

Assignment Cover Letter

(Individual Work)

Student Information: Surname Given Names Student ID Number

1. Rachmadi Cen 2301891752

Course Code : COMP6056 Course Name : Program Design Methods

Class : LIAC Name of Lecturer(s) : Ida Bagus Kerthyayana

Major : CS

Title of Assignment

(if any)

: Github Web Scraping

Type of Assignment : Final Project

Submission Pattern

Due Date : 14-01-20 Submission Date : 14-01-20

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- 2. Soft copy assignment also requires the signed (hardcopy) submission of this form, which automatically validates the softcopy submission.
- 3. The above information is complete and legible.
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Signature of Student:

(Name of Student)

1. Radisa Hussein Rachmadi

"Github Web Scraping"

Name: Radisa Hussein Rachmadi

ID

: 2301891752

I. **Description**

The function of this program:

The purpose of this program is to return links of repositories belonging to the GitHub

username that is inputted. It uses the requests module for creating an HTTP request to open up

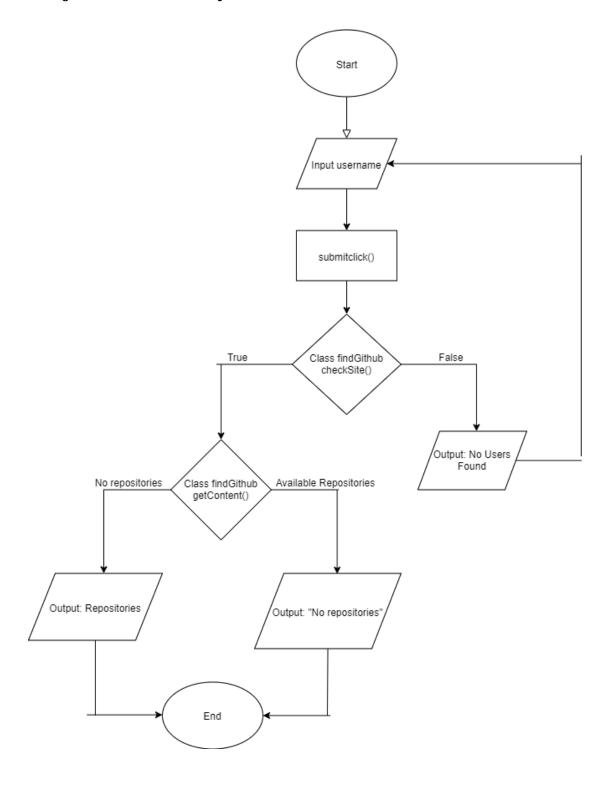
the Github page. Then it uses the beautiful soup4 module to scrape the data off of the user's

Github page and return it into links. Then using the tkinter module, to make a GUI, where the

user can input a username and it outputs a list of up to 15 repositories.

II.a. Design/Plan

Project's Hierarchy Chart



II.b. Explanation of Each Function Inside the findGithub Class

FinalCode.py

• checkSite (self):

- Opens the Github repository link of the inputted user with the requests module
- If status code returns 200, site is accessible and no issues persist, returns True.
- If returns a code other than 200, it could mean no available profile, or poor internet connection, returns False

getContent (self):

- Initialize variable "source" to store the contents of the accessed website from requests
- Using the BeautifulSoup module to process the contents in "source"
- With a for loop using beautifulsoup4, look for all "h3" tags with class 'wb-break-all' to find repositories
- From those h3 tags, look for the "a" tags supplied with a href attribute
- Appends all "a" tags with a href attribute to a list called urls
- Each url is then re-appended to a list called newurls, with "https://www.github.com"
 + the url from the href attribute, to create a valid link
- If user has no repositories, will return an error label with "This user has no repositories"
- Finally using a for loop, printing out the labels, from the newurls list

Class Diagram

findGithub	
waa.	
- user - link	
- site	
- checkSite()	
- getContent()	

II.c. Explanation of Each Function outside the findGithub class

• submitclick():

- This function is called whenever the search button is clicked
- if checkSite() returns true, it will continue to run getContent()
- if checkSite() returns false, it will remove all widgets in showing frame and result frame, and then print out error labels.

