FOOD CHAIN MANAGEMENT SYSTEM

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Name and Roll no:

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> DESCRIPTION:

First, the project starts with the home page, the page where the user can select his/her occupation as Farmer, Distributor or Retailer. Then the next step is to select whether the user is a new user or registered user. If new is selected, the signup form opens us and the entry is added to the database. If registered user is selected, the login page opens up and the user has to enter two fields: registered unique ID and password to log in. Once user is logged in, he/she has three options: View Data, Update Data and Logout. View Data prints the database, updates the data in the respective tables.

There is a separate application the "ADMIN PANEL" which deals with deleting the data.

> TECHNOLOGY STACK:

- Python 3.X
- tKinter
- XAMPP

> CODE & SCREENSHOTS:

• Database Connectivity Confirmation:

import pymysql.cursors connection

_

pymysql.connect(host='localhost',user='root',password='WeRock',db='foodchainmanagement', charset='utf8mb4',cursorclass=pymysql.cursors.DictCursor)

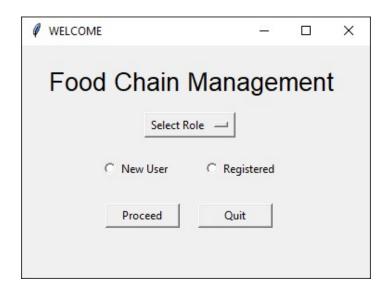
```
print ("Connected Successful!!")

try:
    with connection.cursor() as cursor:
        sql = "SELECT Name, Mobile, State, City, Pincode FROM Farmer"
        cursor.execute(sql)
        print ("cursor.description: ", cursor.description)
        print()
        for row in cursor:
            print(row)

finally:
        connection.close()
```

Home Page:

```
quit f()
                 L.LoginForm()
  elif variable.get()=='Distributor':
         master.destroy()
         root2=Tk()
         root2.mainloop()
  elif variable.get()=='Retailer':
         master.quit()
         root3=Tk()
         root3.mainloop()
def
         quit f():
  master.destroy()
master=Tk()
master.geometry('375x250')
master.title("WELCOME")
Label(master,
                                          text="Food
                                                                                   Chain
Management", width=20, font=("bold", 20)).place(x=20, y=20)
variable=StringVar(master)
variable.set("Select Role")
option=OptionMenu(master, variable, "Farmer", "Distributor", "Retailer")
option.place(x=130,y=70)
var=IntVar()
Radiobutton(master, text="New User",padx = 5, variable=var, value=1).place(x=80,y=120)
Radiobutton(master,
                           text="Registered",padx
                                                                 20,
                                                                            variable=var,
value=2).place(x=175,y=120)
Button(master,text='Proceed',width=10,command=NewWindow).place(x=90,y=170)
Button(master,text='Quit',width=10,command=quit f).place(x=190,y=170)
master.mainloop()
```



• Sign Up Page:

```
from tkinter import *
import pymysql.cursors
import random
import Login as L
import PostLogin as P
import Update as U
root = Tk()
root.geometry('500x750')
root.title("Registration form for FARMER")
#GENERATING RANDOM UNID
def create unid():
  return(random.randint(1001, 1999))
#VARIABLE INITIALIZATIONS
unid= create unid()
name= StringVar()
mobile= StringVar()
crop_name= StringVar()
soil type= StringVar()
weight_per_yeild= IntVar()
cost_per_quintal= IntVar()
aadhar= StringVar()
city= StringVar()
nstate= StringVar()
pincode= IntVar()
```

