import tkinter.messagebox

from tkinter import \*

import mysql.connector as sqlcon

import random as rd # may be used

# https://cbsepython.in/hospital-management-system-using-mysql-connectivity-and-tkinter-gui-python-project/

#connection

con = sqlcon.connect(host="localhost",user="root",password="Flat@162")

cur = con.cursor()

cur = con.cursor(buffered=True)

if (con):

# Carry out normal procedure

print ("DB connection successful")

else :

print ("Error 01 : Connection unsuccessful")

cur.execute("create database if not exists STRAYDOG")

cur.execute("use STRAYDOG")

cur.execute("create table if not exists RUser"

"("

"mobileno char(10) primary key,"

"name char(50),"

"emailId char(30),"

"isfeeder char(1),"

"isVetDoc char(1),"

"isFundDoner char(1),"

"isVetCare char(1),"

"remarks varchar(200))")

cur.execute("create table if not exists LocMaster"

"("

"pincode char(6) primary key,"

"areaname char(30),"

"feedingpoint char(1),"

"latlong varchar(15),"

"feedercount int,"

"foodpots int,"

"waterpots int,"

"milkpots int)")

#Registration of User

def entry1():

#registration of dog lovers - feeders, money donors, helping hands etc

#NOT UPDATING PROPERLY

global e1,e2,e3,e4,e5,e6,e7,e8

p1=e1.get()

p2=e2.get()

p3=e3.get()

p4=e4.get()

p5=e5.get()

p6=e6.get()

p7=e7.get()

p8=e8.get()

query='insert into RUser values("{}","{}","{}","{}","{}","{}","{},"{})'.format(p1,p2,p3,p4,p5,p6,p7,p8)

con.commit()

cur.execute(query)

tkinter.messagebox.showinfo("Done", "You have been successfuly registered")

def entry2():

#Feeding Location Master - Area, PIN, etc later on base data shall come from MCD

#NOT UPDATING PROPERLY

global e21,e22,e23,e24,e25,e26,e27,e28

p21=e21.get()

p22=e22.get()

p23=e23.get()

p24=e24.get()

p25=e25.get()

p26=e26.get()

p27=e27.get()

p28=e28.get()

query='insert into locmaster values("{}","{}","{}","{}","{}","{}","{},"{})'.format(p21,p22,p23,p24,p25,p26,p27,p28)

con.commit()

cur.execute(query)

tkinter.messagebox.showinfo("Done", "You have been successfuly entered location details")

# for Registration

def register():

global e1,e2,e3,e4,e5,e6,e7,e8

root1=Tk()

labell=Label(root1,text="FRAIL TRAILS\n",font='arial 20 bold')

labell.pack()

label2=Label(root1,text="Welcome Dog Lovers\n",font='arial 16 bold')

label2.place(x=30,y=50)

label3=Label(root1,text="To the World of Street Dogs\n",font='arial 16 bold')

label3.place(x=30,y=90)

label4=Label(root1,text="REGISTER YOURSELF\n",font='arial 16 bold')

label4.place(x=30,y=130)

frame=Frame(root1,height=700,width=200)

frame.pack()

l1=Label(root1,text="Mobile #",font='arial 14 bold')

l1.place(x=130,y=190)

e1=tkinter.Entry(root1)

e1.place(x=460,y=190)

l2=Label(root1,text="Name ",font='arial 14 bold')

l2.place(x=130,y=230)

e2=tkinter.Entry(root1)

e2.place(x=460,y=230)

l3=Label(root1,text="eMAIL Id",font='arial 14 bold')

l3.place(x=130,y=270)

e3=tkinter.Entry(root1)

e3.place(x=460,y=270)

l4=Label(root1,text="Will feed street dogs",font='arial 14 bold')

l4.place(x=130,y=310)

e4=tkinter.Entry(root1)

e4.place(x=460,y=310)

l5=Label(root1,text="Are you a Vet Doctor ",font='arial 14 bold')

l5.place(x=130,y=350)

e5=tkinter.Entry(root1)

e5.place(x=460,y=350)

l6=Label(root1,text="Can you Provide Funds",font='arial 14 bold')

l6.place(x=130,y=390)

e6=tkinter.Entry(root1)

e6.place(x=460,y=390)

l7=Label(root1,text="Can you Invest Time",font='arial 14 bold')

l7.place(x=130,y=430)

e7=tkinter.Entry(root1)

e7.place(x=460,y=430)

l8=Label(root1,text="Any Suggestions",font='arial 14 bold')

l8.place(x=130,y=470)

e8=tkinter.Entry(root1)

e8.place(x=460,y=470)

b1=Button(root1,text="SUBMIT",command=entry1)

b1.place(x=400,y=550)

root.resizable(True, True)

root1.mainloop()