III.a. Lessons that Have Been Learned

```
soup = BeautifulSoup(source)

urls = []

for h3_tags in soup.find_all('h3',{'class':'wb-break-all'}):
    a_tags = h3_tags.find('a', href = True)
    urls.append(a_tags['href'])
```

1. Web Scraping using Beautiful Soup 4

I came across web scraping during my brainstorming phase, and I found it to be very interesting how with just a few lines of codes, one can store the contents of an entire page, and analyze it. I initially wanted to use selenium, but after doing more research I found out that beautiful soup 4 works better for small projects that are simple.

self.site = requests.get(self.link)

2. Requests Module

After reading documentations about beautifulsoup4, I learned that this module is not able to work entirely on their own, it needs external libraries to help access html pages, this is where the requests module comes in. It is a standard library for making HTML requests, which is just what I needed for web scraping Github.

```
#-----#
root = Tk()
root.title('CenWebS')
root.geometry('400x600')
```

3. Tkinter Module

I initially started testing out beautifulsoup4, or bs4 for short, and the requests module in a command line program. When I got the hang of it, I thought that this program looked too simple so I looked to find other means to put my program into, that's where I came across Tkinter. Python's standard GUI package. It was pretty difficult to get around using Tkinter, but with practice and more researching, I was finally able to get the hang of it. With Tkinter, it is pretty easy as it has a wide option of widgets, and I learned



4. Tkinter Color Charts

Another factor that made it much easier to use Tkinter was it's color coding. Which is just to write the name of the color. The full color chart can be seen in the documentation, but this feature makes it so much easier to implement colors without having to look up hex codes or RGB codes.

III.b. Problem that Have Been Overcome

The hardest problem was choosing a project and sticking to it. I originally started with a random command line program, but I found it to be really simple and boring. I then got an idea to create a website using Django, which is a python web-framework. After about 80% of the progress I got stuck at trying to create animations and drag & drop features through Django, and after researching more about it, turns out that it requires significant knowledge of Javascript, CSS, and HTML. So then after brainstorming for more ideas, I stumbled across Web Scraping using Beautiful Soup 4.

The idea and concept of a Github web scraper was pretty easy, but implementing it into Tkinter was pretty challenging, not as easy as I thought it would be. I found some codes in the internet of a pretty similar web scraping program, but it scrapes your profile stats instead of your repositories. I was able to get some ideas on how to build my program. I then had minor troubles trying to design the layout for Tkinter using pack, which I then solved by using the grid command which allows to put many widgets on a grid like layout.

Resources:

- https://stackoverflow.com (website I used when I was trying to fix the errors)
- http://www.science.smith.edu/dftwiki/images/3/3d/TkInterColorCharts.png (Color chart for Tkinter)
- https://docs.python.org/3/library/tk.html (documentation for Tkinter)
- https://github.com/jamesgeorge007/GitHub-Mate-Desktop (reference for a similar web scraping project)