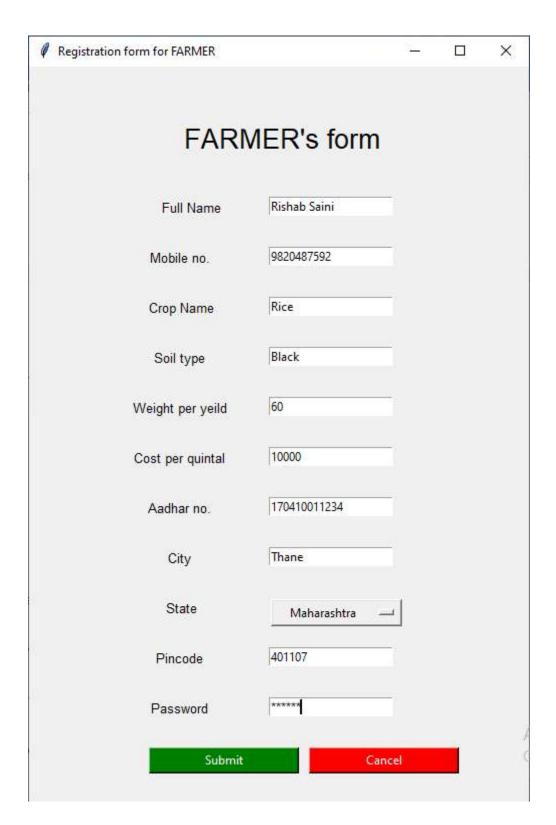
```
password= StringVar()
c=StringVar()
def Back():
 PSU.destroy()
 root.deiconify()
#DATABASE CONNECTIVITY
def database conn():
  conn=
pymysql.connect(host='localhost',user='root',password='WeRock',db='foodchainmanagem
ent',charset='utf8mb4',cursorclass=pymysql.cursors.DictCursor)
  print ("Connected successfully!")
  if(conn):
         unid=int(create unid())
         name=str(entry 1.get())
         mobile=str(entry 2.get())
         crop name=str(entry 3.get())
         soil type=str(entry 4.get())
         weight_per_yeild=int(entry_5.get())
         cost per quintal=int(entry 6.get())
         aadhar=str(entry 7.get())
         city=str(entry 8.get())
         state=str(c.get())
         pincode=int(entry 10.get())
         password=str(entry_11.get())
  print(unid,name,mobile,crop name,soil type,weight per yeild,cost per quintal,aadha
r,city,nstate,pincode,password)
         try:
               with conn.cursor() as cursor:
                                               "INSERT
                      insert1
                                                               INTO
(Unid, Name, Mobile, Crop name, Soil type, Weight per yeild, Cost per quintal, Aadhar, City,
(unid,name,mobile,crop name,soil type,weight per yeild,cost per quintal,aadhar,city,st
ate,pincode,password)
                      cursor.execute(insert1)
                      conn.commit()
                      print("Values Inserted Successfully!")
```

```
finally:
                conn.close()
  else:
         print("Connection Unsuccesfull.")
  global PSU
  PSU = Toplevel()
  PSU.title("Successfully logged in!")
  width = 400
  height = 200
  screen width = root.winfo screenwidth()
  screen height = root.winfo screenheight()
  x = (screen_width/2) - (width/2)
  y = (screen height/2) - (height/2)
  root.resizable(0, 0)
  PSU.geometry("%dx%d+%d+%d" % (width, height, x, y))
  Ibl home = Label(PSU, text="Welcome! %s" % str(unid), font=('times new roman',
20)).pack()
                        Button(PSU,
                                                  text='Update',
  btn 1=
                                                                              width=20,
command=U.UpdateValues).place(x=100,y=100)
                                          text='View
  btn cont
                        Button(PSU,
                                                          ΑII
                                                                  Data',
                                                                              width=20,
command=P.FarmerView).place(x=20, y= 150)
  btn_back = Button(PSU, text='Logout', width=20, command=Back).place(x=200, y=150)
def quit_func():
  root.withdraw()
  import HomePage
#GUI CODE
label_0 = Label(root, text="FARMER's form",width=20,font=("bold", 20))
label 0.place(x=90,y=53)
label 1 = Label(root, text="Full Name", width=20, font=("bold", 10))
label 1.place(x=80,y=130)
entry 1 = Entry(root,textvar=name)
entry 1.place(x=240,y=130)
```

```
label 2 = Label(root, text="Mobile no.", width=20, font=("bold", 10))
label 2.place(x=68,y=180)
entry 2 = Entry(root,textvar=mobile)
entry 2.place(x=240,y=180)
label 3 = Label(root, text="Crop Name", width=20, font=("bold", 10))
label 3.place(x=70,y=230)
entry 3 = Entry(root,textvar=crop name)
entry 3.place(x=240,y=230)
label 4 = Label(root, text="Soil type",width=20,font=("bold", 10))
label 4.place(x=68,y=280)
entry 4 = Entry(root,textvar=soil type)
entry 4.place(x=240,y=280)
label 5 = Label(root, text="Weight per yeild", width=20, font=("bold", 10))
label 5.place(x=68,y=330)
entry 5 = Entry(root,textvar=weight per yeild)
entry_5.place(x=240,y=330)
label 6 = Label(root, text="Cost per quintal", width=20, font=("bold", 10))
label 6.place(x=68,y=380)
entry 6 = Entry(root,textvar=cost per quintal)
entry_6.place(x=240,y=380)
label 7 = Label(root, text="Aadhar no.", width=20, font=("bold", 10))
label 7.place(x=68,y=430)
entry 7 = Entry(root,textvar=aadhar)
entry_7.place(x=240,y=430)
label 8 = Label(root, text="City", width=20, font=("bold", 10))
label 8.place(x=68,y=480)
entry 8 = Entry(root,textvar=city)
entry 8.place(x=240,y=480)
label 9 = Label(root, text="State", width=20, font=("bold", 10))
```

```
label 9.place(x=70,y=530)
list1 = ['Andhra Pradesh','Arunachal Pradesh','Assam','Bihar','Chhattisgarh','Goa', 'Gujrat',
'Haryana', 'Himachal Pradesh', 'Jammu & Kashmir', 'Jharkhand', 'Karnataka', 'Kerala',
'Madhya Pradesh', 'Maharashtra', 'Manipur', 'Meghalaya', 'Mizoram', 'Nagaland', 'Odisha',
'Punjab', 'Rajasthan', 'Sikkim', 'Tamil Nadu', 'Tamil Nadu', 'Tripura', 'Uttar Pradesh',
'Uttarakhand', 'West Bengal'];
droplist=OptionMenu(root,c, *list1)
droplist.config(width=15)
c.set('Select your State')
droplist.place(x=240,y=530)
label 10 = Label(root, text="Pincode", width=20, font=("bold", 10))
label_10.place(x=68,y=580)
entry 10 = Entry(root,textvar=pincode)
entry 10.place(x=240,y=580)
label 11 = Label(root, text="Password", width=20, font=("bold", 10))
label 11.place(x=68,y=630)
entry 11 = Entry(root,show="*",textvar=password)
entry_11.place(x=240,y=630)
Button(root,
                                            text='Submit', width=20, bg='green', fg='white',
command=database conn).place(x=120,y=680)
                                               text='Cancel', width=20, bg='red', fg='white',
Button(root,
command=quit func).place(x=280,y=680)
root.mainloop()
```