# for Location Master and Stray Dogs Mapping

def locmaster():

global e21,e22,e23,e24,e25,e26,e27,e28

root2=Tk()

labell=Label(root2,text="FRAIL TRAILS",font='arial 20 bold')

labell.pack()

frame=Frame(root2,height=500,width=200)

frame.pack()

label2=Label(root2,text="Welcome Dog Lovers",font='arial 24 bold')

label2.place(x=30,y=50)

label3=Label(root2,text="To the World of Street Dogs",font='arial 24 bold')

label3.place(x=30,y=90)

label4=Label(root2,text="ENTER LOCATION DETAILS",font='arial 20 bold')

label4.place(x=30,y=130)

l21=Label(root2,text="Pin Code",font='arial 14 bold')

l21.place(x=130,y=170)

e21=tkinter.Entry(root2)

e21.place(x=460,y=170)

l22=Label(root2,text="Area Name",font='arial 14 bold')

l22.place(x=130,y=210)

e22=tkinter.Entry(root2)

e22.place(x=460,y=210)

l23=Label(root2,text="Is this MCD Feeding point",font='arial 14 bold')

l23.place(x=130,y=250)

e23=tkinter.Entry(root2)

e23.place(x=460,y=250)

l24=Label(root2,text="Enter Lat Long of the point",font='arial 14 bold')

l24.place(x=130,y=290)

e24=tkinter.Entry(root2)

e24.place(x=460,y=290)

l25=Label(root2,text="Enter count of Feeders as of now",font='arial 14 bold')

l25.place(x=130,y=330)

e25=tkinter.Entry(root2)

e25.place(x=460,y=330)

l26=Label(root2,text="Enter number of Food Pots",font='arial 14 bold')

l26.place(x=130,y=370)

e26=tkinter.Entry(root2)

e26.place(x=460,y=370)

l27=Label(root2,text="Enter number of Water Pots",font='arial 14 bold')

l27.place(x=130,y=410)

e27=tkinter.Entry(root2)

e27.place(x=460,y=410)

l28=Label(root2,text="Enter number of Milk Pots",font='arial 14 bold')

l28.place(x=130,y=450)

e28=tkinter.Entry(root2)

e28.place(x=460,y=450)

b1=Button(root2,text="SUBMIT",command=entry2)

b1.place(x=100,y=500)

root.resizable(True, True)

root2.mainloop()

# for Registration

def searchloc():

global e1,e2,e3,e4,e5,e6

root1=Tk()

labell=Label(root1,text="FRAIL TRAILS",font='arial 20 bold')

labell.pack()

frame=Frame(root1,height=500,width=200)

frame.pack()

label2=Label(root1,text="Welcome Dog Lovers",font='arial 24 bold')

label2.place(x=30,y=35)

label3=Label(root1,text="To the World of Street Dogs",font='arial 24 bold')

label3.place(x=30,y=50)

label4=Label(root1,text="REGISTER YOURSELF",font='arial 20 bold')

label4.place(x=30,y=65)

l1=Label(root1,text="Mobile #",font='arial 20 bold')

l1.place(x=30,y=90)

e1=tkinter.Entry(root1)

e1.place(x=60,y=90)

l2=Label(root1,text="eMAIL Id",font='arial 20 bold')

l2.place(x=30,y=110)

e2=tkinter.Entry(root1)

e2.place(x=60,y=110)

l3=Label(root1,text="Are you a Vet Doctor",font='arial 20 bold')

l3.place(x=30,y=130)

e3=tkinter.Entry(root1)

e3.place(x=60,y=130)

