"))  
 self.Vibor\_papki.setText(\_translate("MainWindow", "Выбор папки"))

***Untitled.ui***

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 color: white;  
}  
  
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 border-color:rgb(114, 0, 171);  
 border: 2px solid;  
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 border: 2px solid;  
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