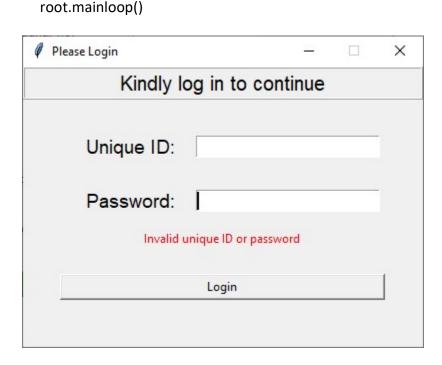
• Log In Page:

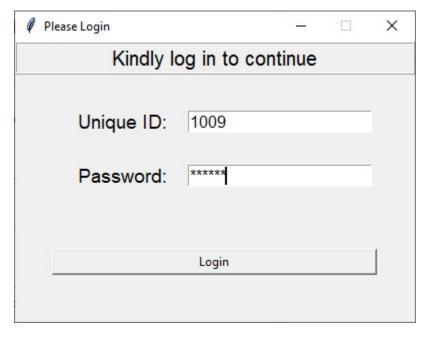
from tkinter import *

```
import pymysql.cursors
import PostLogin
import Update as U
def LoginForm():
  def Database():
    conn=
pymysql.connect(host='localhost',user='root',password='WeRock',db='foodchainmanagem
ent',charset='utf8mb4',cursorclass=pymysql.cursors.DictCursor)
    cursor = conn.cursor()
    return conn, cursor
  def Login(event=None):
         conn,cursor=Database()
         if USERNAME.get() == "" or PASSWORD.get() == "":
                lbl text.config(text="Please complete the required field!", fg="red")
         else:
         un=int(username.get())
         passwrd=str(password.get())
         sql = "SELECT Name FROM FARMER WHERE Unid= %d AND Password= '%s'" %
(un,passwrd)
         print("\n\n",un,"\n",passwrd,"\n",sql,"\n\n")
         cursor.execute(sql)
         if cursor.fetchone() is not None:
                HomeWindow()
                USERNAME.set("")
                PASSWORD.set("")
                lbl_text.config(text="")
         else:
                lbl text.config(text="Invalid unique ID or password", fg="red")
                USERNAME.set("")
                PASSWORD.set("")
         cursor.close()
         conn.close()
  def Continue():
         Home.withdraw()
         PostLogin.FarmerView()
  def HomeWindow():
```

```
global Home
         root.withdraw()
         Home = Toplevel()
         Home.title("Successfully logged in!")
         width = 400
         height = 200
         screen width = root.winfo screenwidth()
         screen height = root.winfo screenheight()
         x = (screen width/2) - (width/2)
         y = (screen height/2) - (height/2)
         root.resizable(0, 0)
         Home.geometry("%dx%d+%d+%d" % (width, height, x, y))
         lbl home = Label(Home, text="Welcome! %s" % str(username.get()), font=('times
new roman', 20)).pack()
         btn 1=
                            Button(Home,
                                                    text='Update',
                                                                              width=20,
command=U.UpdateValues).place(x=100,y=100)
         btn cont
                            Button(Home,
                                                                              width=20,
                                              text='View
                                                             Αll
                                                                    Data',
command=PostLogin.FarmerView).place(x=20, y= 150)
         btn back = Button(Home, text='Logout', width=20, command=Back).place(x=200,
y=150)
  def Back():
    Home.destroy()
    root.deiconify()
  root = Tk()
  root.title("Please Login")
  width = 400
  height = 280
  screen width = root.winfo screenwidth()
  screen height = root.winfo screenheight()