V. Source Code

```
import requests
from bs4 import BeautifulSoup
from tkinter import *
#-----#
class findGithub():
                                           #class for finding github
repositories
   def __init__(self,user):
       self.user = str(user)
               self.link = 'https://www.github.com/' + self.user
?tab=repositories' #link for repositories page of a given user
       self.site = requests.get(self.link)
   def checkSite(self):
       #function to check if site is accessible
       #if not, could be due to no connection, wrong username, or private
page
       if self.site.status code == 200:
          return True
       else:
          return False
```

```
def getContent(self):
        #function to get the content from the link
                                        source
                                                         self.site.content
#variable to store page content of accessed website from requests
                                      soup
                                                     BeautifulSoup(source)
#beautiful soup module to process the source
       urls = []
            for h3_tags in soup.find_all('h3',{'class':'wb-break-all'}):
#for loop finding all h3 tags with the specified class
                            a tags = h3 tags.find('a', href = True)
#from the h3 tags, finding a tags with a HREF attribute
           urls.append(a tags['href'])
       finduser = findGithub(self.user)
       global newurls
       newurls = []
        for url in urls:
                         newurls.append('https://github.com' + str(url))
#Adding 'https://github.com to the href tags making a valid link
        for widget in resultframe.winfo children():
                                                                  #Destroy
Widgets inside Resultframes
           widget.destroy()
         for widget in showingframe.winfo children():
                                                                  #Destroy
Widgets inside Showingframes
           widget.destroy()
        labels = []
        if len(newurls) > 15:
                                                                 #Limit on
number of repositories, more than 15, will end up going out of screen
           del newurls[15:]
           newurls.append('and more')
```

```
elif len(newurls) == 0:
                                                                     #If no
repositories found, will print out this label
            norepo = 'This user has no repositories'
                                                            norepolbl
Label(showingframe,text=norepo,font=('Arial',13),fg='red')
            norepolbl.grid(row=2,column=1)
        # "Showing users profile" label
        showingprofile = 'Showing ' + inputuser.get() + "'s Profile"
Label(showingframe,text=showingprofile,font=('Arial',13),bg='gray26',fg='w
hite')
        showinglabel.grid(row=0,column=1)
        #for loop printing of repositories in the form of labels
        for i in range(len(newurls)):
            labels.append(Label(resultframe,text=newurls[i]))
            labels[i].grid(row=i,column=1)
                                                                  #Function
def submitclick():
called when submit button is clicked
                         finduser
                                               findGithub(inputuser.get())
                                        =
#Initializing variable as class
    if finduser.checkSite() is True:
        finduser.getContent()
    else:
         for widget in showingframe.winfo_children():
                                                                    #making
sure the showing frame and result frame is clear
            widget.destroy()
        for widgets in resultframe.winfo children():
            widgets.destroy()
```

```
# Labels for when checksite returns false
       showingprofile = "User not found!"
       internet = 'Make sure you have a good internet connection!'
                                                    showinglabel
Label(showingframe,text=showingprofile,font=('Arial',13),fg='firebrick1')
                                                   internetlabel
Label(showingframe,text=internet,font=('Arial',13),fg='light slate gray')
       showinglabel.grid(row=0,column=1)
       internetlabel.grid(row=2,column=1)
     -----#
root = Tk()
root.title('CenWebS')
root.geometry('400x600')
#Set
                                                                 window
cenWebsLabel
Label(root,text='CenWebS',font=('Helvetica',40),relief='groove',bd=4,padx=
77,bg='gray26',fg='white smoke')
cenWebsLabel.grid(column=0,row=0)
#github
                                  label
                                                                  frame
githubFrame = Frame(root)
githubFrame.grid(row=1,column=0)
githublabel
                              Label(githubFrame,text='Github
                                                                    Web
Scraping',font=('Arial',20),relief=RIDGE,bd=4)
githublabel.grid(row=0,column=0)
```

```
#input
                      frame
                                            and
                                                                widgets
inputframe = Frame(root,bd=4,relief='ridge',padx=10,pady=10)
inputframe.grid(row=2,column=0)
inputuser = Entry(inputframe,font=('Arial',10))
inputuser.grid(row=2,column=2)
labelinput = Label(inputframe,text='Username: ', font=('Arial',15))
labelinput.grid(row=2,column=1)
submitbutton
Button(inputframe,text='Search',font=('Arial',13),command=submitclick)
submitbutton.grid(row=3,column=1,columnspan=2)
#Showing
                 Profile
                                    frame
                                                  and
                                                                 widget
showingframe = Frame(root,padx=10,pady=10,)
showingframe.grid(row=3,column=0)
#Result frames and widgets ------
resultframe = Frame(root,bd=4,relief='flat')
resultframe.grid(row=4,column=0,rowspan=10)
#Main loop -------
root.mainloop()
```