l4=Label(root1,text="Can you Provide Funds",font='arial 20 bold')

l4.place(x=30,y=150)

e4=tkinter.Entry(root1)

e4.place(x=60,y=150)

l5=Label(root1,text="Can you Invest Time",font='arial 20 bold')

l5.place(x=30,y=170)

e5=tkinter.Entry(root1)

e5.place(x=60,y=170)

l6=Label(root1,text="Any Suggestions",font='arial 20 bold')

l6.place(x=30,y=190)

e6=tkinter.Entry(root1)

e6.place(x=60,y=190)

b1=Button(root1,text="SUBMIT",command=entry)

b1.place(x=100,y=250)

root.resizable(False, False)

root1.mainloop()

# for Registration

def addlocdet():

global e1,e2,e3,e4,e5,e6

root1=Tk()

labell=Label(root1,text="FRAIL TRAILS",font='arial 20 bold')

labell.pack()

frame=Frame(root1,height=500,width=200)

frame.pack()

label2=Label(root1,text="Welcome Dog Lovers",font='arial 24 bold')

label2.place(x=30,y=35)

label3=Label(root1,text="To the World of Street Dogs",font='arial 24 bold')

label3.place(x=30,y=50)

label4=Label(root1,text="REGISTER YOURSELF",font='arial 20 bold')

label4.place(x=30,y=65)

l1=Label(root1,text="Mobile #",font='arial 20 bold')

l1.place(x=30,y=90)

e1=tkinter.Entry(root1)

e1.place(x=60,y=90)

l2=Label(root1,text="eMAIL Id",font='arial 20 bold')

l2.place(x=30,y=110)

e2=tkinter.Entry(root1)

e2.place(x=60,y=110)

l3=Label(root1,text="Are you a Vet Doctor",font='arial 20 bold')

l3.place(x=30,y=130)

e3=tkinter.Entry(root1)

e3.place(x=60,y=130)

l4=Label(root1,text="Can you Provide Funds",font='arial 20 bold')

l4.place(x=30,y=150)

e4=tkinter.Entry(root1)

e4.place(x=60,y=150)

l5=Label(root1,text="Can you Invest Time",font='arial 20 bold')

l5.place(x=30,y=170)

e5=tkinter.Entry(root1)

e5.place(x=60,y=170)

l6=Label(root1,text="Any Suggestions",font='arial 20 bold')

l6.place(x=30,y=190)

e6=tkinter.Entry(root1)

e6.place(x=60,y=190)

b1=Button(root1,text="SUBMIT",command=entry)

b1.place(x=100,y=250)

root.resizable(False, False)

root1.mainloop()

# View T&C for onboarding

def termscond():

global e1,e2,e3,e4,e5,e6

root1=Tk()

labell=Label(root1,text="FRAIL TRAILS",font='arial 20 bold')

labell.pack()

frame=Frame(root1,height=500,width=200)

frame.pack()

#T&C File fetch and display

root.resizable(False, False)

root1.mainloop()

def update\_clock(self):

now = time.strftime("%H:%M:%S")

self.label.configure(text=now)

self.after(1000, self.update\_clock)

root.resizable(False, False)

root1.mainloop()

root=Tk()

label=Label(root,text="FRAIL TRAILS",font='arial 40 bold')

b1=Button(text="User \nRegistration",font="arial 20 bold",bg="light blue",command=register)

b2=Button(text="Stray \nLocation Master",font="arial 20 bold",bg="light blue",command=locmaster)

b3=Button(text="Search \nLocations",font="arial 20 bold",bg="light blue",command=searchloc)

b4=Button(text="Add \nDetails",font="arial 20 bold",bg="light blue",command=addlocdet)

b5=Button(text="Terms & \nConditions",font="arial 20 bold",bg="light blue",command=termscond)

label.pack()

b1.pack(side=LEFT,padx=50)

b2.pack(side=LEFT,padx=50)

b3.pack(side=LEFT,padx=50)

b4.pack(side=LEFT,padx=50)

b5.pack(side=LEFT,padx=50)

frame=Frame(root,height=700, width=170)

frame.pack()

root.resizable(False,False)

root.mainloop()