  x = (screen width/2) - (width/2)
  y = (screen_height/2) - (height/2)
  root.geometry("%dx%d+%d+%d" % (width, height, x, y))
  root.resizable(0, 0)
  USERNAME = IntVar()
  PASSWORD = StringVar()
```

```
Top = Frame(root, bd=2, relief=RIDGE)
Top.pack(side=TOP, fill=X)
Form = Frame(root, height=200)
Form.pack(side=TOP, pady=20)
lbl title = Label(Top, text = "Kindly log in to continue", font=('arial', 15))
lbl title.pack(fill=X)
lbl_username = Label(Form, text = "Unique ID:", font=('arial', 14), bd=15)
lbl username.grid(row=0, sticky="e")
lbl password = Label(Form, text = "Password:", font=('arial', 14), bd=15)
lbl password.grid(row=1, sticky="e")
lbl text = Label(Form)
lbl text.grid(row=2, columnspan=2)
username = Entry(Form, textvariable=USERNAME, font=(14))
username.grid(row=0, column=1)
password = Entry(Form, textvariable=PASSWORD, show="*", font=(14))
password.grid(row=1, column=1)
btn login = Button(Form, text="Login", width=45, command=Login)
btn login.grid(pady=25, row=3, columnspan=2)
btn login.bind('<Return>', Login)
```







• View Section (Post Login):

```
from tkinter import *
import pymysql.cursors
from tkinter import ttk
```

def FarmerView():
 def PL():

pymysql.connect(host='localhost',user='root',password='WeRock',db='foodchainmanagement',charset='utf8mb4',cursorclass=pymysql.cursors.DictCursor)

try:

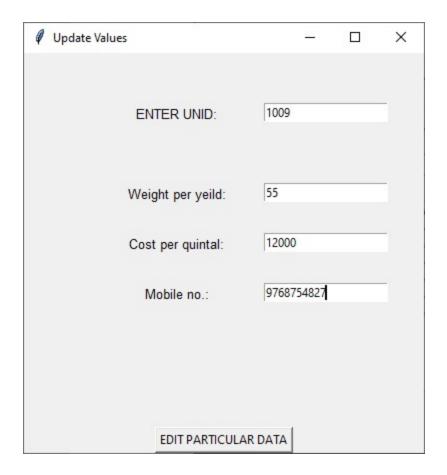
```
with conn.cursor() as cursor:
                                                                               "SELECT
                       sql
Name, Mobile, State, City, Pincode, Capacity, Cost per quintal FROM Distributor"
                       cursor.execute(sql)
                       rows=cursor.fetchall()
                       for row in rows:
                              print(row)
  tree.insert("",END,values=(row["Name"],row["Mobile"],row["State"],row["City"],row["Pi
ncode"],row["Capacity"],row["Cost per quintal"]))
         finally:
                conn.close()
  FView = Tk()
  FView.geometry("740x300")
  tree= ttk.Treeview(FView, selectmode="extended", column=("Name", "","Mobile",
"State", "City", "Pincode", "Capacity", "Cost per quintal"), show='headings')
  tree.heading("#1", text="NAME")
  tree.column("#1",minwidth=0,width=120)
  tree.heading("#2", text="MOBILE")
  tree.column("#2",minwidth=0,width=100)
  tree.heading("#3", text="STATE")
  tree.column("#3",minwidth=0,width=100)
  tree.heading("#4", text="CITY")
  tree.column("#4",minwidth=0,width=100)
  tree.heading("#5", text="PINCODE")
  tree.column("#5",minwidth=0,width=100)
  tree.heading("#6", text="CAPACITY")
  tree.column("#6",minwidth=0,width=100)
  tree.heading("#7", text="COST PER QUINTAL")
  tree.column("#7",minwidth=0,width=120)
  tree.pack(fill=BOTH)
  b2 = Button(FView, text="View Data", command=PL)
  b2.place(x=350,y=250)
  FView.mainloop()
```

Samay Nasta 8345126907 Punjab Hoshiyarpur 501007 75 5500	NAME	MOBILE	STATE	CITY	PINCODE	CAPACITY	COST PER QUINTAL
Jim Dsouza 993012 Maharashtra Kolhapur 416001 25 12500 Jam Demello 484687 Maharashtra Satara 415001 65 10000 Tom Fernandes 844855 Maharashtra Mumbai 400067 20 12000 Rose Mendes 336441 Maharashtra Karjat 410201 75 8000 Samay Nasta 8345126907 Punjab Hoshiyarpur 501007 75 5500	Khushboo Galrani	8731235460	Maharashtra	Mumbai	400059	70	5000
Jam Demello 484687 Maharashtra Satara 415001 65 10000 Tom Fernandes 844855 Maharashtra Mumbai 400067 20 12000 Rose Mendes 336441 Maharashtra Karjat 410201 75 8000 Samay Nasta 8345126907 Punjab Hoshiyarpur 501007 75 5500	Jack Sequeira	703084	Maharashtra	Mumbai	400068	50	9000
Tom Fernandes 844855 Maharashtra Mumbai 400067 20 12000 Rose Mendes 336441 Maharashtra Karjat 410201 75 8000 Samay Nasta 8345126907 Punjab Hoshiyarpur 501007 75 5500	Jim Dsouza	993012	Maharashtra	Kolhapur	416001	25	12500
Rose Mendes 336441 Maharashtra Karjat 410201 75 8000 Samay Nasta 8345126907 Punjab Hoshiyarpur 501007 75 5500	Jam Demello	484687	Maharashtra	Satara	415001	65	10000
Samay Nasta 8345126907 Punjab Hoshiyarpur 501007 75 5500	Tom Fernandes	844855	Maharashtra	Mumbai	400067	20	12000
	Rose Mendes	336441	Maharashtra	Karjat	410201	75	8000
	Samay Nasta	8345126907	Punjab	Hoshiyarpur	501007	75	5500
Sartaj Singh 3421796912 Punjab Anandpur 431009 55 5000	Sartaj Singh	3421796912	Punjab	Anandpur	431009	55	5000

• **Update Table:**

```
from tkinter import *
import pymysql
def UpdateValues():
  def Update():
         UNID = int(unid.get())
         data1 = int(e1.get())
         data2 = int(e2.get())
         data3 = e3.get()
         conn=
pymysql.connect(host='localhost',user='root',password='WeRock',db='foodchainmanagem
ent',charset='utf8mb4',cursorclass=pymysql.cursors.DictCursor)
         cur = conn.cursor()
         cur.execute("UPDATE FARMER SET Weight_per_yeild=%d, Cost_per_quintal=%d,
Mobile='%s' WHERE Unid=%d" % (data1, data2, data3,UNID))
         print("VALUES UPDATED SUCCESSFULLY")
         conn.commit()
         conn.close()
         root.destroy()
  root = Tk()
  root.geometry("400x400")
  root.title("Update Values")
```

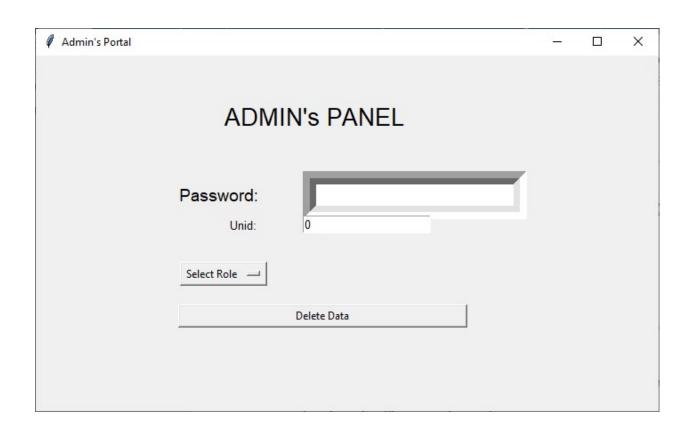
```
label 0 = Label(root, text="ENTER UNID:",width=20,font=("bold", 10))
label 0.place(x=70,y=50)
unid = IntVar()
unid = Entry(root, textvariable=unid)
unid.place(x=240,y=50)
label_1 = Label(root, text="Weight per yeild:",width=20,font=("bold", 10))
label 1.place(x=70,y=130)
wpy = IntVar()
e1 = Entry(root, textvariable=wpy)
e1.place(x=240,y=130)
label 2 = Label(root, text="Cost per quintal:", width=20, font=("bold", 10))
label 2.place(x=70,y=180)
cpq = IntVar()
e2 = Entry(root, textvariable=cpq)
e2.place(x=240,y=180)
label 3 = Label(root, text="Mobile no.:", width=20, font=("bold", 10))
label_3.place(x=70,y=230)
mobile = StringVar()
e3 = Entry(root, textvariable=mobile)
e3.place(x=240,y=230)
b2 = Button(root, text="EDIT PARTICULAR DATA", command=Update)
b2.pack(side=BOTTOM)
root.mainloop()
```

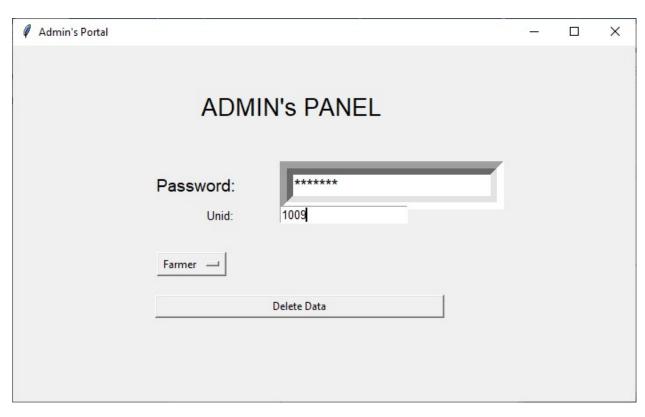


• ADMIN PANEL:

```
from tkinter import *
import pymysql.cursors
def Login():
  if(str(password.get())=="qwerty"):
         unid=int(entry_2.get())
         variable=str(var.get())
         conn=
pymysql.connect(host='localhost',user='root',password='WeRock',db='foodchainmanagem
ent',charset='utf8mb4',cursorclass=pymysql.cursors.DictCursor)
         cur = conn.cursor()
         cur.execute("DELETE FROM %s WHERE Unid=%d" % (variable,unid))
         print("VALUES DELETED SUCCESSFULLY")
         conn.commit()
         conn.close()
         root.destroy()
root = Tk()
```

```
root.geometry("700x400")
root.title("Admin's Portal")
label 0 = Label(root, text="ADMIN's PANEL", width=20, font=("bold", 20))
label 0.place(x=150,y=50)
label_1 = Label(root, text="Password:",width=20,font=('arial', 14), bd=15)
label_1.place(x=80,y=130)
password=StringVar()
unid=IntVar()
var=StringVar(root)
entry_1 = Entry(root,textvar=password,show="*",font=('arial', 14), bd=15)
entry 1.place(x=300,y=130)
label 2 = Label(root, text="Unid:", width=20, font=("bold", 10))
label 2.place(x=150,y=180)
entry 2 = Entry(root,textvar=unid,font=("bold", 10))
entry 2.place(x=300,y=180)
var.set("Select Role")
option 1=OptionMenu(root, var, "Farmer", "Distributor", "Retailer")
option 1.place(x=160,y=230)
btn_login = Button(root, text="Delete Data", width=45, command=Login)
btn login.place(x=160,y=280)
btn_login.bind('<Return>', Login)
root.mainloop()
```





> SCREENSHOT OF THE DATABASE:



Activate Windows
Go to Settings to activate Windows.

